

GET AHEAD SPORTS

-Rules of Play-

House Rules

The official(s) shall determine and advise the team captains of any special rules of play that may be required by virtue of unique architecture of the facility prior to a game. Such "house rules" shall be binding only as to the specific game then being played and may be altered as to any subsequent game, whether or not involving either team then participating or those officials.

High School Rules to Apply

High School rules shall govern all play except as provided herein or as determined by the officials in their discretion in light of special circumstances that occur.

Game Length

A. Games will consist of two 20 minute halves; The first half and the first eighteen minutes in the second half will be played without stopping the clock for any reason other than an officially-charged time-out. The final two minutes of the second half the clock will stop on all whistles. Halftime will consist of 5 minutes.

Exception: In instances where gym time is reduced due to unforeseen circumstances not in control of the League (e.g. late running school activities, inclement weather, lighting or other structural problems in the gym), the referees may, in his discretion, after notification to team captains, constrict the length of games in such way as to ensure a fair allocation of play for all teams scheduled that night.

B. A team shall be allowed to commence and play a game with four players if a fifth is not available.

C. In the event of a tie at the end of the second half, an overtime period of three minutes shall be played during which the clock shall be stopped on all whistles. If, at the end of the overtime period, the score is still tied, a second overtime period will consist of two minutes during which the clock shall be stopped on all whistles.

D. Each team shall be allowed two one-minute time-outs per half plus one additional time-out during the first overtime period only. No time-out shall be permitted after the first overtime period.

Three-Point Goals

The three-point goal shall be used in all facilities equipped with a three-point line, subject to the discretion of the officials.

Fouls and Free Throws

A. A player shall be disqualified upon committing his fifth foul of any type (including technical fouls), or his second technical foul. Any flagrant, unsportsmanlike foul shall result in two free throws, automatic ejection and loss of possession.

B. A player disqualified as a result of unsportsmanlike conduct shall promptly leave the vicinity of the gymnasium. His failure to do so shall result in automatic forfeiture by his team,

in addition to disciplinary action against the player and/or his team.

C. If there is no available substitute for a player disqualified on fouls (either because of a shortage of roster players at the game or because of previous disqualifications or injuries to other players), then such team shall play with only four players.

D. Free throws shall be awarded as under NCAA Rules, except that if an official determines, in his discretion, that a foul was committed intentionally or recklessly, with obvious risk of physical harm, the official may assess, in addition to the normal penalty, a technical foul against the player.

Substitutions

Substitutions may be made following whistles in accordance with NCAA Rules but only after the substitute has sought permission to enter the game and has been "waived in" by an official.

Forfeits

A. If a team knows it will forfeit in advance of a game, it shall notify the opposing team captain and the League. The League will consider forfeits in determining whether to extend an invitation to participate in the playoffs.

B. Notwithstanding that a forfeit or double-forfeit shall be treated as such for standings purpose, the game may proceed as an officiated game if eligible substitute players (i.e. individuals on any other team roster, including the opponent's team, or individuals who have been cleared with the League Office) can be located.

Postponements

No postponements will be permitted for any reason.

Officials

The officials have authority and control over all aspects of the game, as defined by the NCAA Rules, as well as over all supervisory functions at the gymnasium. The referee has the discretion of declaring games a "no contest" or a "forfeit", as defined by the NCAA Rules and the League Rules, above.

Equipment

A. Each team will be responsible for having the following:

(1) Numbered jerseys of the same style and color. A technical foul will be assessed for each player who wishes to compete with an ineligible uniform (absent such a waiver).

(2) A copy of the League rules.

Rosters and Eligibility

A. Each team participating shall, prior to the season's commencement, submit to the League Office a roster listing all persons who may play for such team.

B. Each such person, as a condition to participating, must have first executed and submitted the standard waiver form provided by Get Ahead Sports.

C. Additions to rosters are permitted only in the discretion of the League. Such roster

changes must be made by the date specified by the League.

D. In order to be eligible for the playoffs, players must appear on the team's final roster and participate in at least three (3) regular season games. Players will be required to show photo identification prior to participating in any playoff game.

Unsportsmanlike Conduct

The Commissioners retain the right to suspend or expel from future participation in the League any player whose conduct is unsportsmanlike, inflammatory, or tends to reflect unfavorably on the Get Ahead Sports Basketball League, and to take such additional action against his team as may be appropriate. Ejection from two games for these or similar reasons during the course of any season shall result in automatic disqualification.