

5v5 Basketball

### C. TIMING

1. Delay Time - Once at the scheduled game time:
  - a. If a team does not have any players present at game time, the game will be declared a forfeit without the Delay Time procedure.
  - b. If a team does not have four (4) players signed in at game time, that team will be given 10-minutes to have four players sign in before the game is declared a forfeit.
  - c. If neither team has four (4) players signed in, both teams shall have 10-minutes to have the minimum number of players sign in before the game is declared a double forfeit.
  - d. Time used to wait for the minimum number of players will be off the game clock and delaying teams will receive a Sportsmanship Deduction for delaying the start of the game. The first team ready to play will receive two (2) points for every minute (rounded up) that the game is delayed (up to the end of the Delay Time period).
    1. One team ready to play: Team A has enough players at game time and Team B's fourth player signs in with 12:18 remaining on the clock. As the wait was over seven minutes, Team A will start the game with a 16-0 lead and 12:18 remaining in the first half.
    2. Neither team ready to play: Team A's fourth player signs in with 17:00 on the clock, and Team B's fourth signs in with 12:00 left on the clock. Team A will start the game 10-0 with 12:00 remaining in the first half.
  - e.

## E. START AND RESTART OF PLAY

1. Jump Ball
  - a. A jump ball will be used at the beginning of the game and at the start of each overtime period.
  - b. All other jump ball situations and halftime possession will be decided by the alternating jump ball possession arrow. This will be kept at the scoring table.

## F. VIOLATIONS & FOULS

1. Foul Definitions:
  - a. Personal Foul: This is any common foul. This is to include common and technical fouls.
  - b. Team Fouls: Any personal foul or technical foul.
  - c. Intentional Foul: A foul with excessive contact on or away from the ball or a foul intended to stop play. This is a personal and team foul.
  - d. Technical Foul: Any foul that does not support or promote fair play. Technical Fouls are:
    1. Counted as a personal foul if committed by a single player in the court of play
    2. A team foul
    3. Assessed to the team's Technical Foul total
    4. May result in ejection based on the severity of the foul
  - e. Flagrant Foul: Any foul resulting in violent contact or conduct. This is a team and personal foul.
2. Player Disqualification: A player will be disqualified after their fifth foul. This is not a player ejection, but the player may not re-enter the game.
3. Player Ejection:
  - a. A player will be ejected for:
    1. Receiving two (2) Technical Fouls during one game
    2. Receiving one (1) Flagrant Foul during one game
  - b. Once a player is ejected, he/she must leave the facility immediately.
4. Game Forfeit
  - a. Any game forfeited will result in a score of 20 points, or the current point total if higher, and 0 points for the losing team.
  - b. The game will be forfeited if:
    1. Any team has an ejected or injured player that leaves them with less than 4 players.
    2. Any team has two or more player ejections.
    3. Any team receives a total of three Technical Fouls for unsportsmanlike conduct.