

Men's Basketball League Rules:

1. The league shall operate under High School rules with the following exceptions:
 - a) A roster must be turned in prior to the season. This will also include the name and telephone numbers of the players and the person designated as the coach. 15-player maximum/team.
 - b) Rosters are frozen by the time of your first league game on which means additions may not be made after this time.
 - c) 20 minute halves (running clock, except for the last 2 minutes of each half) and 5 minute halftime.
 - d) Overtime periods will be 4 minutes. Each team will be granted 1 time out per overtime. Teams may only use 1 time out per overtime period.
2. Each team will be granted 2 total time outs per half. Time outs may not be carried over.
3. Players or coaches ejected from the game and / or grounds will be suspended for one game. A second offense during the season the player or coach will automatically be suspended for the remainder of the season.
4. Under high school rules, on the 3rd technical foul on the bench personnel, the head coach is charged and will have to leave the building even if his actions were not unsportsman-like. In case of a player/coach, the player/coach may avoid a one game suspension and return to the next game if he is not at fault in the discretion of the officials and the Leisure Center Director.
5. Teams must have 4 players to start a game. Teams will be given a 5-minute grace period from the scheduled game start time. If a team does not have players to start the game they will forfeit the game. A team may finish a game with as few as 4 players. If a player fouls out and the team may not continue due to having less than 4 players, the fouled out player may continue playing. The team will receive a technical foul in addition to the called foul.
6. All players must check in with the score table and official scorekeeper before entering the game and may only enter the game on a dead ball. All players must have their number reported to the scorekeeper before the start of the game. Failure to do so will result in a technical foul.

7. The team captain or coach is responsible for the conduct of his players on the court and on the bench. The captain or coach is the only member of the team who may talk to the officials during the game. This may be done only when time out is called and granted! Failure to abide by this rule may result in a technical foul.

8. All participants must be 16 years of age or older.

9. Any team that uses a player not listed on the official roster will forfeit that game. Rosters are not available for public viewing. If the game is protested for this reason, the team protesting must report to the league director Monday-Friday and officially lodge a protest.

If you wish to challenge the legality of a player, you must request that the player in question present a valid ID to the officials, the game officials may ask the desk staff to check the roster or contact the league director the following day

10. Officials have the final decision during the game. The official has full authority to remove any players/spectators/coaches from the gym or playing area, if in his judgment such action is necessary to maintain proper playing conditions.

11. Each team must wear the color jersey specified on their form with numbers on the back. Reversible jerseys will be permitted for use if a team requests a color used by another team.

12. Cursing or inappropriate gestures will not be tolerated and will result in an immediate technical foul.

13. Five fouls to foul out of the game. Seven team fouls to penalty.

14. Checks must be made payable to Lexington Leisure Center and must accompany roster (even if incomplete as far as players) and may be mailed to or dropped off at 108 Park Road Lexington, S.C. 29072. All players' money must be paid together if the total amount is being split amongst team members.

15. If a team forfeit's more than 3 games without notifying the league director, they will be automatically removed from the league and forfeit the remainder of their games.