

## 2011-2012 City League Game Rules

Games will be played using FIBA rules except for the following changes. The rationale for all these changes is to maximize actual playing time and to encourage player development.

- 4 on 4 play
- 3 point shot is not in play
- Games are to be 1hr in total duration (no overtime – ties will stand).
  - Games are to start at 6:30 or 7:30. Warm up should commence as soon as the previous game is finished.
  - 10 x 4 minute running time periods. After 5<sup>th</sup> period is half time (4 minutes)
  - Time stops on:
    - Shift change (every 4 minutes) – as currently done in Major Atom and younger in the OBA.
    - Final minute of the game if the score differential is 8 points or less as per FIBA rules.
    - On timeout – each team is allowed 3 timeouts per game (1 minute). It is to be called through the scorer's bench following FIBA guidelines.
- Fouls – **There will be no foul shots.**
  - Non-shooting fouls will follow FIBA rules. If in shooting motion, basket automatically counts and **defensive** team takes ball out of bounds on the base line.
  - After 7 team fouls per half, each additional team foul, the team that was fouled receives 1 point + ball out of bounds.
  - Players cannot foul out but can be ejected for excessive fouling or unsportsmanlike play. If a technical is issued, the other team will receive 2 points plus possession.
- Substitutions – Subs can only occur at the beginning of each period, except for the final (10<sup>th</sup>) period. During the final period, open substitutions are allowed through the score table but can only be done when the clock is stopped (timeout or a dead ball in the final minute of the game if the score is <= 8pts).
- **Equal play will be enforced. No player through the first 9 shifts should have more than 1 shift than any other on their team unless an injury has prevented a player from participating.** Minor Officials to monitor. All players must report to score table prior to entering the game.
- **Man to man defense only** –Double teaming is not allowed unless it occurs in a help and recover situation. Players cannot stay in a double team for more than a 2 count. **Coaches to monitor.**