



Men of Grace Basketball Rules

1. Teams should arrive early for their games; each game will start promptly on time. No grace period will be provided to teams with only four players. Teams will be allowed to start with four players, however, anything less than four will result in a forfeit. There are too many teams to allow any delays in starting games
2. Teams will be given a minimum of five minutes to warm up prior to the start of each game.
3. Games will consist of two, 20 minute halves with a five minute halftime. There will be a running clock except for the last 10 seconds of the first half and the last two minutes of the 2nd half. If the deficit is 20 points or more, the clock will not stop during the last two minutes of play.
4. In the event of a tie, a three minute overtime will be played. Each subsequent overtime will be one minute long.
5. There will be one timeout allowed per team per half. Each team will also receive a "floating" timeout that can be used in either half. In the event of an overtime, each team will be issued one timeout. Timeouts cannot be rolled over to the next half or into overtime.
6. Each player will be allowed five personal fouls before being ineligible. One and one bonus will apply on the 7th team foul per half and double bonus will result on the teams 10th foul per half.
7. Any use of foul language will automatically result in a technical foul. Any arguing with the referee will automatically result in a technical foul. A player receiving two technical fouls in a game will be ejected. In the event of an ejection, the player must talk to a member of the Men's League Official's Committee before playing again. A player ejected two times during the season, will be suspended from their next game and subject to ejection for the remainder of the season and/or league.
8. Teams will be required to provide volunteers according to the Timer/Scorekeeper Schedule. Failure to provide a volunteer will result in a 10-point deficit for each scheduled time missed. i.e., 10 points for the first offense, 20 points for the second, 30 points for the 3rd, etc. The offending team will also be assessed a technical foul that will be charged directly to the team captain.
9. The home team will be responsible for prayer at the beginning of the game, and the away team will be responsible for a quick devotion during half time.
10. Team captains are responsible for their team and will be treated as a coach according to NFHS rules when accessing penalties.