

Hyland Hills Adult Basketball House Rules

- 20-minute running clock halves.
- The clock stops under two minutes in the second half when the score is within 10 points. The clock will continue to run if the score is 11+.
- The home team wears white-colored jerseys, and the away team wears dark-colored jerseys. Numbers must be worn on all jerseys.
- Half time will be three minutes in length.
- Players must be on the roster to play in the game. Each player will be required to sign in before each game.
- Each team will get two 60-second time-outs per half. Time-outs do not roll over. Each team gets one 60-second time-out per overtime.
- If a team is ahead by 40 or more points with 5 minutes left in the game, or if a team is ahead by 20 or more points with 2 minutes left in the game, the game shall be declared complete.
- In the event of a tie at the end of regulation, a two-minute overtime will be played. Overtime will use stop clock the entire time. If there are more than three overtimes, whichever team scores the first point in the 4th overtime will be declared the winner.
- A technical foul will result in two points and possession of the ball for the non-offending team. Technical fouls count toward player and team foul counts.
- If a player accrues two technical fouls in the same game, they will be ejected from the game. If a player gets ejected from two games during the season, a suspension will occur.
- There will be **no dunking** before, during, or after the game. Dunking will result in a technical foul.
- Fighting is a flagrant act and can occur when the ball is dead or alive. This includes, but is not limited to, combative acts such as: an attempt to strike an opponent with fists, hands, arms, legs or feet; an attempt to punch or kick an opponent, regardless of whether contact is made; or an attempt to instigate a fight by committing an unsportsmanlike act toward an opponent that causes an opponent to retaliate by fighting. There is zero tolerance for fights and consequences will follow if they occur.
- TIE-BREAKING PROCEDURE
- When records are tied at the end of League play, the following procedure will be used to determine playoff seeding:
 - a. Head-to-head result(s)
 - b. Point Differential in all league games
 - c. Total points scored in all league games
 - d. Coin Toss
- All rules are subject to change and the league supervisor will have the final say in the event of an unforeseen event, such as persistent fighting or tie breaker disputes.

