

ST. FRANCIS ADULT SUMMER LEAGUE

2026 RULES

The St Francis Summer League games will be played in accordance with the rules of the National Federation of State High School Associations with the following exceptions:

1) TIME: Games start at the top of the hour. Games will have two **20-minute** halves with a running clock. There will be a 5 minute break between halves. The game clock is a running clock, it will only be stopped during timeouts and all dead ball situations in the final 2 minutes of the 2nd half. If a team is winning by 20+ the clock will continue to run during the final 2 minutes of the game. The clock does **NOT** stop during free throws..

2) PLAYING TIME: Teams may substitute during dead balls at any time during the game. A player entering the game must report to the scorer's table before he/she is allowed to enter the game by the official on the floor.

3) ROSTERS: Teams may have up to 15 players on their roster. Rosters are due at time of registration. However, any additions to the roster must be made prior to the start of the third game. At this point your roster is locked. .

4) JERSEYS: Teams will specify a color and supply their own Jerseys. It is preferred that jerseys be reversible with numbers on both sides. If a player is not wearing a jersey, he will not be allowed to play in the game. No jewelry is to be worn, exceptions wedding rings. **Team members should wear the same jersey number throughout the season.**

5) NUMBER OF PLAYERS: A team may start a game with a minimum of 4 players and continue with less, if players foul out. However, any team with less than four players at the start of a game will lose by forfeit. The beginning of a game may be delayed no more than 5 minutes to wait for a late player.

6) TIME-OUTS: Each team will be allowed two time-outs per half lasting 60 seconds each. If both timeouts in the first half are not used, **they do NOT carry-over to the second half.** The coach or any player in the game may request a timeout, as long as that team has possession.

7) OVERTIME: A 2 minute overtime period, beginning with a jump ball, will be played if a game is tied at the end of regulation. If the game is still tied at the end of the first overtime period, a second overtime period, lasting 2 minutes, will be played. If more than two overtime periods are needed, they will last only 1 minute. **No extra timeouts** will be given for overtime periods. If you have 0 timeouts at the end of regulation then you have 0 timeouts for overtime. If you have 1 timeout at the end of regulation then you have 1 timeout for overtime.

8) HANGING ON THE HOOPS: HANGING ON THE HOOPS: If a player is dunking or hanging on the basketball hoops/net during practices or a game, that player will be given a technical foul as well as sit out for the next 5 minutes of the game and will receive a 1 game suspension. If a player dunks or hangs on the hoop, net or rim, during the last 5 minutes of the game that player will have to sit out the first 5 minutes of the next scheduled game after his one game suspension. **If a second infraction occurs that player will be expelled from the league.**

8) TECHNICAL FOULS: Criticizing referee calls, using profanity, are not allowed and **WILL** result in a technical foul. A player that receives a technical foul must be removed from the game immediately and sit out of the game for at least the next 5 minutes of game time. If a player receives two technical fouls in one game, he/she will be disqualified for the remainder of that game and suspended from play in their team's next scheduled game. Any player who receives three technical fouls for unsportsmanlike conduct in a season, will be disqualified from the league.

9) PLAYER DISQUALIFICATION: A player will be disqualified after committing his 5th foul. Fighting is an automatic flagrant foul and results in immediate disqualification. Flagrant fouls for fighting will also result in the player being expelled from the league.

10) LEGAL PLAYERS: Players will not participate in any games unless they are officially registered with the league. The use of players not on the official team roster will result in a forfeit. ALL players must be at least 18 years of age.

11) FREE THROWS: On free throws, teams may line up three on each side of the lane (two offensive players). Players may enter the lane upon release.

12) SEASON ENDING TOURNAMENT: There will be a season ending single elimination tournament to determine the league champion. A player must participate in half of the Regular Season games in order to be eligible for the post-season roster. If there is an odd number of games during the season, then that number will be rounded down. For example, if there are 9 regular season games a player would have to play in 4 out of the 9 games to be eligible for the post season.

13) GAME OFFICIALS: Two certified officials will be used for each game.

14) SCORER'S TABLE: The league will provide a clock keeper and a scorebook keeper. Please do not have conversations with the people at a score table. If you have an issue with the score, please bring it to the referee's attention and they will sort it out. Players are not allowed to communicate with the scorer's table and/or criticize the job of the scorer's during a game. The team captain will be the only person allowed to communicate with the scorer's table.

15) SCORE BOOK: The official score book will have the complete roster (with numbers) of each team listed for each game. **Prior to the start of your game, each Team Captain must check their team's listing in the book and cross out any player that will not be playing in the game that day.** Also make sure everyone's number is correct.