



NIGHTOWL BASKETBALL LEAGUE



GOVERNING RULES

1. ALL GAMES WILL BE FORTY (40) MINUTES IN LENGTH WITH TWO (2) TWENTY (20) MINUTE HALVES AND A FIVE (5) MINUTE HALF-TIME. THE CLOCK WILL RUN CONTINUOUSLY AND STOP ON TIME OUTS AND FREE THROWS, HOWEVER THE CLOCK WILL STOP ON EVERY WHISTLE IN THE LAST TWO (2) MINUTES OF EACH HALF.
2. INDIVIDUALS RECEIVING SIX (6) PERSONAL FOULS WILL BE ELIMINATED FROM THE GAME. TEAMS WILL SHOOT TWO (2) BONUS SHOTS ON THE TENTH (10TH) TEAM FOUL.
3. AN EJECTED PLAYER OR COACH MUST LEAVE THE FACILITY A PLAYER WILL RECEIVE A ONE (1) GAME SUSPENSION. A COACH WHO RECEIVES TWO (2) EJECTIONS DURING THE SEASON WILL RECEIVE A ONE (1) GAME SUSPENSION.
4. ALL OTHER RULES WILL BE PLAYED UNDER THE NATIONAL FEDERATION OF BASKETBALL RULES. **RULE BOOK WILL BE ON SITE.**
5. EACH TEAM WILL BE ALLOWED THREE (3) FULL AND TWO (2) THIRTY (30) SECOND TIME OUTS PER GAME.
6. ALL TECHNICALS WILL BE A ONE (1) SHOT PER TECHNICAL FOUL.
7. PLAYER/COACHES WILL BE AUTOMATICALLY EJECTED AFTER TWO (2) TECHNICAL FOULS.
8. TEAMS WILL BE SEEDED ACCORDING TO THEIR REGULAR SEASON RECORD. TEAMS WITH IDENTICAL RECORDS WILL USE THE FOLLOWING TIE BREAKER SYSTEM:

HEAD TO HEAD COMPETITION
POINTS ALLOWED
FLIP OF COIN
9. PLAYERS WILL HAVE THEIR JERSEYS TUCKED IN AT ALL TIMES DURING GAME, AND ALL PLAYERS T-SHIRT WILL BE THE SAME PRIMARY COLOR AS THEIR JERSEY. FOR EXAMPLE: IF TEAM JERSEYS ARE RED, THE T-SHIRT WILL BE RED, IF TEAM JERSEYS ARE BLUE, THE T-SHIRTS WILL BE BLUE ETC.