

Trussville Parks and Recreation

Adult League Basketball Rules

Length of game is (2) 18-minute halves with a running clock.

- **The clock will stop on time outs, free throws, and the last 2 minutes of the second half on every whistle.**
- **Overtime will be 3min long. The clock will be stopped on every whistle in the last 2-minutes of play. We will continue play until a winner is declared.**

Games will be forfeited 5 minutes after game time, a 5-minute countdown clock will be started, and players must be prepared to play prior to time expiring (not simply present).

Teams must have 4 players to begin play.

Only rostered players may play.

- **Each team has until the 3rd week of play to finalize rosters.**
- **Teams may be allowed substitute players during the regular season ONLY at the discretion of the opposing team's captain, but that substitute will NOT be eligible for post-season play.**

Mercy Rule- The game will be called if a team has a 30 or more-point lead with 5 minutes left in the second half or a 17 or more-point lead with 2 minutes left in the second half.

If a team is up by 20 or more at any point in the second half the clock will run continuously except for time outs until the lead is back below 20.

There will be no full court press if ahead by 20 or more points.

Teams must provide jerseys with numbers. If a team doesn't have jerseys, the city has some that can be borrowed.

Each player is allowed 5 fouls per game.

- **Technical fouls- If any player receives 2 technical fouls in a game they will be ejected. An ejection = 1 game suspension. If a player is ejected twice in a season they will be removed from the league permanently. Fighting will also result in permanent removal from the league.**

Each team gets 4 one-minute time outs per game.

Updated-6/6/23