



2023 MSEC Adult Basketball Rules

THE GAME

2022 official TSSAA rules will be used except for the following:

- Game will consist of two 20-minute halves, running clock except for time-out or injury. The last 1 minute of the first half will be regulation clock; the last 2 minutes of the second half will be regulation clock. Overtime will be 2 minutes, with 1 minute regulation time.
- Each team will have 4 Timeouts per game with one additional time out in overtime.
- Teams are permitted to design team jerseys provided prior approval of jersey design has been given by the Senior Program Director. **Each player must wear a numbered jersey (If possible, please abstain from using duplicate numbers).**
- Home will wear white. Visitor will wear black (darker color. Home team is indicated as the first team listed on the game schedule.
- **Photo ID must be presented to the Scorer's Table before the start of each game.** Photo ID may be asked for at any time.

Free Throws

- Bottom block will not be used.
- Players may enter the lane for rebounding on the release of the basketball

Mercy Rule

- With a lead of 20 or more points the clock will only stop for time outs during regulation timing.

Black-soled running shoes (or any other that leave marks on the court) may not be worn.

Team must have at least 4 players present and, in the scorebook, to begin the game and can finish a game with 4 players. In case of injury, foul outs, etc., game may continue with 2 players, no less. If there are not enough players to begin the game at game time.

Each team will be given 3 minutes (if possible) to warm up before the game and break between halves for the devotion. Warm-up balls will be provided at the court and must stay at that court. The use of personal basketballs is allowed.

Conduct & Penalties

Profanity/Disrespect Toward Officials:

“Profanity” includes not only “curse words,” but words derogatory in nature. “Disrespect” includes both direct challenges to an official’s authority, as well as derogatory comments about the official to teammates, spectators or others.

Fighting/Flagrantly Aggressive Play/Excessive Arguing:

“Fighting” is not relegated to having punches thrown, but includes other such offenses as the following: excessive arguing with referees, scorekeepers, teammates, other teams, or spectators, overly aggressive contact during play or any other antagonistic contact with players or officials during a dead ball.

The first technical a player receives will result in a 5 minute on the game clock mandatory benching with a \$10 fine. You may then go back into the game. That player will then have to meet with the Senior Programs Manager or Programs Coordinator before they can play in their next game.

If a player receives a second technical, they will be done for the remainder of that game, have a \$15 fine, and will have to sit out the next game, as well as meet with a staff member. If a player receives a third technical in a season, they will be done for the rest of the season, as well as meet with a full time staff member before they can play in any other MSEC league.

All players who are expelled from games and those who receive three conduct technical fouls during a season are indefinitely suspended, and must meet with the Sr. Programs Director before reinstatement into league.

Any player who, after consultation with Program Staff, is not allowed back into the league will forfeit league fees.

If a team receives a total of 3 **conduct** technical fouls in a game, they will forfeit the game. Any player or team whose actions or attitudes are deemed unacceptable will be required to meet with Programs staff.

All captains are responsible for their players and their spectators. Spectators who do not obey the conduct rules will be dealt with by the referees and the Programs staff. Any disciplinary action could result in a penalty assessed to the team that the spectator represents.

The captain is the **ONLY** player who may question a referee or scorekeeper, and must do so in a respectful manner. No player is allowed to talk to the scorekeeper during the game for any reason.

The Program Staff reserves the right to take further disciplinary measures in addition to the ones mentioned above, in proportion to the severity of the offense. **All decisions in these matters are the judgement of the officials and the Programs staff.**

ROSTERS

All players must be on the official roster to play. To add a player, the captain must call or email the Programs Coordinator and be assigned a player from the waiting list. All players must be added through the Programs office; teams may not add or “pick up” players to avoid a forfeit. Players from the emergency roster may be added with 3 or more games remaining on the schedule only, due to player injury or other extreme circumstance, at the discretion of the Program Director. Teams must have a minimum of 5 players rostered with no cap on max (all players must be officially rostered).

If a team uses a player that is not on the roster, that game will be declared a forfeit. Additionally, the captain will be suspended for a minimum of one game and must meet with the Program Staff before being reinstated. Any team will lose the right to participate in the tournament if they forfeit 2 or more games.

Emergency Sub List

Teams may have 3 players designated as an “emergency sub” to be used no more than two games per player and only if your team has 6 players or less for that game. Emergency sub players cannot currently be playing in the same league as the team that places them on their sub list. The emergency sub list must be turned to the Programs department by your first game. The Programs staff must be informed prior to game time if an emergency player will be used. No Emergency players may be used for tournament.

The MSEC Sr. Programs Director and Programs Coordinator reserves the right to make all final decisions in all circumstances.