



# MEN'S CHURCH LEAGUE **BASKETBALL**

  
The Centre

## 2024 Rules & Regulations + Tournament Play

### Games:

All games will be played at The Centre on either Court 1 or 2.

- 1800 U.S. 223 Adrian MI 49221

### Specifications:

- Full court 4v4 teams up to 8 players max (min of 5 & max of 8).

### Equipment:

- Teams provide their own reversible jerseys/shirts (dark & light)
- League provides game/warm-up balls (29.5)

### Rules and Format:

- Each game shall begin with a prayer (**home** team shall lead prayer)
- HOME Team Gets ball 1<sup>st</sup> half – AWAY gets ball 2<sup>nd</sup> half
- Tournament play will be an 8 team Consolation Tournament **A League & B League**
  - **A Bracket** Mar 12, 19, 26
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    - **Each team will have (3) tournament games**
    - A Bracket helps officiate B Bracket (1-2 players per team during tournament)
    - B Bracket helps officiate A Bracket (1-2 players per team during tournament)
- To be eligible to play, each player should attend, on a regular basis, his or her respective church.
  - Regular basis: 3+ services a month
  - Coaches are responsible to manage this
- Teams are encouraged to share a devotion before or after game (recommended 3-5 minutes).
  - Team may lead devotions for both competing teams.
- Minimum age shall be 18+
- Players may only be registered to 1 team.
- There shall be no smoking, alcoholic beverage, or profane language used during the game. Any players who violate the above code of conduct *may* be asked to leave the game (at the discretion of Impact Staff or Sports Manager).
- League Tournament will be held throughout the weeks of Mar 12, 19, 26
- Seeding for the tournament will be assigned by the record in the regular season. Best record will be seeded as the #1 seed and so forth down to the last seed.
  - Coaches shall text/email scores to league manager after games.
- Team **OFFENCE** will self-manage officiating games (CYOF)
  - Person being fouled should call the foul
- Team Fouls: 6 for 1-and-1 (live rebound) & 9 for 2-free throws; Centre staff records fouls



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- Two 20-min halves, running clock (except last two minutes of the second half). If the game ends in a tie, an overtime period will be 2 minutes long. OT begins with the next "jump ball" & fouls carry over. Clock stops in OT on fouls & whistles.
  - 3-5 minutes to warm-up
  - Two 30-sec time-out/half
- 1 (30sec) timeout for OT

## In Game Rules

- *Points: 2's and 3's*
  - If questionable, scorekeeper may help decide call
- Regular basketball rules apply (traveling/ double dribble /charging/blocking)
  - Charging & blocking calls are in effect, especially during 'hard' drives to the basket
    - If a questionable "block" or "charge" occurs, the offensive player may "shoot for ball 3pt"
- Integrity – **Offence:** call your own fouls (or person being fouled)

## Line up and Game Time

- Game time is forfeit time; If your team is not on the court by the scheduled start time, it will be a forfeit. This will only apply to ORIGINAL scheduled game times. If start times are altered for any reason (fast pace, slow pace, weather, etc.) there will be leniency.
- Game times vary week to week Tuesdays
  - 5:30-6:30/ 6:30-7:30/ 7:30-8:30 / 8:30-9:30

## Substitutions

- You may enter and exit the court **on dead balls/time outs**.
- You may also sub once a team has been scored upon w/verbal communication to opposing team

## Roster Rules:

- Minimum of 5 total players, maximum of 8 per team
- Game is 4v4 on the court
- Teams should not ADD players to roster after week 2
  - Exceptions may apply if injuries occur w/ Sports Manager & Team Manager agreement
  - Team may request (with Sports Manager approval) an exception if they can't field a team during a game