

2016-2017



Adult Indoor Basketball

League Rules

Team managers have the responsibility of informing team members of these rules and regulations and to assure Keva these rules will be followed.

1. Team Roster Registration & Player Eligibility

- 1.1. Online waivers are to be submitted prior to team's first game; visit www.kevasports.com to submit waiver.
 - 1.1.1. Online waivers are valid for one (1) year.
- 1.2. The total team roster shall not exceed 12 players. No new players may be registered after this number has been reached. Additions can be made up until the third week. At that time rosters are frozen. The players listed on the roster after the third week will be your team for the rest of the session.
- 1.3. All participating players are required to have a valid KEVA membership in order to play.

2. Game Times

- 2.1. Teams should be ready to play on time.
- 2.2. Referees will allow a five-minute grace period.
- 2.3. Teams must have four players from their team to start.

3. Game Officials and Scorekeepers

- 3.1. The officials are in charge of each game.
- 3.2. Officials will eject players, managers and fans from games for flagrant rule violations and unsportsmanlike behavior.
- 3.3. Scorekeepers will keep the official score and time.
- 3.4. Scorekeepers will be treated in the same sportsmanlike manner as game officials.

4. Equipment

- 4.1. All teams must have a team shirt or jersey with numbers (Reversible jerseys are ideal).
- 4.2. Each team must be uniform in color.
- 4.3. In the event of a color conflict, the home team shall wear an alternate color.
- 4.4. Only basketball shoes will be worn on the courts.

5. Jewelry

- 5.1. All jewelry must be removed or covered with tape if it cannot be removed.
- 5.2. All wrist bands must be removed.

6. Duration of Game

- 6.1. Each game will consist of 2 twenty minute halves, with a continuous clock until the last two minutes of each half.
- 6.2. Overtime will be three minutes. The first two minutes is continuous clock, the last minute will stop on regular situations. Both teams will receive one timeout for overtime. You may not carry over timeouts from regulation.
- 6.3. The clock will stop for injuries and timeouts.
- 6.4. Each team will be given two timeouts per half, they do not carry over.

7. Managers, Coaches, and Players

- 7.1. Managers will be in charge of filling out the roster in the book before each game with names and numbers.
- 7.2. Any player or manager ejected from a game is suspended from the next game played by their team.
- 7.3. Any player or manager ejected twice will be done for the session.

7.4. Any player or manager ejected for physically abusing another player will be suspended from playing at Keva Sports Center. Keva will make the decision if you can continue to play in the future.

8. Miscellaneous

8.1. Dunking is legal in game situations only.

8.2. You will be responsible if you break the backboard.

8.3. Jump balls will be decided on the alternate possession.

8.4. On the 7th team foul of each half the bonus free throw will be rewarded. On the 10th team foul double bonus will be rewarded.

8.5. You may enter the lane on the release in free throw situations.

8.5.1. The defensive player closest to the basket can stand on the block in free throw situations.

8.6. Technical fouls will give the ball and two points to the other team.

8.7. Two technical fouls on a single player in the game will result in an automatic ejection.

8.8. Three technical fouls on a team in a game will result in an automatic forfeit of the game.

8.9. You may only play on one team in each league. Playing on two teams in the same division is not allowed.

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Schedules are available online through MySam! Let us know if you need an account.