



## UMBL Game Rules – 2012

- 1) Participating teams must have at least 5 players to begin play
- 2) Team Roster is limited to 15 players.
- 3) Players are allowed up to 6 fouls before fouling out. (6<sup>th</sup> foul = foul-out)
- 4) Each team is allowed 4 fouls in a period:
  - a. 5<sup>th</sup> team foul = Team penalty and results in 2 shots for each non-shooting foul during that period instead of a throw-in. Teams fouls committed in the overtime period shall be considered as part of the 4<sup>th</sup> period.
- 5) 3 on 3 Player Line-up for Free-Throw attempts (Shooter + 2 teammates)
- 6) Technical Fouls = 2 shots & No change of possession (2 Technical = player ejection)
- 7) Intentional Fouls: 2 Free-throws & Ball Possession, (2 Intentional = player ejection)
- 8) Flagrant = 2 shots & ball possession & Automatic ejection from game and facility.
- 9) There will be ZERO TOLERANCE for Unsportsmanlike-like conduct (i.e.: Fighting, instigating disruptive behavior, excessive outburst(s), profanity, taunting, & any behavior deemed harmful to a family-friendly environment) = Automatic ejection from game and facility.
- 10) Hand-Checking is not allowed. Players may use non-extended forearm below chest. (NCAA)
- 11) 4 – 10 Minute Quarters / 5 minutes overtime (Complete Regulation Clock (Not Running))
- 12) Timeouts are based per half only and CANNOT carry over from prior half, or into Over-time.
- 13) 2 – 60 and 2 – 30 second timeouts per HALF
- 14) 2 – 30 sec timeout in Over-Time (OT)
- 15) Half-Court advances will be allowed within the last 1 minute of each half & Over-Time.
- 16) Clock will restart upon the dropping of referees arm or when the player touches the ball on pass inbound or ball hits the rim on a free throw attempt.
- 17) The horn will be used for the following reasons:
  - a. Used when substitution is made
  - b. Used to contact Referee after a Whistle or to stop clock
  - c. Player fouling out (6 fouls)
  - d. Auto at the end of period
  - e. Team fouls limit – Scorekeeper to signal 5 if not displayed on scoreboard.
- 18) Shot clocks are required for the 2012 season. (24-Second)
- 19) Teams will have 8 seconds to advance the ball to frontcourt
- 20) 5 second count ONLY applies when the ball is being inbounded and not when ball is being held.
- 21) All "Jump Ball" situations are to be jumped at the nearest free-throw line or half-court.
- 22) Teams may add a player to their roster, only if their roster falls below 7, due to signings or injuries.
- 23) No Defensive 3 second call