

# FELLOWSHIP OF CHRISTIAN ATHLETES MEN'S SUMMER LEAGUE BASKETBALL RULES

## I. Purpose

It is designed to provide good, fundamental games for adults as well as ministering to their needs and to their family's needs. In all that we do, we strive to bring others to know about the salvation that is ours through Jesus Christ.

## II. General

1. League is determined by age; only men age 18 and over are allowed.
2. No players may be admitted into the league after week 1 of games, unless approved by the staff.
3. Selection of players for the various teams within the league shall be in compliance with procedures established by the Recreation Ministry.
4. Whenever possible, a coach should be a church member. In all cases, the coach must be a Christian.

## III. Conduct

1. The actions of players, coaches, assistants, as well as spectators, are expected to be in accordance with the highest of Christian spirit and principles.
2. Any coach or player that makes any comment to an official or about his officiating (while standing, sitting, or playing) will immediately receive a technical foul and must leave the building at once. If the referees fail to enforce this rule, the gym supervisor has the authority to do so. The only exception is during a time-out and then it must be addressed in a mature, Christian-like manner.
3. Any player or coach who receives two technical foul regarding conduct will be ejected from the game and shall leave the building immediately.
4. Upon being ejected for technical fouls, a player will not be permitted to participate in another game until he has met with the FCA Program Director and resolved all problems.
5. **Absolutely no fighting, foul language, or taking the Lord's name in vain will be permitted.** Any such cases will result in the expulsion of the person(s) involved.

6. Should any coach or player accumulate a total of four technical fouls (flagrant or unsportsmanlike) during the course of the season, they will not be allowed to participate further during the season.
7. No smoking or tobacco of any kind will be allowed in the building.

#### **IV. Games**

1. If time permits, 5 minutes for warm-up will be allowed before each game.
2. Before each game, the referee will call the teams together at the center court for prayer. The home team coach is responsible for the prayer.
3. A game will be forfeited if either team is not present five (5) minutes after the scheduled starting time. A team must be able to field at least five players.
4. In all leagues the clock will be a running clock. The clock will only stop for time-outs and injuries. The only exception will be the last minute of the first and second half (and overtime) in which case the clock will stop on every blow of the whistle.
5. Each game shall consist of 20 minutes per half. If regulation ends in a tie, there will be one (2 minute) overtime. Tournament games will consist of overtime periods (2 minutes each) if necessary. Each team will be allowed two time-outs per half.
6. Coaches and substitutes must remain seated on the bench beside their team at all times except for normal activity such as conferring with the score keepers or during a time out. This rule is designed to help the officials as well as make it easier for spectators. Coaches may be warned by the officials or the supervisor in charge when they feel that someone is abusing this rule.
7. Only coaches or their assistants will be allowed to confer with the scorekeeper while a game is in progress.
8. Each player present must play a minimum of eight (8) minutes per half per game. Time may not be accrued from one half to the next half.

ANY player that arrives after the start of the game forfeits his right to mandatory playing time.

9. Half-time will be five (5) minutes in length. A short devotion will be shared during each half-time.
10. Players must wear their appropriate uniform. No jewelry will be permitted.
11. There shall be no dunking on side goals (non-breakaway rims)
12. Protests of any games will not be allowed.

13. With the exception of the specifics listed herein, all leagues will abide by the rules written and published by the National Federation of State High School Athletic Association.
14. Any violations of these rules or procedures will be handled by FCA Staff.

## **V. Tournament Seeding**

Seeding for tournament games will be determined as follows:

1. Overall record
2. Head-to-head record
3. Point differential
4. Coin toss

## **VI. Scorers**

FCA is responsible for securing and training capable scorekeepers. Scorekeepers will be at least 12 years of age.

It is the duty of all coaches to treat the scorekeepers with respect. If there is a disagreement, the coach may call for the referee or the gym supervisor to help resolve the problem. At no time will coaches be allowed to raise their voice or make unnecessary gestures toward the scorekeepers.

## EMERGENCY PROCEDURES CONCERNING INJURIES

1. Notify the staff immediately. If at all possible, let them take care of the injured person.
2. A fully stocked first aid kit is located on the wall in the Control Room. In addition, there are ice packs and air splints available directly underneath the kit.
3. Do not move the injured person unless you know exactly what the nature of the injury is. If the person needs to lie down, you may take him to one of the benches.
4. Ask everyone, except those you need to assist you, to move to the side and not to crowd around.
5. Look at the players' registration form. Call the individual's parents, wife, husband, or emergency contact person; explain the injury and ask if they would like to come by and take the person to the doctor or to the hospital. **BE CALM** as you talk with the relative. Let them know that you will do anything they request.
6. If you are unable to reach the relatives, and if hospital treatment is needed, and if the injured person is in a conscious state of mind, ask him or her where they would prefer to go. If there is no preference, have the person taken to Spartanburg Regional Hospital.
7. If at all possible, avoid calling an ambulance. If this is necessary, call 911 (remember you must first dial "9" to access an outside line). In a case where an ambulance is not needed, the coach should ask another adult who is there and has an automobile to drive the injured person, so that he can continue in the game or practice.

**The address here is 250 East Main Street**

8. If you have not been able to reach relatives, continue to try until you are successful.
9. Make sure a full report is completed and given to the supervisor-in-charge before you leave.