 Coomes Recreation Center

4 on 4 Basketball Rules

**Team Rules**

1. No more than 10 players can play for a team unless a player has been injured or moves away. Once a player is taken off a roster, he/she will not be eligible to participate on any team for the remainder of the current season. Any team found playing an illegal player, will automatically forfeit that game. You must be at least 18 years old to play in the league and may be asked to provide identification with date of birth prior to playing in the league.
2. Each team must have four (4) players present to start a game. You may finish the game with three (3) players. 4 on 4 only during games.
3. Each player must sign in prior to each game at the scorekeeper table. If a player forgets to sign in, that player will not receive credit for playing the game. Every player must be registered and the team must pay the registration fee prior to the first game.
4. There will be a double elimination tournament at the end of regular season.
5. Any team that forfeits three (3) games in the regular season will not be eligible for tournament play. A team may pick up a player to keep from forfeiting provided that the player is not already on another teams roster. The player selected is a replacement for that game only during regular season. This action will not be permitted during tournament.
6. Players may only participate with one team during each 4 on 4 basketball season.
7. A player must play in at least three (3) regular season games to be eligible to play in the tournament.
8. All games will start at the set start time. If a team is missing a player, ten (10) minutes will be given to allow for arrival of missing player. If there are enough players to start the game, the clock will start running at the set start time. In the event a game runs over the allotted time, the next game will start as soon as possible.
9. No teams or individual players are permitted to warm up on the courts while a game is in progress.

**Game Rules**

1. The game will be started by a coin toss to determine 1st possession. Possessions will alternate between quarters; 1st and 4th quarters and 2nd and 3rd quarters.. In the event of overtime, a coin will be tossed to determine 1st possession. During play, if an offensive and defensive player are determined to have established simultaneous possession (a “tie up”), then the possession will be awarded to the team that started the quarter on defense. The simultaneous possession ruling is treated independently of beginning of quarter possession.
2. Games are played in four (4) – ten (10) minute quarters, with one (1) minute between quarters and (3) three minute half-time.
3. Each team is allotted 2 timeouts per half. Timeouts that are not used do not carry over to the next half or overtimes.
4. 30 second shot clock. The shot clock will only reset on fouls and shot attempts that hit the rim.
5. If a game ends in a tie, a five (5) minute overtime will be played. Each team will have one (1) timeout during overtime. This overtime process will be repeated until there is a winner. Timeouts do not rollover from regulation to overtime, nor from overtime to overtime.
6. ONLY A PLAYER ON THE FLOOR MAY CALL A FOUL, VIOLATION, or TIMEOUT.
7. Clock will run continuously except for:
8. In all quarters: If there are 10 seconds or less remaining on the game clock and a foul is called.
9. First, Second and Third Quarters: if the lead is under 10 points and 10 seconds or less is remaining in the game. Two (2) free throws will be given except for offensive fouls. Three (3) free throws will be given if a 3 point shot was attempted during the foul.
10. Fourth quarter only: if the lead is under 10 points and 2 minutes or less is remaining in the game. Two (2) free throws will be given except for offensive fouls. Three (3) free throws will be given if a 3 point shot was attempted during the foul.
11. Scorekeeper has final say on all calls
12. Flagrant Breakaway fouls will be an automatic 2 points and retain possession of the ball. Call is made by offensive player and confirmed by the scorekeeper. (Ex. Player run into the end wall, taken to the floor, knocking a player legs out from under them, etc.)
13. A player can only be fouled while the ball is in play and the only player that can be fouled is the player with the ball. There will be no fouls allowed away from the ball. If fouls are committed intentionally away from the ball, the team with the ball will get two (2) points and the ball.
14. If a player is fouled from behind on a breakaway lay-up he will be given two (2) points. This also applies to intentional fouls, which results in two (2) points.
15. When checking the ball:
16. The offensive player must be behind the 3pt line. The player cannot shoot or dribble the basketball before another offensive player establishes possession.
17. If the player receiving the pass has one or both feet in the paint, the result is a violation and the team will lose possession of the ball.
18. If a player receiving the pass is behind the half court line, the defensive player must allow the offensive player to establish possession before a defensive play can be made.
19. When the offensive team is inbounding the ball during the check in, or after a made basket, the offensive team will be given five (5) seconds to inbound the ball to a teammate.
20. Failure to comply with these rules will result in a turnover.
21. A player must be completely out of bounds when inbounding the ball after a made basket. Failure to do so will result in a turnover.
22. All substitutions must be made during a dead-ball or time-out situation.
23. The scorekeeper has the final say on all calls. Any conflict on a call: The protesting team will shoot a 3 point shot. If the shot is made the protesting team gets the ball, if the shot is missed the protesting team loses possession of the ball and the non-protesting team receives two points.
24. 3 point shot calls: scorekeeper has final word whether it was a 2 or 3 point shot. If the opposing team protests the shot, the team will shoot a 3 point shot. If the shot is made, the team making the previous shot will get 2 points instead of 3 points. If the shot is missed the other team will receive 3 points for the shot and as well as possession of the ball.
25. There is no slaughter rule in effect. Teams will continue play until the end of the fourth quarter.
26. Dunking/hanging on the rim is not permitted. If a player does dunk/hang on the rim the points will not count and the play will result in a turnover. If a player dunks/hangs on the rim and there is damage to the rim or backboard the player may be liable for the cost of replacement up to $1,000.

**Conduct**

1. Anyone directly involved in a fight will be removed from the league with no refunds and no replacement and be permanently banished from the Coomes Recreation Center.
2. Vulgar or abusive language will not be tolerated at the Coomes Recreation Center any instance of this behavior will result in removal from the current game, and possibly permanent banishment from the facility.
3. One warning will be issued to the teams playing the game. Further violation will result in that player being removed from the game. If the violation occurs in the 4th quarter the player will not be allowed to play the first half (first two quarters) of the next game.
4. The scorekeeper has final say on all calls and any situation which may arise during the game. Respect for scorekeepers and the calls which they make should be displayed at all times.
5. Disrespect for staff or the facility will result in permanent banishment from the facility, or suspension from the league.
6. All players are required to follow all Coomes Center Guidelines.