



## CSL BBall League Rules

### A. General

1. All games follow official NFHS basketball rules, except noted below.
2. Any individual who plays for a team without being on its roster will cause that team to forfeit one of their wins.
3. A player may appear on only one roster and play for only one team. A player may not play for one team and then join another.
4. Roster changes can be made up until the SECOND WEEK of games. Any roster changes must be emailed to [tammy@mchang.com](mailto:tammy@mchang.com).
5. Roster changes after the second week due to injury-related reasons and/or reduced player availability for future games is allowed. An explanation must be emailed to [tammy@mchang.com](mailto:tammy@mchang.com) for the Core Team to review for approval.
6. Players with blood must leave game until corrected to the satisfaction of the referees.
7. All jewelry shall be removed. If it cannot be removed, it shall be taped over.

### B. Pre-Game

1. Each team must provide ONE scorekeeper for each game, either one spectator or players from their own team.
2. Teams are allowed to play with a minimum of FOUR players.
3. An immediate forfeit will result if a team does not have at least FOUR players present within FIVE minutes of the scheduled start of game.
4. Each team must wear uniforms with unique numbers clearly visible at the front or back of the uniform.
5. Each game shall begin with a brief introduction and end with a word of prayer by either team captain.

### C. Clock and Time Management

1. Games consist of TWO 20-minute halves with running clock. Stop-clock is in effect during the last ONE minute of the SECOND half. Halftime is ONE minute.
2. Mercy Rule will be in effect if the difference in score is more than 10 points with ONE minute remaining. Stop-clock will NOT go into effect. \*Please be mindful of opponents and the perception of intentional "running up the score" with a large lead.
3. Each timeout is 15 seconds. TWO timeouts are allowed per game. Unused timeouts do not carry over to overtime.
4. The first overtime period shall be ONE minute. ONE timeout per team during overtime. Stop clock is in effect. Sudden death (first team to score wins) will be in effect if teams are still tied after the first overtime.
5. If a referee calls an injury time out for a player, that player must not re-enter the game for at least TWO minutes. If the player does not wish to sit out, the team may use a timeout if available.



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### D. Fouls

1. SEVEN team fouls result in a "one-and-one" bonus for non-shooting fouls. TEN team fouls will result in TWO free throws.
2. Each technical foul results in a) TWO points for the other team, and b) possession of the ball for other team.
3. The first technical foul also results in a TWO-minute suspension for the offending player. The second technical foul also results in ejection from the game. If there is more than one person ejected from the same team, the team forfeits.
4. Players that reach three technical fouls during the season will be removed from the league for the remainder of the season. Reinstatement for future seasons will be reviewed and decided upon by the Core Team.
5. A player with FIVE fouls, fouls out of the game. Technical and double fouls also count as personal fouls.
6. Intentional fouls result in a) TWO free throws for opposing team, and b) possession for the opposing team.
7. Flagrant fouls result in a) ejection of player, b) TWO free throws awarded to the opposing team, and c) possession for the opposing team.
8. Players may enter the key on the release during free throws.

### E. Format

1. There will be TWO divisions with EIGHT teams in each.
2. There will be SEVEN weeks of pool play with THREE weeks of playoffs.

### F. Playoffs

1. Teams in each division will be seeded in an eight-team playoff bracket based on record.
2. Teams that have the same record will be seeded based on head-to-head win-loss record.
3. Only players that have participated in at least FOUR games will be eligible for playoffs. Weekly attendance will be taken.

### G. Player Conduct

1. For any form of physical assault on or off the court, the offending person shall be automatically ejected from the current game and suspended from next game.
2. Unsportsmanlike behavior will not be tolerated. Disrespectful actions such as making a debasing or critical remark(s) about or to an opponent/official or vulgarity such as the use of profanity, whether or not directed at someone, warrants a technical foul.
3. Referees present at the game have authority to settle any dispute. Any dispute not settled by the referees shall be settled by the CSL Core Team on-site.
4. Dunking is not allowed.