

**Gametime Sports Church League Rules**

**Team Registration**

* All teams must register, sign waivers, and pay in full to be eligible to play in the league.
* Gametime Sports League administrators reserves the right to make final decisions on the eligibility of a team.

**Player Eligibility**

* This is an adult male league.
* Only players who are part of the final team roster are eligible to participate.
* All players must be a member of their corresponding church. We will allow two churches to combine on a case by case basis depending on various factors.
* We expect all teams to create their teams in good faith and not to have non-church members on their team.
* Gametime Sports League administrators reserves the right to make final decisions on the eligibility of a player.

**General League Rules**

* Each team must appoint a captain who will represent his team and is also responsible for his team’s conduct.
* The captain is responsible for sending information to the league admins as well as making sure all the information is correct and inform their team members of the league’s rules.
* Each team must wear their assigned uniforms. A two shot technical will be assessed for each team member that does not wear their uniform.
* Each team participating has to fill out the waiver form and the registration form.
* Maximum of 15 players on each team roster.
* No roster changes after week 4 of the league.
* No refunds after the team are registered.
* Team members involved in a fight during a game (pushing, punching, spitting, cursing, etc.) will be ejected from the game and may be suspended from the league. Team members leaving the bench onto the court during a fight will face possible ejection from the game and the league.
* Teams are also responsible for any incidents that occur on the premises where the league is hosted, including the parking lot. Teams may also be disqualified from the league and maybe asked to vacate the premises if the administrators deem it warranted.
* Alcoholic beverages, illegal substances or weapons found on any player may result in the disqualification of the team.
* Only one person without the team-jersey can be at the team bench during a game. For any such infraction to this rule, the referee can assess a technical foul.
* Official League Schedule & Scores will be posted the website. ([www.gametimesportsny.com](http://www.gametimesportsny.com))
* All decisions made by league administrators are final.

**Game Rules**

NCAA Rules to Apply

* NCAA rules shall govern all play except as determined by the league administrators in their discretion considering special circumstances that occur.
* Shot clocks will not be used in this league.
* Two 20 min halves per game
* It is a running clock until the final minute of the second half. In the final minute of the second half, the clock will stop at all dead balls or play stoppage called by the referees.
* Each team will have 2 timeouts per half. Each timeout will be for 1 minute.
* Referees have the final and full authority for any calls/decisions related to gameplay during the game.
* If play is interrupted by an injury to a player or the loss of a contact lens, the referee may, in his/her discretion, stop the clock but in that event may assess a time-out to the team responsible for the delay in play.
* In the event of a tie at the end of the second half, an overtime period of two minutes shall be played. If there is still a tie after the second overtime period, the game will count as a tie for both teams.
* A team shall be allowed to commence and play a game with four players if a fifth is not available but cannot start or play a game with 3 players or less, which will result in a forfeit for that team.
* If a team does not have at least 4 players 10 minutes after the assigned game start time, the team will automatically forfeit.
* A player will be disqualified upon committing his sixth foul of any type (including technical fouls), or his second technical foul. Any flagrant, unsportsmanlike foul shall result in two free throws for the opposite team, and loss of possession. A second flagrant/technical foul by the same player in the same game will result in an automatic ejection, two free throws for the opposite team and a loss of possession.
* If in the unfortunate event of a team player that is fouled is not able to shoot the ensuing foul shots; any of his teammates may shoot them in his place.
* The league administrators have authority and control over all aspects of the league. League administrators’ decisions are final, even if made in error, and cannot be contested.

**Behavior and Conduct**

* Violation of the listed or otherwise acknowledged conduct rules will result in a technical foul.
* A technical foul by a single player will be assessed as a personal foul.
* A technical foul on any team personnel (player, coach, bench, etc.) results in the opposing team receiving two free throw.
* The receipt of two technical fouls by a single player or a team personnel result in an automatic ejection from the game.
* Any intentional foul will be assessed as a flagrant foul. If a player plays defense on the ball and fouls the opposing player that will be assessed as a personal foul.
* Any player receiving two flagrant fouls in a given game will also be automatically ejected from the game.
* A flagrant foul by a single player will also be assessed as a personal foul.
* The officials of each game have the authority to penalize (a) player(s) and/or team personnel for inappropriate behavior, body language, and/or inappropriate conversation, at their discretion.
* If player(s) or team personnel(s) continues to act or conduct himself in an inappropriate manner, he (they) may be disqualified from further participation in the league.
* Conduct that results in a technical foul: (this list is not all inclusive)

1.   Cursing at anyone including referees, opposing players, and coaches.

2.   Taunting players.

3.   Hanging on the rim except in an instance to prevent injury.

4.   Calling timeouts when all have been exhausted.

5.   The presence of more than five players on the floor once the game is in session.

6.   The second of a delay of game violation.

* The referee has full discretion to call a technical foul for reasons, which may or may not fit within the listed items above.
* Teams are encouraged to shake hands with opponents before the games as well as after the games.
* If medical staff does not give clearance to an injured player to play then the Referee will not allow that player to play.
* All decisions made by tournament committee are final.

**League Format**

* Game schedules will be posted on the website. (www.gametimesportsny.com)
* Games will be played one day a week.
* There will be a set guaranteed number of games depending on how many teams are in the league.
* Standings will be based on the following factors (in this order)
  + Team Record
  + Point Differential
  + Head to Head Matchup
  + Least points allowed per team
  + Most points scored per team

**Playoff Format**

**8 Teams League**

* All teams make the playoffs
* Playoff Seeding (based of end of season standings)

Quarterfinals

* + 1 vs. 8
  + 2 vs. 7
  + 3 vs. 6
  + 4 vs. 5

Semifinals

* + Winner of 1 vs. 8 vs. Winner of 4 vs. 5
  + Winner of 2 vs. 7 vs. Winner of 3 vs. 6

Finals

* + Winners of Semifinals