TEAM SIZE:
- Teams must consist of at least six players, one of whom is the captain. The captain is the representative of his or her team, and is the only one who can address an official on matters of interpretation, if it is done in a courteous manner.
- Each team must start and finish play with at least four players in order not to forfeit the game.
- At least ten minutes before scheduled starting time, each captain must supply the scorers with the name and number of each player who may participate in the game.
- Substitutions are only allowed during dead ball situation, such as free throw, out of bounds, time-outs, or after a technical foul. All substitutes must notify officials before entering game.

GAME TIME:
- Each game will consist of two 20-minute halves with five (5) minute overtime.
- The clock will be running time the first eighteen minutes of each half.
- The clock will only stop the last two minutes of both halves, or for penalties and time-outs.
- Each team is allowed (2) one-minute time outs per half, which cannot be carried over.
- One additional time out will be granted for extra period of play.

RULES:
1. CHARGING AND BLOCKING IS ILLEGAL:
   - A player who is moving with the ball is required to stop or change direction to avoid contact if a defensive player has obtained a legal guarding position in his or her path.
   - If the guard has obtained a legal guarding position, the player with the ball must get his or her head and shoulders past the front of the torso of the defensive player. If contact occurs on the front of the torso of the defensive player, the dribbler is responsible for the contact.
   - There must be a reasonable space between two defensive players or a defensive player and a boundary line to allow the dribbler to continue in his or her path. If there is less than three feet of space, the dribbler has greater responsibility for the contact.
   - The player with the ball may not push the torso of the guard to gain an advantage to pass, shoot or dribble.

2. GOALTENDING:
   - Basket interference occurs when the player touches the ball or any part of the basket while the ball is on or within the basket.

3. FOULS:
   - A violation will be called when illegal contact with an opponent occurs, or when a player tries to stop or keep the clock from starting, to neutralize an opponent’s obvious advantage.
   - A call will also be ruled if while playing the ball a player causes excessive contact with an opponent.
   - All flagrant or technical fouls will count as personal fouls and are two foul shots plus possession.
   - Two technical fouls on a player in a game will result in ejection.
   - Four technical fouls on any one team will result in forfeiture.
   - On the seventh foul in a half, the opposing team will be awarded a 1 on 1 shoot.
   - On the tenth foul in a half, the opposing team will be awarded 2 foul shots.

4. HIGH SCHOOL RULES WILL BE USED EXCEPT AS INDICATED BELOW:
   - Twenty minute halves with five minute overtime. If a second overtime is necessary it will be one minute in duration.
   - Intermission will be five minutes between halves.
   - During the first eighteen minutes of each half, the clock will not stop unless there is an injury, or an official’s time out.
• The clock only stops the last two minutes of both halves.
• Each team must start play and finish play with at least four players or the game is a forfeit.
• Each time is allowed (2) one minute time outs per half which cannot be carried over. One additional time out is granted for extra period of play.
• On the tenth foul in a half the opposing team will automatically shoot two foul shots. On the seventh foul 1 on 1 shoot will be performed.
• Substitutions are only allowed during dead ball situations such as after a free throw, out of bounds, time outs or after a technical foul.
• Anyone swearing, fighting or treating the referees abusively will be ejected from the league permanently and jeopardizes eligibility for future events at the NYCC Athletic Center.
• All unsportsmanlike technical fouls will count as personal fouls and are two shot fouls plus possession. Two technical fouls on a given player in a game will result in ejection. Four technicals on any one team in a game will result in forfeiture. All ejections must be reported to the league supervisor.
• The referee is the soul judge of the game clock.

5. MERCY RULE
• 50 points at any time
• 30 points with 5 minutes or less left in the game
• 20 points with 2 minutes or less left in the game

RULE INTERPRETATION PROTESTS:

➢ Any rule interpretation protest must be made on the field of play by the team manager to the game official. This must occur at the time of the disputed play and before play resumes. The official shall record on the scorecard that the game is being played "under protest". All game conditions at that time will be noted (score, time remaining, etc.). Protests after the fact will not be honored.

➢ A written protest must then be submitted by the team manager to the Assistant Director within 24 hours after the completion of the scheduled contest, excluding days when the office is closed. A maximum of one week is given to decide each protest. If a formal protest is upheld, the game will be replayed from the point at which the improper decision was made or in its entirety in order to correct the error. If the protest is denied, the game stands.

➢ Absolutely no protests on judgment calls by an official will be considered.

ANY FLAGRANT ACTS WILL NOT BE TOLERATED. THE RESULT WILL BE THE PLAYER’S EJECTION FROM THE GAME. ANY PLAYER EJECTED FROM THE GAME MUST LEAVE THE ATHLETIC CENTER IMMEDIATELY AND WILL NOT BE ABLE TO CONTINUE PLAY UNTIL REINSTATEMENT FROM THE PROGRAM DIRECTOR.