

# 2026 Basketball Fall League/Tournament Playing Rules

1. League & tournament play will follow OHSAA rules with any exceptions as noted below.
2. Game time is forfeit time – THERE IS NO GRACE PERIOD. See rule 32 for updated starting lineup allowance.
3. Pre-game warm up is limited to 4 minutes or until the scheduled start time of the game; whichever is sooner. Teams must supply their own balls for warm up.
4. Line ups must be written on the official score sheet in numerical order with a full last name, then first initial. A player MAY NOT play on two teams of the same age division or bracket.
5. During pool play games, the home team will be identified as the top team listed on the schedule that is posted on the exposure events website, and the Kingdom Sports Center app. During bracket play, the home team will be identified as the lower seed on the bracket. The home team will wear the lighter color jerseys, supply the game ball, supply an adult as the official scorekeeper, and sit to the right of the scorer's table.
6. Score keeper MUST keep game score on official score sheet, as supplied by the facility, for tournament games. Game sheets will be turned into Tournament Director. Score keeper MUST record game score on league score sheet as posted at the court station. Facility office will pick up score sheet at end of the game.
7. During pool play games, the visiting team will be identified as the bottom team listed on the schedule that is posted on the exposure events website, and the Kingdom Sports Center app. During bracket play, the visiting team will be identified as the higher seed on the bracket. The visiting team will wear the darker color jerseys, supply an adult as the official timekeeper, and sit to the left of the scorer's table.
8. Rim height is to be set at 10' for all grades, boys and girls\*no exceptions
9. No team may 'press' with a 15 point or more lead. Violation of rule" 1st and 2<sup>nd</sup> offense = Warning, 3<sup>rd</sup> offense = Team Technical Foul.
10. No Coed players allowed. Boys and Girls may not compete on the same team. Forfeit will occur if ignored.
11. All girls' teams and 3<sup>rd</sup>-7<sup>th</sup> grade boys' teams will use the 28.5 inch ball. The 8<sup>th</sup>-12 grade boys' teams will use the full size ball. Teams may agree on different ball size but if an agreement cannot be met, standard rules will apply above. We do not follow sanction AAU Rules, we are independent based spring competitive ball.
12. All games will be (2) 20 minute running clock half's. Stop clock at 2:00 minutes and under.
13. The time between halves is limited to 3 minutes.
14. A player will be disqualified after 5 personal fouls.
15. The bonus free throw will be awarded starting with the 7<sup>th</sup> foul of a half and the double bonus will go into effect with the 10<sup>th</sup> foul of a half.
16. All flagrant and technical fouls will be 2 shot fouls, plus the team will get the ball.
17. Any player, coach. Or fan receiving 2 technical fouls in a game must leave the building immediately and may not have any further contact with their team for the remainder of that game. If they do not leave the court immediately, the game will be forfeited. The Tournament/League Director can suspend the person for the remainder of the season.
18. Each overtime period shall be 3 minutes in duration of the running clock time. The final minute of overtime will consist of regular clock rules with the clock stopping on all dead balls. Each team will be awarded one additional timeout for each overtime period and all timeouts left over from the regulation will run over. (2) Overtime Periods... 3<sup>rd</sup> Overtime will be a Sudden Death (3 Min) 1<sup>st</sup> basket wins
19. Dunking is only permitted during game time. Dunking IS NOT permitted during warm up time. Team Technical will be enforced.
20. No protests are allowed – problems must be solved immediately during the game.
21. No non-uniformed children are allowed on the team's bench at any time, this includes injured players who are not in uniform.
22. No more than 3 adults (coaching, scorekeeping, etc.) are allowed to sit on the team's bench for any reason.
23. Teams MUST be paid in FULL prior to tip off of their first game.
24. All rosters are to be turned in before first game and are final at start of first game.
25. No show or same day cancel \$60 fine. 2<sup>nd</sup> offense of no show or cancel removal from league without refund
26. All questions regarding playing rules, eligibility, procedures, etc. Need to be directed to the League or Tournament Director. The Director's decisions are final.
27. 4 Full time Outs
28. When score is a 15 point lead, team ahead may not press. 3/4<sup>th</sup> girls division may only press last 2 minutes of each half.
29. When score is a 20 point difference, clock is switched to a running clock, even under 2 minutes of each half.
30. Under normal conditions, clock will stop right at 2 min mark on a dead ball, as well as free throw.
31. Grade based teams only. No player may play down even if they are of that grades age. Forfeit if this occurs.
32. TOURNAMENT TIE-BREAKERS 1. Win Loss Record 2. Head to Head Competition
33. Teams may start with 4 players. 5<sup>th</sup> player must be playing within 10 minutes of start or game is a forfeit.
3. Total Point Differential (15 Max) 4. Defensive Points Allowed 5. Total Points Scored