

VAVi SPORT & SOCIAL CLUB
OFFICIAL 5v5 MEN'S BASKETBALL RULES

VAVi Men's Basketball follows the guidelines of [NCAA Men's Basketball](#) with these exceptions:

Equipment

1. All players Must wear their team issued VAVi jersey
2. Illegal equipment includes the following:
 - All jewelry (ie: barrettes, rings, string bracelets, rubber bands, eye rings, etc.)
 - **A guard, cast or brace made of hard and unyielding leather, plaster, pliable (soft) plastic, metal or any other hard substance - even though covered with soft padding - when worn on the elbow, hand, finger, wrist or forearm.**

Players

1. If at least four players are not present at the scheduled game time, a forfeit will be declared
2. A speaking captain shall be designated for each team. He alone may approach the officials with questions. Individuals designated as coaches will be considered team players.

Timing

1. The game will consist of two 20-minute halves, with three minutes between halves. The clock will run continuously throughout the game until the last minute of each half. During the last minute of each half, the clock will stop during all dead balls.
2. **Game time is forfeit time!!**
3. Each team will be allowed (2) time-outs per half. A timeout is 30 seconds and the clock will stop for those 30 seconds.
4. Overtimes will be **one minute** in length and the clock will stop during all dead balls. Only one time-out is allowed each team in each overtime period. Time-outs not used during regulation play CANNOT be used in overtime periods.

Fouls

1. 2 foul shots will be awarded for all shooting fouls. Except for 3 pointers where 3 shots will be awarded.
2. 1 & 1 will be awarded when the opposing team gets into the bonus at 7 team fouls.
3. 2 foul shots will be awarded for all fouls when the opposing team reaches 10 team fouls
4. NCAA rules will be in affect unless otherwise sated.

Good sportsmanship is a high priority of VAVi Basketball. Complaining to officials is not allowed.

Dunking

THERE IS ABSOLUTELY NO DUNKING. Dunking is a technical foul.

Player disqualification results from:

- Accumulating 5 personal fouls. Technical fouls count as personal fouls.

Player ejection results from:

- TWO individual technical fouls on the player.
- ONE flagrant foul.

A player who is removed from the game:

- May face an additional 1 game suspension based on the severity of the incidents

A player who is removed from the game for technical or flagrant fouls:

Will face an additional 1 game suspension. This may increase due to the severity of the incident.

Team disqualification results from:

- Four technical fouls accumulated by players or team in a single game. Team may be eliminated from post season tournament play.
- A game stopped by the official for misconduct.

Fan Behavior

Team Captains are responsible for fans. A technical foul will be assessed to the team captain/bench if fans are acting in an unsportsmanlike manner.

Substitutions

Only roster players may play on a team and no last minute substitutions are allowed. However, please see below “ringer clause”. To add a player to the roster you must contact the VAVi office at least 24 hours before game time.

*Ringer Clause: If before your game or during the first 10 minutes of your game, you feel that a player on the opposing team is not on an official roster and could possibly affect the outcome of your game, it is the responsibility of the team captain to approach the umpire/referee and log a complaint. If the opposing team captain confirms a player on their team is not on their roster and a possible “ringer”, then the non-rostered player in question must sit out that game or the rest of the game. However, if both teams agree to play with a sub or non-rostered player, then it will be played as a true game and the player must sign a waiver form.

Complaints about subs, non-rostered players or “ringers” cannot be logged after 10 minutes into your game or at the end of your game. If you have additional questions about a non-rostered player at your court or field, you may also call VAVi’s After-Hours Phone at 858-220-8328.

Tournament Rules

The top 4 teams advance to the tournament. The standings will be determined by record. If there is a tie between 2 teams, head-to-head matchup will break the tie. If a tie persists total points scored minus total points scored against throughout the season will break tie. If no clear winner is established a flip of the coin will establish the winner. Please note that forfeits count as 11 points against the forfeiting team in the case of a tie in playoff rankings.

In case there is a three-way tie between teams, the following tiebreaker system will be used:

~Head-to-head matchup

~ If the winner of the head-to-head matchup can't be determined (ie. 2 teams played each other twice or each team has a 1-1 record), then the head-to-head point differential will be used and compared for the tied teams. (ie. Average Points scored minus average points scored against). Whoever has the highest average point differential will take the higher playoff seed.

**Average point differential will be used when two tied teams in the three-way tie played each other twice. If Team A and Team B played each other twice and Team C only played them once, we will use the average score for Team A and Team B's two games. To determine this, we will add up the points scored for both teams in both games and subtract points scored against. This number will then be divided by 2 to determine the average.

~Overall season point differential (Overall season points scored minus overall points scored against)

~In the case that a tie still persists, a coin flip will determine the winner.

Disagreement of Rules

The VAVi Sports Director has final say over any appeal of the rules and has the ability to make decisions on any rule that is not covered in these rules. Please email Jessica at jessica@govavi.com if you have any questions regarding these rules.

IMPORTANT

1. Game time is forfeit time.

2. Overtime will be one minute in length with the clock stopping on all dead balls.

3. FREE THROWS:

Players may enter the lane as soon as the ball is released, but the shooter must remain behind the line until the ball touches the rim or backboard.