



TIME TO HOOP IT UP

ADULT FULL COURT BASKETBALL RULES

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Ernesto Gomez
Glen Cadwell

ADULT FULL COURT BASKETBALL PROGRAM RULES

- 1) Monthly members will always have 1st preference to play.
- 2) Monthly members are required to pay their monthly dues by the play day of the month. **Any member failing to pay on time can be dropped from the program and his spot be forfeited.**
- 3) Game day attendance will be limited to 20 players on any given game day in order to insure that all members get a chance to play. As such a text will be sent out one day in advance to coordinate the attendance. The 1st 20 members to respond will automatically play. Any additional members or daily players (over the 20 limit) will have to be on standby until a playing spot is available and there are no guarantees they will play. The only exception to this rule is that any player (of the 20 that responded) that does not show within the 1st hour of play will lose his spot in the group of 20 to any player on standby. **So basically don't say that you are coming if you are not and if you do intend to show, then show up early or you will lose your spot.**
- 4) No fights, disruptions or foul language is permitted. Any player violating this rule can be asked to leave and is subject to being dismissed from the program.
- 5) Any intentional damage to the equipment or facility is cause for dismissal from the program.
- 6) All players are required to supply dark and light shirts so that teams can be identified as either the dark or light team. This makes it easier to identify the players of each team. **Any player not supplying a dark and white jersey can be suspended from playing on game day.**
- 7) Teams are determined through a fair system of a free throw shootout. All players shoot for teams and the first 5 players to make their shots become the first team. The second team is comprised of the second 5 players to complete their shots. Any player not making the first two teams will sit out the first game and automatically be on the next team and play next. So the next 5 players sitting will play the next game. Any players showing up late while there are 5 players already sitting out will have to wait until those players play.
- 8) A member of the first 5 players to make the first team will shoot a free throw to see which team takes possession of the ball and court.
- 9) Winning team keeps possession of court and ball. An exception to this rule is when there are 20 in attendance. See rule 10.
- 10) Special **Glen Cadwell Rule - Game Day 4 Teams (20 Players Attending):** The winning team (A) will be limited to 3 wins at which point after the 3rd win the teams (A & D) on

the court will sit and the two teams that had been sitting out (B & C) will play against each other. The winner between these two teams will then play against the winning team (A). This rule is put into place to insure no player sits more than 2 games and also insures that the all teams get an ample opportunity to play.

- 11) Since there are no referees to make calls, the players will make their own calls. All first calls are to be honored; no exceptions. For example: If a player calls a travel on another player then the player that the call was made on cannot call a foul. The first call will stand.
- 12) Any disputed calls that will be resolved through a change of possession.
- 13) All shots are counted as 1 point unless the shot is taken beyond the arc at which point the shot counts for 2 points.
- 14) All games are regulated using a 12 minute clock. The winning team is the first one to 11 points or the team that is ahead at the expiration of the 12 minute clock.
- 15) The 12 minute clock is free running until the last 2 minutes of the games at which point the clock is stopped for any change of possession or for any calls.
- 16) Games tied at the end of regulation time will go into 2 minute overtime. The challenging team will assume possession in the first overtime unless possession has been changed due to a previous disputed call. Ball possession will switch at each overtime interval. The first team to reach 11 in the first overtime wins or the team ahead at the end of the first 2 minutes wins. If both teams are tied and less than 11 points at the end of 2 minutes then an additional 1 minute will be added to the clock for sudden death overtime which means the first team to score will win.