



CSL Basketball League Rules

A. General

1. All games follow official NFHS basketball rules.
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. Only players who have participated in a minimum of four (4) regular season games are eligible for playoff play.
5. Players with blood must leave game until corrected to the satisfaction of the referees.
6. All Jewelry shall be removed. If it cannot be removed it shall be taped over.

B. Pre-Game

1. Each team must provide two scorekeepers for the game preceding or following theirs, as scheduled.
2. Players should be present 15 minutes before each game. Teams are allowed to play with a minimum of four players. An immediate forfeit will result if a team does not have at least 4 present within 5 minutes of the scheduled start of game.
3. Each team must wear uniforms with unique numbers clearly visible at the back of the uniform.
4. Each game is allocated 5 minutes of warm up time.
5. Each game shall begin with brief introduction and 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 two minutes each half. Halftime is 5 minutes. Mercy Rule: If the difference in score is more than 20 points with 2 minutes remaining, stop clock will NOT go into effect.
2. Two timeouts are allowed for each team per half. Each timeout is 45 seconds. Unused timeouts for first half do not carry over to the second half or to overtime.
3. The first overtime period shall be 4 minutes. One timeout per team during overtime. Sudden death (first team to score wins) will be in effect if teams are still tied after the first overtime.
4. Overtime is played on running clock. Stop clock is in effect during the last 60 seconds of 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 time-out if available.

D. Fouls

1. 7 team fouls result in a "one-and-one" bonus for non-shooting fouls. 10 team fouls will result in two free throws.
2. Every technical foul results in: a) two points for the other team, b) possession of ball for other team.
3. The first technical foul also results in a 2-minute suspension for the offending player.
4. 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.
5. A player with 5 fouls, fouls out of the game. Technical and double fouls also count as personal fouls.
6. Intentional fouls result in: a) 2 free throws for opposing team, b) possession for opposing team.
7. Flagrant fouls result in: a) ejection of player, b) 2 free throws awarded to opposing team, c) possession for opposing team.
8. Free throws: Players may enter the key on the release.



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E. Playoffs

1. ALL players must compete in at least FOUR games during the regular season to be eligible for playoffs.
2. Injured players that do not meet the eligibility requirement may become eligible for playoffs if approval is granted by the Director and the Core Team.
3. Teams are seeded in their division playoff brackets based on win-loss record.
4. Teams that have the same record will be seeded based on the tie-breaker rules outlined below:
 - a) Head-to-head win-loss record
 - b) Total points scored against the teams that are tied (only points in games played between the tied teams are tallied)
 - c) Coin flip

F. 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 Director.
4. Dunking is not allowed.