

# BOYS MASTERS BASKETBALL LEAGUE RULES

This league is organized to provide recreational enjoyment in the form of physical fitness, teamwork and social interaction. Unsportsmanlike conduct will not be tolerated.

The National Federation of High School Association is the official rules book, with the following noted or added:

1. [COVID Sporting Activities Guidance](#) will be followed for all games.
2. [COVID Vaccinations Required](#) – NOTE that [ALL players must be fully-vaccinated](#) to participate in the Boys Masters Basketball Leagues held on the Skagit Valley College campus.
3. All players must be currently enrolled in high school and have a valid ASB card. High school varsity, junior varsity, sophomore or “C” team participants are not eligible. A participant is defined as any player that plays 1 second or more in a game.
4. Two divisions of play: “A” Division for 11<sup>th</sup>/12<sup>th</sup> graders and a “B” Division for 9<sup>th</sup>/10<sup>th</sup> graders. Note: 9<sup>th</sup>/10<sup>th</sup> graders can play in the “A” Division. Divisions may be combined as necessary.
5. **A regulation game is two 15-minute halves.** The clock will stop for all dead ball situations. There is no Shot Clock. Overtime is 3 minutes or the first team to gain a four-point lead. A second overtime, if necessary, is ‘Sudden Victory’, with the first team to score declared the winner. All overtimes start with a jump ball.
6. Teams are required to have an adult 21 years or older on the bench. This person can be the head coach, or assistant, but is responsible to control the actions of team members. **Misconduct will not be tolerated.**
7. Distribution of playing time is up to the coaches, but should be fair to the players.
8. Technical Fouls will result in 2 points and possession of the ball being awarded to the opposing team. Two technical fouls on the same player or coach during a game will result in the immediate ejection from the game, plus a mandatory one game suspension to be served the next scheduled game. If a player or coach receives a third technical foul at any time during the remainder of the season, that player or coach will be suspended for the rest of the season.  
**NOTE:** A Technical Foul on a player will count as a personal foul and count towards the team total. A Coach/Bench Technical Foul will also count as a team foul (NFHS Rules)!
9. **Fighting is an automatic ejection and possible year suspension.**
10. **Time Outs:** Each team will be allowed four time outs per game. An additional time out will be granted for each overtime period. Time outs can be carried over from the game into overtime period(s).
11. One-and-one penalties will be shot on the 7<sup>th</sup> team foul of each half. Two shots will be awarded on the 10<sup>th</sup> team foul.
12. **Free Throws** – Players in the lane may move/step into key on the release of the shoot. Players behind the 3-Point Line and Shooter must still wait for the ball to hit the rim before moving.
13. **Free Throw Lane Administration** – Marked lane spaces may be occupied by a maximum of four defensive and two offensive players. The fourth spaces (nearest the Base Line) shall not be occupied and are not considered marked lane spaces.
14. Players may play on only one team.
15. No player will be allowed to participate in the league until a Skagit County Parks & Recreation – Participant Waiver Form has been completed.
16. No pressing is allowed if a team has a twenty points or greater lead.
17. All teams are required to wear same color, numbered shirts.
18. No dunking in pre-game warm-ups.
19. **League Tournament** – Teams qualify based on Good Sportsmanship. Players are required to have played in a minimum of four (4) games in order to participate in the League Tournament, which coaches are expected to uphold.

**Please:**           Wear only clean and dry shoes to the gym for games  
                          Do not arrive too early for your games.  
                          Pick up your litter and dispose of it properly after games.  
                          Remember to have fun!