

Christian Sports

2007 Coed Basketball Rules

I. Coed Specific

1. Teams must play with at least 2 girls on the court when playing with 5 total players. If only 1 girl is available to play, the team may play with 4 total players. Failure to do this will result in an automatic team technical foul.
2. All girl shots from the field count as 3 points each.
3. All girl shots made from beyond the '3-point' line count as 4 points each.
4. All girl free-throws will count as normal. However, girls will get 3 free throws on shots from the field and 4 free throws on shots beyond the 3 point line.
5. In penalty situations, girls get the normal 1 & 1 when fouled and sent to the line. After 10 fouls girl's free throws remain at only 2.
6. If a girl is fouled in the act of shooting and a goal is made, the girl will be awarded the points scored on the goal (3 or 4 points) plus 1 additional free throw worth 1 point.

II. General Rules

1. All games will be 40 minutes in length consisting of 2-20 minute halves and a 5-minute halftime.
2. Clock does NOT stop during first half except on timeouts.
3. Clock stops on all dead balls during last 2 minutes of second half provided there are NOT 20 or more points separating the two opposing teams.
4. If a team is losing by more than 20 points at the beginning of the last 2 minutes of the second half, the clock can only be stopped by calling timeout.
5. Each team will receive 5 time-outs (3 full and 2/20 sec.) per game with an additional time-out for each overtime played.

III. The Pick-up Rule

If a team does not have enough players to field a 5-man team at the beginning of regulation play, they may choose to pick up additional players to fill their remaining spots, but under the following conditions:

1. A team needing extra non-roster male players will forfeit 10 points to the opposing team for each male player added.
2. A team needing extra non-roster female players may add one female player for FREE (no points forfeited to the opposing team).
 - a. All additional non-roster females added to the team will require the team to forfeit 10 points to the opposing team.
3. A team may add up to a maximum of 3 players
4. A team must play with a minimum of 4 players.
 - a. When playing with only 4 players, teams must still have 1 girl on the court.

Where can we pick up extra players?

1. Non-roster players added to a team MUST be a paid player from another team within the same league in which they are being picked-up (i.e.-Rec League substitutes may only be picked up from other teams within the Rec league)
2. EXCEPTION: Paid Females participating in any of the FC Coed leagues may be picked-up by any team within any league.
3. If a team has enough players to field a minimum team- 3 men and 2 women - **then the team cannot pick up any subs!** * In such a case, all players must play the entire game. (*See Injury Rule on page 3 for special exceptions.)
4. If a player comes in late they must already be in the scorebook. Late entries will be charged a technical foul if not written in the scorebook.
5. If a regular roster player arrives to the game *AFTER* a substitute player was added, the substitute player is automatically removed

from the game and the regular roster player is permanently placed in the game. In addition, the Pick-up penalty points awarded for the substitute will NOT be removed.

6. **TEAMS MAY NOT PICK-UP PLAYERS DURING THE PLAYOFFS!** If a team's roster drops below the 5-person level during the playoff season, said team will NOT be allowed to add an additional player. The team must play all qualifying playoff game with the remaining current team members. They may NOT pick-up additions via the sub rule.
7. Team captains may challenge their opponent's roster at any time. If a captain notices a player whom they think is not on the opposing team's roster, they may request to see the team roster and a photo ID for the player in question. If the player is not on the roster, the team using the unregistered player will forfeit the game.
8. **NOTE:** A team is allowed to ask for proper ID to prove a player's identity. All players are strongly encouraged to bring their ID's to the game. ID's will not necessarily be checked every week, but players should keep some form of photo ID in their possession in the event of a roster challenge.
9. Any challenges to team rosters must be made to the referee, the opposing team captain and the League Commissioner, Stewart Murphy, on the day of the game. If a challenge is not made on game day, it will not be considered afterwards.
10. If a player is added to a team, the points given to the other team MAY NOT be removed once the game clock begins.

Entering the lane on Free Throws

1. Players may enter the lane once the ball leaves the shooters hand.

Cursing

1. Cursing will not be allowed under any circumstance. If a player is called for cursing, a technical foul is assessed (counted as a personal foul). If a player is called for a "Cursing Technical" twice in the same game both he AND his coach will be ejected (*see additional Ejection Rules below*).

Fighting

1. Fighting at any time for any reason will be cause for immediate and permanent ejection from the 2007 Christian Sports Coed Basketball League. NO EXCEPTIONS...NO DISCUSSION.
 - a. If you are provoked, WALK AWAY. If you 'return' a punch, regardless of what the other player did to provoke you, you and that player will BOTH be ejected for the season. NO EXCEPTIONS...NO DISCUSSION.
 - b. A player who strikes another player in the act of self-defense will be allowed a review of his/her situation as well as whether or not they will be ejected or suspended from the league.

Rough Play

1. Should you be accused of repeated "rough play", the referees and the Christian Sports Advisory Board will decide on applicable and appropriate disciplinary action(s) and will notify you and your captain of such decisions when they are made.

Lewd Remarks

1. Lewd remarks (*especially those of a racial, sexual or religious nature*) will be treated in the same manner as Cursing and will not be tolerated. Repeat offenders in this area are subject to permanent ejection from the league.

Harassing the Referees

1. Will be treated the same as Cursing and the same penalties apply to both Coach and players.
2. Captains that are given a technical foul for arguing with the referee will be ejected for the remainder of the game.

Harassing the Score Keepers

1. NO players are allowed to harass or taunt the Scorekeepers for ANY reason. If you feel a scorekeeper has made an error, have your team captain call timeout, notify the referees of the problem and allow them to settle the dispute. If the referee agrees that an error has been made, the timeout taken will be credited back to the team that took it. If the error is not found to be true, the charged timeout will be applied to the applicable team.

2. If a player is found guilty of repeatedly harassing or bothering a scorekeeper, the Cursing penalties will be applicable to both players and coaches.

Playoffs

1. The top 4 teams from each league will make the end of the season playoffs and Championship games to be played on Week 8.
2. All captains will be notified whether or not they made the playoffs as soon as the teams qualifying for the playoffs are solidified.

End of Season Tie-Breakers

1. Should there be a tie between two teams in the playoffs, tie breakers will be:
 - a. Head to head play
 - b. Point Differential (difference in points scored and points scored against)

Playoff Eligibility

1. To be eligible for post-season play, a player MUST have participated in at least 3 of the team's 7 regular season games.
2. NO PLAYERS who are not 'qualified' for post-season play will be allowed to participate in the post-season tournament...NO EXCEPTIONS!
3. Any team found in violation of this rule will automatically forfeit their right to continue further in post-season play.

Ejection

1. If a player is ejected from a game they will miss the remainder of that game and the entire next game.
2. If a player is ejected after being warned, the captain will also be ejected. The captain will only miss the remainder of the game he is ejected from.
3. A captain being ejected along with a player who was ejected is at the discretion of the Referee, Court Supervisor and the FC Sports Staff. This rule is put in place to save the captains from situations in which a player is ejected immediately without a warning. As stated above, any player being ejected after a warning automatically voids the lenience for

the captain, and the captain will be ejected as well for not controlling his/her team.

- Two ejections for any player during the season will terminate their participation in the league.

Injury

1. If the official has to stop play due to an injury, that player must be removed from the game for at least one play. They may re-enter the game on the next dead ball whistle or time-out.
2. If the team has timeouts remaining, they may use a timeout in an injury situation in order to keep the injured player in the game.
3. If a team begins a game with 5 players or less and a player is injured during the course of the game, the team captain may choose to:
 1. Continue playing minus the injured player.
 2. Add a pick-up player in replacement of the injured player (guy for guy, girl for girl) and forfeit five points to the opposing team.
 3. Forfeit the game entirely to the opposing team.
4. If the injured player is a female and her loss would cause the team to have less than 2 females on the court, the team captain of the injured player may choose to:
 - a. Play with 1 female and 3 or fewer males.
 - b. Add a non-roster male player in replacement of the injured player and forfeit five points to the opposing team.

NOTE: The opposing team captain DOES have the right to forgive the 5-point penalty if he/she so chooses.
5. If there are no available females to be picked-up, then the team of the injured player may choose to play with 3 guys and 1 girl.
6. A guy may **NOT** be added to replace the injured girl.

Adding Players to the Roster During the Season

1. If anytime during the season your team roster drops to less than 7 players (i.e. 6 or less) you may pick up one (1) player and one (1) player only.
2. A team may NOT add an 8th, 9th or 10th player.
3. In order to add a player, the original players in roster spots 7 or above MUST be removed.
 - a. This does NOT mean that if you have Free Agent who has never shown up

that you can just dump them from your roster.

- b. No player may reenter the league after being removed, replaced or ejected.
- c. If a team makes the playoffs, no roster changes can be made. Please call the Church offices at 972-471-6648 for details on roster changes.

Blood

1. If you have a small cut, you must clean and bandage it before returning to the game. If you have an open cut and you get it on your jersey, you must clean and bandage it and also change shirts before reentering the game.
2. If you wear braces you must wear a mouthpiece.
3. If the team has timeouts remaining, they may use a timeout to keep the player in the game.
4. If the official must stop play without the team calling a timeout, the player must sit out until the next dead ball whistle.

Mercy Rule

1. If at any time during a game the score differential reaches 40 points, the game is **automatically over**. The scorekeepers will leave the clock running, but the score will no longer be kept for either team.
 - a. The teams may use the remainder of their game time as scrimmage time or may leave the court all together, whichever they choose.
 - b. If the game is continued as a scrimmage, the ref's MAY stay if they'd like, but they are NOT required to do so.

Referee Complaints

1. All referee complaints should be emailed in 'writing' to the League Commissioner, Stewart Murphy at stumondo@aol.com.

Problems

1. If you have any protests, questions and/or concerns, including game times, stats or score, you may e-mail the League Commissioner, Stewart Murphy, at stumondo@aol.com.

