



## Adult Men's and Women's Basketball Rules and Guidelines

### **Locations:**

Courts listed as Silver (1-8) are located at PSA2- 601 Seabrook Dr. Plano

Courts listed as Murphy (1-10) are located at PSA Murphy-330 North Murphy Road, Murphy

PSA has the right at any time to make changes to the rules to provide a positive experience for all players, fans and PSA staff. When changes are made, managers will be notified.

### **League Format:**

Game time: Two (2) 20-minute halves running clock. Clock stops the last 2 minutes of the game unless a team is up by more than 15 points.

Regular season: Each team will play a 7-game regular season unless otherwise noted on the website by the director for that season.

Playoffs: Playoffs will start the following week after the last regular season game. Brackets will be posted online at least 72 hours before the first playoff game.

Teams are responsible for bringing a game ball unless PSA has one available.

### **Manager Responsibilities:**

- a. Inform the team of and implement all league rules, and guidelines.
- b. Make sure all numbers are written down next to each player on the roster each game.
- c. Only team manager may ask referees for clarification of rules, infractions and ejections.
- d. If a player's conduct disrupts the game, the game will be stopped but the game clock will continue to run for the time it takes to resolve the issue

### **Rosters:**

- a. All players must be registered with PSA to play. [Create dash/mysam account](#)
- b. No player shall be allowed to play on more than one (1) team per age league
  - a. Example: 42-year-old can play on a 40 & up team along with a 30-39 team but not able to play on another 40 & up team no matter what division the team is in
- c. Each player on your roster must be the appropriate age to play in that age division by the start of the season.
  - a. 18-29: Players must be 18 years and up
  - b. 30-39: Players must be 29 years 0 months and up
  - c. 40 & up: Players must be 39 years 0 months and up
- d. Rosters shall have a minimum of 6 players and maximum of 10 players
- e. No written in names on rosters after the 2<sup>nd</sup> game
- f. **Start of the 2<sup>nd</sup> game ONLY listed players on the roster can play. Players cannot be added to the roster once the 3<sup>rd</sup> game of the season has started.**
- g. Player must show picture ID if requested by an official, if unable to show then player will not be able to play

### **Jerseys:**

- a. Teams must have jerseys with legible numbers of the same color for each player in every game.
- b. Tape or permanent marker WILL NOT be permitted after the first game.
- c. No duplicate numbers
- d. Tee shirts are acceptable with printed numbers.
- e. **Non-jersey penalty:** Any player who does not have a jersey that meets the above criteria will be assessed a technical foul to the player and a team foul to the team. The opposing team will be granted 2 points for each infraction (no shooting needed). The player will be identified as 0 if no one on the team has that number already.

### **Time outs:**

- a. Each team will be allowed two one-minute timeouts per half.
- b. Unused timeouts do not carry over.
- c. If overtime is played, each team shall be awarded one timeout per overtime period.

### **Dunking:**

- a. Dunking is allowed in games; however, players may not hold onto the rim.
- b. Players holding onto the rim (even briefly) will be assessed a technical foul.
- c. DUNKING IS NOT ALLOWED DURING WARMUPS or in between games.
  - a. Any player caught dunking during warmups or in any other non-live situation will be removed from the gym.

### **Suspensions/Ejections:**

- a. Any player who has two (2) technical fouls called on him/her in one (1) game is ejected from the game for unsportsmanlike conduct and automatically ejected from the gym immediately for that night. The player will automatically serve a two (2) game suspension or even longer. The decision will be made by the director.
- b. Failure to leave the facility within adequate time may result in the team forfeiture of the game.
- c. If a player is ejected more than once during a season, he/she will be suspended for the rest of the season. If it's during playoffs, then it will be for the next season.

### **Forfeits:**

- a. If you must forfeit in less than 24 hours, please call the opposing team. If unable to call opposing team, then notify PSA office at 972 208 5437.
- b. PSA is not responsible for teams that forfeit and will not reschedule forfeited games.
- c. When ten (10) minutes have run off the game clock and a team does not have the minimum number of four (4) players to compete then the game will be declared a forfeit win for the team with the minimum number of players
- d. A forfeited game will be scored 10 to 0.
- e. Teams that forfeit three games during the regular season are ineligible for playoffs.

### **Overtime:**

- a. An overtime period of three (3) minutes will be played.
- b. If tied after one or two overtimes period, then a third three (3) minute overtime will be played.
- c. Sudden death will be played if three (3) overtime periods have been done, except in playoffs it will be overtime until a winner.
- d. The clock will run continuously throughout the period. It will only stop during the final minute if the game is less than 5-point differential.
- e. If overtime is played, each team shall be awarded one timeout per overtime period.

### **Fighting:**

- a. Any player who is ejected for, or found to be fighting will be ejected from the game and will be suspended from the league for the rest of the season, if playoffs then next season
- b. Will use a strict definition of fighting and shall impose the fighting penalty for any of the following actions.
  - a. Throwing a punch (regardless of whether or not it is landed)
  - b. Throwing the basketball at player or official
  - c. Slapping or pushing a player's face in the head area
  - d. Grabbing or pushing a player during an altercation (exception: trying to restrain a player from your own team)
  - e. Any violent, physical act on another player outside of the actions allowed in basketball Example: throwing a player to the court.
- c. Any player who leaves the bench while an altercation is happening will be considered to be fighting (exception: if an official specifically asks players to help to restore order).
- d. The officials have the right to halt and discontinue any game if it is believed that allowing a game to continue may result in a fight or an out-of-control situation.**

### **Awards:**

T-shirts will be given to the 1<sup>st</sup> place teams in each men's and women's division at the end of the season tournament for each player listed on your roster or up to 10 players (whichever is less).

### **Rules Not Listed**

- a. Any rule not listed in this manual will be governed by NFHS (High School) rules.

Changes or cancellations: PSA reserves the right to change or cancel any game(s) in any event and/or other conditions beyond our control.

**Reminder: Always respect the PSA staff and everyone else at PSA**

**Updated 8/8/2023**