

SHORELINE SPORTS

Basketball League Rules for 2026/27

1. All rules and regulations can be found in the **2026-2027 NFHS basketball rule book** (with the noted exceptions below).

2. **Special exceptions to the rule book:**

a. Timing: 20 minute running clock each half (stopped during free throws and time outs). Regulation clock the final 2 minutes of the game **and the final 30 seconds of the first half**. We have a **30-second shot clock**. OT is 3 minutes with 1 minute of regulation.

b. Fouls: Shooting fouls and fouls in the bonus are rewarded with one free throw. Shooting fouls on an attempted 3-pointer are rewarded with 2 free throws: the first one is worth 2 points; the second one is worth 1 point. All other made free throws are worth 2 points. A shooting foul on a made shot adds one point to the offensive team's total.

c. Foul Shooting: The players lined up along the lane may enter the key upon the release of the free throw. The shooter and all other players must wait until the ball hits the rim.

d. Uniforms: Home teams are required to wear white or light colored shirts. Visiting teams wear dark colored shirts. Each player is required to wear a numbered jersey. **The number cannot be taped on.**

e. Uniform violation: Players who do not have a numbered jersey are required to pay \$20 to buy a jersey before entering the game. **No players are allowed to play without a numbered jersey.**

f. A technical foul requires the player to sit for three to five minutes of game time action. **The three-minute sitting out period is a result of a profanity, hanging on the rim or any delay of game infraction that resulted in a technical; the five-minute sitting out period is a result of a player's verbal denouncement of the official or any other technical that is based on verbal or physical behavior that is a violation of the game-conduct codes.** A second technical foul means an automatic ejection and dismissal from the next game. The ejected player has the right to appeal the one-game suspension to the league director. He, she must appeal by email within 48 hours.

g. If a player who has been ejected from a game does not leave in a timely manner, the player will be suspended from league play for the remainder of the calendar year.

The league manager must clearly state to the player that the player has 3 minutes to leave the gym or be removed from league play the remainder of the calendar year. The league manager then has the burden of running the clock. The league manager is instructed to use this warning with discernment based on the player's attitude.

The forfeit would be a last-resort as it may unfortunately play into the hands of the offending player by providing him or her with the power to control the game and it would also eliminate the opportunity for the game to continue to its logical, competitive conclusion.

h. Rules regarding dunks:

1. No dunking of any type is allowed before or after a game. The penalty is a technical foul (which includes the mandatory 3 minute sitting and the \$10 fee).

2. During the course of a game, a player shall not place his or her hands on the rim and pull down on the rim. He, she shall not dunk in such a manner as to shake the rim downward. He, she shall not "hang" on the rim for any period of time (defined as one second or longer). He, she is not allowed to grab the rim unless a player, in the judgment of the referee, is directly underneath him, her and the only way to avoid injury is to hold the rim until safe.

The penalty for violating number 2 is: waiving off the basket (if it was made) and a warning to both benches. Any further dunks as described in number 2 during the game by either player will result in a removal of the made basket and a technical foul (with the 5-minute sitting out an \$10 fee).

3. We have a **zero-tolerance policy** concerning inappropriate behavior during games. This behavior includes cursing (on the court or on the bench even if it's towards one's own team), disparaging comments about the refs, hand gestures towards the refs, or derogatory comments on the bench.

a. If you earn a second technical foul, you are automatically ejected from that game and the gym (we will not continue until you have left the gym; you have 3 minutes. Your team will forfeit if you cannot leave by then). You also are automatically suspended for the next game.

b. Any second ejection during a season will earn you a suspension for the remainder of the season. **Three individual technicals in a season will earn a two-game suspension.**

c. The scorekeeper has the right to record unsportsmanlike actions during a game and report them to the league director. This includes intentionally moving into players while setting screens (throwing hips and shoulders outward to hit players), aiming elbows at other players, and aiming your fingers at players' eyes. The league director has the right to suspend players based on these reports.

4. The league director or representative will sit at the main scoring table and keep a written and scoreboard record of each contest. The league rules and the rule book will be at the table (additional rule books are available upon request).

5. Additions to the roster must be made by the beginning of your 4th game. Players must participate in 2 games or 20% of the game schedule to be eligible for the playoffs. Players not eligible by these standards can only be allowed to play by permission of the opposition manager for that night's game.

6. The registration fee of **\$275 or \$325** pays for the daily maintenance of the league and the gym, the equipment, the electricity, and financial scholarships for players in other sports. Nightly fees pay for the referees. Each team must bring \$25.00 to each game for the referee fees; \$30 if we only have two games.

7. Each game will be preceded by a prayer led by the league director or representative.

8. Game Times vary by season, see schedule for each individual session to determine game times.

9. Sports Contact: sports@shorelineoc.org