

Women's Full Court Basketball Rules

Thank you for participating in the league and remember this is a recreational league organized for fun and enjoyment. **All games will be played WITHOUT officials.** Please review all rules and call the recreation coordinator with any questions.

ADMINISTRATIVE LEAGUE RULES

- 1) Smoking or use of any form of tobacco products is not allowed at the Summit Activities Center or any Yankton School property.
- 2) Games will be played on Wednesday evenings at the Summit Activities Center.
- 3) There will be NO rescheduled games. Any game not played will be a loss for the team not able to play.
- 4) Games may be cancelled due to inclement weather. In the event of a cancellation, a Public Service Announcement will be sent to KYNT and KVHT. Information will also be available by calling the Summit Activities Center at (605) 668-5234.
- 5) All participants must play in a minimum of 2 games during the regular season to qualify to play in the tournament. If a player does not meet the 2 game requirement, all post season games that individual participates in will be forfeited.
- 6) A maximum of 12 people may be listed on your team roster. The roster listed at the end of the regular season will be the roster used for the tournament. Team captains may make changes to their rosters during the season, but remember the 3 games requirement for tournament play.
- 7) A player can only play for one team during league play. (Pick up players may be used to play a game in the spirit of recreation, but the team utilizing the pick up player(s) will forfeit the game in league standings.)
- 8) Games are to be played 5 on 5. Games may be played as long as 4 players are available to play per team. A team will forfeit if they have less than 4 players on the court 5 minutes after the scheduled start time. Teams can choose to play with four players at any time during the contest. If for any reason a team cannot finish a game with at least 4 players on the court, the game will be called a forfeit by the team with less than 4 players.
- 9) If a team cannot make a game, they must contact the Department of Parks and Recreation/ Summit Activities Center 48 hours prior to the contest. The team's second forfeit will require suspension from the end-of-the season tournament.
- 10) Players must be 14 years of age or older. Current college basketball players and current high school athletes are not eligible to participate. Any participant under the age of 18 must have Parental waiver form signed. Team captains are responsible for have any players 14-17 to ensure the Parental waiver form is completed and signed. Any teams playing with players 14-17 who have not completed and signed the Parental waiver may forfeit games.
- 11) The official ball will be provided by the Department of Parks and Recreation.

GAME RULES

- 1) Possession will be determined by a coin flip. Winner has the choice of starting the game with the ball or starting the second half with the ball. For overtime, teams will flip again for possession
- 2) Two (2) 20 minute halves and 5 minute halftime.
- 3) Clock runs continuous for the first 19 minutes of each half.

- 4) The clock will stop for all time timeouts. In addition, the clock will stop on all dead balls during the last 1 minute of each half if the lead is less than 10 points.
- 5) All fouls called will result in two foul shots, or three shots if shooting a three point basket, unless the basket is made during a shooting foul, the basket will be rewarded and a bonus free throw will be awarded. An offensive foul will result in switching of possession by inbounding the ball.
- 6) Overtime: 3 minutes with clock stopping for the last one minute.
- 7) Time Outs: 1 timeout per half plus 1 extra for overtime. Timeouts not used in the 1st half CAN carry-over to the 2nd half.
- 8) Both Offensive and Defensive players should call fouls.
- 9) Player substitutions: only during dead ball situations.
- 10) After made baskets, take ball out of bounds and throw it in.
- 11) For Non Shooting fouls or stoppage in play, please use a defensive check to resume play.
 - a. A defensive check consists of the offensive player giving the defensive player the ball to set the defense. Once the defensive player returns the ball to the offensive player the game is live. The offensive player may pass, dribble or shoot.

SPORTSMANSHIP

- 1) Individual players cannot foul out; however, excessive fouling beyond what would be considered un-sportsman-like conduct may be dealt with by reprimand, suspension and league expulsion of the Recreation Department determines it is warranted.
- 2) Under no circumstances shall any player use profanity and/or verbally abuse the city staff or players from the other teams. The first incident is grounds for suspension from the game, and the second is grounds for suspension from the league. Remember this is accumulative for the season.
- 3) Delay of Game: Any game delays may warrant the clock operator to stop the clock.
- 4) Be courteous to your opponent and respect each other at all times.