

Lexington Leisure Center  
Men's Basketball League Rules

1. Rosters & Fees
  - a. Rosters must be finalized prior to the tip-off of the team's first game.
  - b. A team may have no more than 15 players listed on their roster.
  - c. All players must be at least 15 years old.
  - d. All league fees must be paid when rosters are submitted.
  - e. All players must play in at least 1 regular season game to be eligible to play in the playoffs.
  - f. All players must check into the game at the scorer's table on dead balls.
    - i. Any player who's number is not in the book prior to tip-off will be able to check into the game but given a technical foul at the time of checking in.
    - ii. It is the responsibility of the coaches and players to make sure player numbers are entered into the book.
  - g. If a team questions the legality of a player on the opposing team, the challenge must be made prior to the end of the game.
    - i. Players should be able to present proper identification.
2. Uniforms
  - a. Teams are required to provide their own uniforms.
  - b. Shirts or jerseys must have printed numbers. (No markers or tape.)
  - c. Necklaces, bracelets & other jewelry are not allowed.
  - d. All attire must be appropriate and appropriately worn.
  - e. If two teams with the same colors are playing, the away team will wear pennies. These are provided by the Leisure Center.
3. Time
  - a. Specific times and nights may be requested. No guarantees are given.
  - b. Teams with games beginning prior to 7:00pm will be given a 5-minute grace period for late players if there are not enough to start the game. All games starting at 7:00pm or later will start on time.
  - c. Teams must have 5 players to start a game. Teams may finish a game with as few as 2.
  - d. If your team is unable to make it to a game, please notify the Leisure Center (803-957-7828) as soon as possible so that the other team and officials may be made aware.
    - i. Failure to show up for more than 2 weeks without notification may result in removal from the league at the discretion of the league director.
  - e. Games consist of two 20-minute halves
    - i. The clock will run continuously with the exception of time-outs and for the last 2 minutes of each half.
      1. The clock will continue to run in the last 2 minutes if the score is greater than 15 points.
      2. Each team will be granted 2 time-outs per half. No carry-overs.
    - ii. The half time break is 3 minutes
    - iii. Overtime periods are 3 minutes each.
      1. Each team will be allowed 1 time-out per overtime period.

#### 4. Conduct

- a. We enforce a **Zero-Tolerance** policy on profanity and dirty play.
  - i. Coaches are responsible for the conduct of their players at all times.
  - ii. Officials & Staff have full authority to remove players/spectators/or coaches from the game and/or facilities.
  - iii. Officials have the authority to end a game early if playing conditions become unruly or unsafe.
- b. Any players or coaches ejected from the game will serve a one game suspension.
  - i. Appeals to the suspension must be made within 2 days of the incident.
  - ii. Any appeal will be at the discretion of the officials and league director.

#### 5. Game-Play

- a. This league follows High-School Rules unless otherwise noted.
- b. If a player receives 5 personal foul calls, they will foul out of the game.
- c. 7 team fouls will result in Bonus for the opposing team. 10 team fouls to Double Bonus.
- d. During a free throw attempt, the ball must touch the rim prior to players entering the lane or entering from the 3-point line above the free throw line extended.
- e. A player is considered guarded if a defensive player is within 6 feet. The five-second count will continue even if there is a defensive switch as long as one of the players remains within 6 feet.
- f. A ball on top of the backboard remains in play unless it hits a support, wire, or goes over the backboard.
- g. Defensive players must establish position before a charge may be granted.
  - i. The defensive player is not required to stay on the floor once position is established. He has vertical priority.
- h. An airborne shooter is a shooter until he returns to the floor. Defenders must have position established prior to the airborne shooter leaving the floor.
- i. Hitting the backboard or movement of the goal that impacts a shot will be considered goal tending. This call is up to the discretion of the officials.
- j. Hanging on the rim is not permitted unless done as a measure of safety. This call is at the discretion of the officials.
- k. The coach/captain is the only person permitted to be standing at the bench. He or she must remain in the coach's box.