

# **Lawndale Christian Fitness Center (LCFC) Basketball League Rules**

## **General Rules**

1. Games will consist of two 17-minute running halves. Time will only stop for timeouts (clock starts back on the inbound), and in the last 2 minutes of the second half. The game will be called over if a team is up 30 points with 3 minutes left in the game or if a team is up 20 points with 2 minutes left in the game.
2. Halftime will be 3 minutes.
3. Two timeouts per half for each team are allowed (1 minute each). If a timeout happens within the last 30 seconds, teams are allowed to advance the ball to half court if the timeout occurred in the backcourt.
4. Single Bonus begins on the 7th foul. Double bonus begins on the 10th foul.
5. A player is automatically ejected from the game if they receive two technical fouls (including both money technical and non-money technical).
6. Each technical foul (unsportsmanlike only) results in a \$25 fine that needs to be paid by the team before the player's next game (including not praying out after the game).
7. The league reserves the right to suspend any player that receives two technical fouls in one game, or that is ejected for a flagrant foul or unsportsmanlike conduct.
8. Refunds are only issued if LCFC is at fault for cancelling the basketball league.

9. All players must show up at the designated time on the schedule and be in place for game time (this includes being in the prayer circle).
10. Games will start on time! (Any team not on time will lose 2 points per minute). Must have at least five players in place to start without penalty (can start with four players if both teams have only four players). Any player that comes late will receive a technical (no money penalty).
11. Any changes made to a team's roster must be submitted to LCFC within the first three weeks. LCFC has the right to accept or decline any changes.
12. All players must dress in the Men's locker room if skin is going to be showing (except feet).
13. Every player must present an ID and sign this form before the first game begins.
14. **Team Size:** Teams can have a max of 12 players on their roster. 5 players are needed to start the game. Once the game has started, a team needs at least 1 player on the floor in order to avoid a forfeit.
15. **IHSA Rules**
16. **Technical Foul:** Technical fouls are generally committed when the ball is dead: a) disrespectfully addressing or contacting a referee. b) Unsportsmanlike language, gestures, etc. c) Delaying tactics: after a score or before a throw-in. d) More than 5 players on the court. e) Fighting/roughhousing Technical fouls will result with the offended team receiving two free throws with no other players along the lane area. The offended team will receive the ball at center court.
17. **Uniforms:** Players must wear the authorized LCFC T-shirts. Players who forget to wear LCFC T-shirts will not be allowed to play (If more LCFC T-shirts are available in that same color, a player may purchase another T-shirt for \$5 in order to play). Any alteration of the shirt will result in a technical foul and the player will need to purchase a new shirt if one is available.

18. **Overtime:** If the game is tied at the end of regulation, a two-minute overtime period will be played. Foul counts are extended from the second half and one additional timeout is given to each team (in addition to any timeouts that were unused). The clock only stops in the last minute of overtime and only if the score differential is single-digits. If a game is tied at the end of overtime, a second and final overtime of two minutes will be played. If the game is still tied, sudden death occurs. If a game is tied after regulation in the playoffs, an unlimited number of two-minute overtime periods will be played after the first 2-minute overtime period with the same rules as the regular overtime.

19. Players are only allowed to play for the team they signed up for. If a team has less than 4 players to start, a team can still play for fun, but it will count as a forfeit (If LCFC cannot identify a person on a team, LCFC will require the player to show a valid ID).

20. **FORFEITS:** If your team forfeits a match during the season (unless they contact league director 24 hours in advance), the following rules apply:

- **First Offense:** game recorded as loss and team must pay \$25 referee fee.
- **Second Offense:** game recorded as loss and team must pay \$25 referee fee.
- **Third Offense:** Removal from the league and playoffs with no refund for games not played.

If you know in advance (24 hours) that your team is going to forfeit a game, we encourage you to call our office to help us schedule your opponent a game however this does not mean that your team still receives the loss as a forfeit (but you will not be liable for the forfeit fee).

Any of the above rules are subject to change at any time without notice at the discretion of Lawndale Christian Fitness Center. Any questions, please contact Jarell Kelly at [Jarellkelly@lawndale.org](mailto:Jarellkelly@lawndale.org) or 872-588-3202 or [Reubenriggs@lawndale.org](mailto:Reubenriggs@lawndale.org) or 872-588-3200.

I have read and agree to LCFC Basketball Rules. I also agree that LCFC has final authority in any matter. I understand that failure to abide by these rules may result in suspension.

Please return this form to Jarell Kelly (872-588-3202) or Reuben Riggs (872-588-3200).

Name \_\_\_\_\_ Date \_\_\_\_\_

Signature \_\_\_\_\_