

City of Hendersonville Parks & Recreation Department
Men's Summer Basketball League / General Rules
Revised March 6, 2017

League will play with current rules established by National Federation of State High School Associations and the TSSAA, except for these exceptions or modifications.

Player must be at least 18 years old by May 1st of the current year.

General

Not including game conditions, the gym supervisor has total control of gym facilities. No warm-up drills or balls bouncing around the court, in the halls or anywhere else in the building except on court during your team warm-up time.

Tennis shoes or basketball shoes only for all players.

Rule 3, Section 1 – Team / Starting a Game

A team may begin the game with 4 players. A 5th player can be inserted at any time.

Rule 3, Section 4 – Uniforms

Uniform requirement is a matching shirt (in color), and any 1-digit or 2-digit number is valid. Teams may not, however, have two players with the same number. No “tape” numbers.

Undershirts must be of the same color as the jersey.

Rule 5, Section 5 – Length of Game

(2) 20-minute running halves, clock will stop on each dead ball during the last 2 minutes of each half. 5 minutes between halves.

Rule 5, Section 7 – Extra Period

3 minutes, with 1 minute intermissions.

Rule 5, Section 8 – Time-Out, Stopping Play

Mercy Rules Under the following game conditions (only), the clock will continue to run after fouls, during free throws, held balls and violations. The clock may only be stopped with a team or official's time-out when this rule is in effect.

- 1) With 2 minutes or less to play in 2nd half and one team leads another by 30 or more points, the clock will run under the Mercy Rule for the remainder of the game.

Rule 5, Section 9 – Charged Time-Out

Each team is entitled to 4 charged time-outs per game. During each extra period, each team is entitled to 1 time-out. Unused time-outs in regulation may be used in any overtime period. Time-outs in excess of the allotted number may be requested and shall be granted during regulation playing time or any overtime period at the expense of a technical foul for each.

Rule 10 – Fouls and Penalties

Technical fouls count towards each person's personal fouls (limit of 5 per game). All technical fouls will result in 2 shots. Intentional foul results in 2 shots plus ball. Upon receiving a 2nd direct technical foul, or a 3rd indirect technical foul, a coach or player must be removed from the game and the gym. Person ejected must leave the gym immediately or risk forfeiture of the game.