

EXCEPTIONAL PLAYING RULES FOR TWIN-CITY BASKETBALL

- All "A" Division games will be two, 20 minute halves, running clock with 2 minutes between halves.
- Each team gets two, 30 second stop clock time outs per half.
- The last one minute of the first half and last two minutes of the second half will be regular stop clock play. Exception: If the difference in the score is or becomes 20 points after two minutes of the second half, the game clock will not stop those last two minutes of the game.
- Overtime (tie games) will be played in 2 minute periods, regular stop clock.
- Games will start prior to scheduled game time if both teams and officials are ready.
- There will be a maximum of 5 minutes between games if early games run long.
- A legal game may start with no fewer than 4 men per team on the playing floor.
- The officials may stop the clock anytime the play is being delayed unnecessarily or with unusual circumstances. Officials should assess technical fouls against players or teams that intentionally delay play throughout the course of the game.
- **Dunking or attempting to dunk the ball is an automatic technical foul (two points) at any time, the basket will not be allowed, and the player is immediately disqualified for up to one year. Grabbing the rim will also be cause for a one year disqualification. This rule applies before, during and after games.**
- Forfeit Time: First game, 10 minutes after scheduled starting time. Second & third games -- no grace period.
- Any swearing at any time is a technical foul.
- The only jewelry a player can wear is a wedding band.
- **Once the schedule has been completed there will be no refunds of the team reg. fee.**
- **Once a player plays in a game there will be no refunds on player cards.**
- **Player cards must be turned into Parks & Rec. office before playing in first game**
Any player that plays in a game without a player card is subject to being suspended for the entire season and the team will forfeit the game.
- **Cards can not be turned in at gyms. No exceptions!**
- **Review of suspensions will take two business days.**
- The referee does not have to handle the ball on turn over in back court. (traveling violations, ball out of bounds).
- For every player out of uniform, the other team is awarded two points. The points will be awarded before the game begins or as any late arriving player out of uniform checks into the game.
High School Federation Rules state that: (Rule 4, Sec. 11 & 15, Art 4 & 5)
- Flagrant fouls result in automatic ejection.
- **In all cases where a player receives a technical foul he/she must immediately leave the premises within two minutes (2) or that player's team will automatically forfeit the game.**
- **Players who are removed from a game due to receiving a technical foul or who suspended are not allowed to attend games.**
- All technical fouls are automatic two points each with the ball going out of bounds to the other team.

- **Any miss conduct, threat or foul language towards a referee will not be accepted and will result in a dismissal for up to one-year.**
- **The League director reserves the right to hand down additional penalties for incidents that are not covered in playing rules.**
- **All team captains are responsible for their team members conduct while participating in the Twin City Adult Basketball League program. Saying that you were not aware of the rules will not be accepted as an excuse.**

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