

# LLFC Summer Basketball League Play Rules

## The Vision Statement

Bring together the body of Christ through sports, in a fair and grace-oriented environment. It's about sharing Christ through the fellowship of sports.

## Mission Statement

To promote Christian fellowship, build Christian character, self-discipline, ethical behavior, environment of grace, outreach/nurture ministries and team-building.

## League Play

### 1. Players:

A team must have three (3) legal players to start. At game time, any team that does not have enough players to begin the game will be given five (5) minutes grace time. At the end of the grace time, the game clock will be started and an additional five (5) minutes will be given before a forfeit is declared. After the forfeit, a recreational game can still be organized to be played. The referees will officiate the game if there are enough players to justify having a game.

The referee, at their discretion, may also use the “**Cool Down**” warning rule if a player is showing the potential of losing control. This rule will be used to sit the player out of the game for a time of 2 to 5 minutes to help eliminate the chance of a potential problem escalating into a serious situation that could lead to a technical foul and ejection.

### 2. Timing:

Games will consist of four 10-minute quarters. There will be a 1 minute break between quarters 1 & 2 and 3 & 4 with a halftime of 5 minutes (referee's discretion). The clock will run except for timeouts, injuries, and for the last two minutes of the **fourth quarter**. During those last two minutes the clock will stop when the play stops including after made baskets. Each team is allowed two (2) timeouts per half. Time outs not used do not carry over into the next half. If at the end of regulation the teams are tied, a 5-minute overtime will be played. The overtime clock will run except for the last one (1) minute of play. Each team will be given one (1) timeout. The overtime period will commence with a jump ball. If at the end of the first overtime the teams are still tied a second overtime of 3-minutes will be played, then a third overtime of 2-minutes will be played. The 2-minute overtimes will continue until someone wins the game. ALL overtimes commence with a jump ball and the clock will run except for the last one (1) minute of play.

NOTE FOR LAST 2 MINUTES OF GAME: The clock will not stop in the last 2 minutes of the game if one team is ahead by 20 points or more. If the lead ever drops below 20 points then the clock will stop when the play stops including after made baskets.

3. LLFC League Rules:

- A. Foul/cursing language will not be tolerated. The referee, at their discretion, may use the “Cool Down” warning rule to sit the player out of the game for a time of 2 to 5 minutes for the use of foul language. If foul language for a player continues to be a problem the referee, at their discretion, may issue an unsportsmanship technical foul which means the player will be ejected from the game and receive a 1 game suspension.
- B. On free throws, players are allowed to step into the lane when the ball leaves the shooters hand. Players will still be cautioned to eliminate any “rough play”. Substitution can only occur between the first and second shot. All free throws must be shot within ten (10) seconds.
- C. Technical/flagrant fouls will be 2 free throws plus possession. The ball will be taken out on the side at the division line, (half court line). Technical fouls are not counted as team fouls, flagrant fouls are.
- D. Player in possession of the ball has 5 seconds to get rid of the ball when “actively” guarded by a defensive player. Defensive player must be within 6 feet of the offensive player with the ball.
- E. Player control fouls are offensive fouls by a player who has the ball. These are “common”, non-shooting fouls. Fouls are counted as personal fouls and team fouls.
- F. Seven team fouls equal “1 and 1” shooting on the free throw line. On the 10th team foul, 2 free throws are awarded. Players will foul out on the 5th personal foul.
- G. Intentional “cutting” under an airborne shooter or any intended harmful act, will constitute an automatic ejection. Two shots, plus the ball will be given to the opposing team fouled against.
- H. Hanging on the basket rim will not be allowed. This will constitute a technical foul. It is up to the discretion of the referee if the player hanging on the rim is protecting himself from injury.
- I. After the basket has been made, the team has 5 seconds to inbound the ball, then 10 seconds to get the ball across mid-court line. Ten seconds start when a player touches the ball.
- J. “Preventive Officiating” is being stressed to each referee to keep “frustrations” from escalating.
- K. A player must play in ONE of the first THREE games of the season to be eligible to play in the playoffs.
- L. In all other cases, **Federation High School Basketball Rules** will apply.

4. Attire:

Players are responsible for their own jerseys. Each team must have jerseys in two different colors with numbers on both front and back. If your opposing team team has jersey colors

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similar to your own, you must be prepared to go to your "back up color" jerseys. Spray painted and taped (duct tape) numbers are not acceptable. Jersey colors can be separate or reversible.

NOTE: If you do not already have a jersey: **Lefty's Sports Outfitter** at 347 N La Cadena Dr, Colton, CA - (909) 825-9033 has reasonable prices and we've set up a 10% discount if you mention you are from Loma Linda Filipino Church Summer Basketball League. Better discounts are available if you buy as a team with 6 or more. It may take them a few days to fulfill your order.

#### 5. Tie breaker rules for playoffs

In the event of a tie whichever team won the regular season matchup(s) will own the tie break.

1. If head to head matchup(s) cannot be used to break the tie then the tie breaker goes to the team with the highest average point spread over the season.
2. If there is a tie of average point spread then a coin will be flipped by the pastor with one team calling heads or tails.