

J.D. McGILLICUDDY'S BASKETBALL LEAGUE RULES

1. Two 20-minute halves with a running clock except for shooting fouls, timeouts, and the last 2 minutes of the each half.
2. Five fouls to foul out of game.
3. Two timeouts per half, no carryover.
4. Overtime—3 minutes with running clock. Each team will have 1 timeout in overtime. No carry over from regulation.
5. There will not be any fighting on court or outside court area; player will be ejected from the league (No fees refunded).
6. No cursing or arguing with referees.
7. Technical fouls count as personal fouls. Referees can eject a player for any unsportsmanlike conduct. More than three technical fouls throughout the season will result in expulsion from league. (No Fees Refunded)
8. Games will start on time when each team has at least 4 players. Forfeit time is 10 minutes from scheduled start time.
9. Each team will play 8 regular season games plus all teams make playoffs. Playoffs are scheduled for the 2 weeks immediately following the season.
10. Playoff seeding tiebreaker is as follows: 1) Head to head competition or 2) Coin toss.
11. Must wear league shirt, if not wearing shirt, \$5 fee to borrow another shirt.
12. HAVE FUN AND BE COMPETITIVE!