

OVERLAND PARK LEISURE SERVICES

**5-ON-5 BASKETBALL LEAGUE RULES**

(with officials)



Kansas State High School Athletic Association (KSHSAA) rules will govern play except where noted below:

1. Each game will consist of:
  - a. Two 20-minute halves.
  - b. Two 1-minute time outs per half.
  - c. Five minutes between halves.
  - d. Remainder of hour to be used as warm-up for next game.
  - e. There will be a running clock. The clock will stop only on time outs.
  - f. The clock will stop on all dead ball situations during the last 2 minutes of the second half, unless there is a 20 point spread.
2. Game time is forfeit time.
3. Each player must have a jersey with a number.
4. A team may start a game with 4 players. If a team has less than 5 players, game will be stopped if there is a 20 point difference.
5. The one-and-one free throw situation will exist after the 6<sup>th</sup> team foul in each half.
6. Substitutions must be made by reporting to the scorekeeper prior to the time of situation. The scorekeeper will then “buzz” you into the game at the next dead ball opportunity.
7. **Two technical fouls per player in a game will result in immediate ejection and a 2-game suspension. This is 25% of your league!!!**
8. The clock will run during technical fouls.
9. Each team will consist of 5 players. Rosters must have 8 players minimum and 12 players maximum.
10. Two officials and one scorekeeper/timekeeper will be furnished for each game. The referees will abide by the O.P.L.S. rules and the current KSHSAA rules. All decisions are final.
11. Only 1overtime period of 3 minutes will be played. If the score is still tied after the overtime period, there will be a sudden death overtime period. The first team to score after a tip-off wins.
12. Teams will receive one point in the league standings for each game won.
13. The officials have the authority to make decisions on any situations not specifically covered by these rules.
14. Dunking is allowed in 5-on-5 basketball.
15. A \$10 fee must be paid for an unreported forfeiture. This fee must be paid at OPCC office between 8 a.m. to 6 p.m. before the team’s next scheduled game. Forfeits must be reported 24 hours before the scheduled game to avoid this fee.