



Enterprise Utah

Enterprise Utah Men's Basketball League

Game Rules

- We will follow high school rules – (except fouls and quarters played, will play halves)
- Players are not allowed to wear jewelry
- First listed on schedule – Home team
 - Home team will wear light colored shirt – (WHITE)
 - Visitor team will wear dark colored shirt – (DARK COLORS)
- Game Ball – city will provide game ball unless both teams agree to use a different ball
- Official book and Clock operator – City of Enterprise will provide
- Schedule – once the schedule comes out there will be no altering the schedule
- If someone is injured while only having 5 players, the team can continue the game with 4 players
 - If at anytime less than 4 players must forfeit
- Game will be forfeited ten minutes after your scheduled start time if fewer than 4 players have arrived
- PROTESTS - No protests. Referees and tournament officials will settle all disputes on the spot. Tournament Director has the authority to override any rules.

Conduct and Interaction with Officials and site Supervisors

- Teams will **not** have a Head Coach or Spokesperson on their bench.
- Captains – Captains of each team will be picking teams and will be the captain at the game, if for some reason the captain is not there for the game or has been ejected someone will be designated
- Each team picks up the seating area after their game.
- No “trash talking” there is a fine line on this topic – still have fun but do not cross the line
- Players or fans who have consumed alcoholic beverages before playing will be required to leave.
 - Failure to do so will result in a forfeit.
- Teams must show respect to all fellow players, referees, and workers in this league.
 - League directors/staff/referees reserve the right to eject any fan, player or team that is disrupting the league.
 - In such a case, there will be no refund of fees.
- All players are to respect the scorekeepers, Staff and Referees always.
- Referees are allowed to call technical fouls for disrespecting Staff, Referees or Audience members.

- Any players initiating a fight with another player, making unwanted and unwarranted contact with an official, or threatening a player or official will be suspended from the league indefinitely and will need to leave the gym
- Technical Fouls- during season or game
 - 1st technical foul offense – player will be ejected and will need to leave the gym, team can substitute a player in or continue with 4 players
 - 2nd technical foul offense – player is ejected from the game will need to leave the gym and will miss the next 3 games
 - 3rd technical foul offense – any player that receives three technical fouls during the season will be ejected from the game, will need to leave the gym, will be suspended from the league for the remainder of the season
 - ***Players ejected from a game must leave the building immediately. Failure to do so will result in suspension from the league and a forfeit will be assessed to the team.***
 - League representative can remove anyone from the game or league at anytime
 - ***Any players initiating a fight with another player, making unwanted and unwarranted contact with an official, or threatening a player or official will be suspended from the league indefinitely.***
 - Any player suspended from the league must apply for reinstatement for future seasons
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Time

- Warm up will consist of 3-5 minutes
- Halftime 3 minutes
- We will play games consisting of two 20 -minute halves with a running clock
- Clock Stops
 - The last minute (1-Minute) of first half, on dead balls & foul shots.
 - The last two minutes (2-Minutes) of the second half, on dead balls & foul shots.
 - Each team will receive three one-minute timeouts per game.
 - Halftime will be a 3-minute maximum.
- Overtime
 - Overtime will be 3:00 with the clock stopping on all whistles.
 - Any additional overtime will be 1:00 in length with the clock stopping on all whistles.
 - Teams will have one 1-minute timeout in overtime.
 - Timeouts do not carry over from regulation time or to additional overtimes.
 - Overtimes will begin with a jump ball.

Fouls

- High School Rules
 - 7 fouls in 1 half – 1 and 1 foul shot
 - 10 fouls in 1 half – 2 shot bonus

- Overtime 3 fouls – 1 and 1
- Player fouls out at 5 fouls
 - Team can continue to play with 4 players

Playoff Seeding

- Playoff will consist of single elimination tournament
- Tiebreakers determined by
 - Head-to-head
 - Points allowed
 - Points scored
 - Coin flip