

## 2025 POCATELLO ADULT LEAGUE BASKETBALL RULES

1. TEAM ROSTERS MUST BE TURNED IN **BEFORE THE 1ST GAME!**
2. **ALL ROSTER CHANGES MUST BE CLEARED AND APPROVED BY THE PARKS & RECREATION OFFICE. ANY TEAM PARTICIPATING WITH AN UNROSTERED/UNPAID PLAYER WILL FORFEIT THE REMAINDER OF THEIR GAMES. CONTACT THE RECREATION OFFICE @ 234-6235 FOR ALL ROSTER QUESTIONS.**
3. TEAM FEES MUST BE PAID **BEFORE THE 1ST GAME** OR YOU WILL NOT BE ALLOWED TO PARTICIPATE. TEAM FEES ARE \$450.00 PER TEAM AND COVERS 10 PLAYERS.
4. **DRINKING, SMOKING, OR ANY ABUSE OF SCHOOL PROPERTY OR CITY LEAGUE BASKETBALL EMPLOYEES OR OFFICIALS IS PROHIBITED.**
5. A TEAM MAY BEGIN A GAME WITH A MINIMUM OF 4 PLAYERS AT THEIR SCHEDULED GAME TIMES (7:30, 8:30 & 9:30). **TEAMS MUST HAVE THEIR 5TH PLAYER ON THE FLOOR BEFORE 10 MINUTES AFTER THE SCHEDULED STARTING TIMES (7:40, 8:40 & 9:40) OR THE GAME IS A FORFEIT. ALL GRACE PERIOD TIME (BETWEEN 0 MINUTES PAST THE HOUR TO 10 MINUTES PAST THE HOUR) WILL BE CLOCK TIME IN THE FIRST HALF! TEAMS MAY NOT USE TIME OUTS TO STALL THE GAME IN ORDER TO GET THEIR FIFTH PLAYER THERE (CLOCK RUNS DURING ANY CALLED TIME-OUTS).**
6. UNSPORTSMANLIKE TECHNICAL: 1ST - SIT OUT 3 MINUTES (CLOCK TIME)  
2ND - OUT OF THE GAME AND NEXT GAME  
3RD - LEAGUE DISCIPLINARY ACTION
7. TWO FULL TIME OUTS AND ONE 30 SECOND TIME OUTS PER GAME  
SHOOT TWO SHOTS ON 5TH TEAM FOUL IN FIRST HALF. SHOOT TWO SHOTS ON THE 5TH TEAM FOUL IN 3<sup>RD</sup> QUARTER. FOUL TOTAL RESETS TO BEGIN 4<sup>TH</sup> QUARTER. SHOOT TWO SHOTS ON 5<sup>TH</sup> TEAM FOUL IN 4<sup>TH</sup> QUARTER.
8. PERSONAL & TECHNICAL FOULS ARE COMBINED TO ADD UP TO YOUR TOTAL OF 5 FOULS. TECHNICAL FOULS ALSO COUNT TOWARD TEAM FOUL COUNT TOTALS. **UNSPORTSMANLIKE TECHNICALS ARE ALSO PENALIZED BY A \$20 FINE. THE FINE MUST BE PAID BEFORE THE OFFENDING PLAYER CAN RESUME PLAYING. FIGHTING WARRANTS AN AUTOMATIC GAME EJECTION & DISQUALIFICATION FROM THE TEAM'S NEXT SCHEDULED GAME! NO EXCEPTIONS / NO APPEALS.**
9. 1ST HALF: 18 MINUTES STRAIGHT THROUGH (RUNNING TIME)  
2ND HALF: TWO 8 MINUTE QUARTERS. CLOCK STOPS ON ALL WHISTLES.  
***If a team fouls excessively at the end of a game, making a travesty of the game, the game may be terminated or the clock may run without stopping. (Official's judgment)***
10. JUMP BALL: START OF GAME AND ALL OVERTIME PERIODS. ALTERNATING POSSESSION RULE IS EFFECT FOR ALL OTHER HELD BALL SITUATIONS.
11. HIGH SCHOOL RULES WILL GOVERN ALL PLAY.
12. **THERE WON'T BE GAMES PLAYED IF SCHOOL IS CANCELLED FOR ANY REASON.**
13. GOOD LUCK AND GOOD SPORTSMANSHIP!