

Iron Peak Basketball League: Official Rules

Player Requirements & Roster Lock

- **Roster Lock:** All players must be officially on the team roster by **Week 3**. No new players may be added to the roster after this point.
- **Playoff Eligibility:** Players must have played in at least **three (3) regular-season games** (unless an injury waiver is approved) to participate in the playoffs.
- **Uniforms:** Players must wear a team-issued shirt. A **Technical Foul (T)** will be assessed if a player is on the court without the proper shirt.
- **Shirt Replacement:** Replacement or extra shirts are available for **\$20**.

Game Length and Clock

- **Halves:** Two (2) 20-minute halves with a running clock.
- **Clock Stoppage:** The clock stops in the **last minute** of the first half and the **last two minutes** of the second half.
- **Timeouts:** Each team is allowed **three (3) timeouts** per game.
- **Ball Advancement:** If a timeout is called before the ball is inbounded (after a made basket), the ball will be advanced to the mid-court line.

Fouls and Penalties

- **Player Fouls:** 6 personal fouls result in disqualification.
- **Technical Fouls:** Two (2) technical fouls on the same player result in immediate ejection and potential league suspension.
- **Team Fouls (Standard):**
 - 8 fouls = 1-and-1 bonus.
 - 10 fouls = Double bonus.
- **Team Fouls (Last 2 Minutes of 2nd Half):**
 - 2nd team foul = 1-and-1 bonus.
 - 4th team foul = Double bonus.

Overtime (OT)

- **First OT:** 3 minutes total; the clock stops during the final 1 minute.
- **Second OT:** Sudden death; the first team to score **4 points** wins.

Sportsmanship & Mercy Rule

- **Sportsmanship:** Zero tolerance for fighting or abusive language towards players, officials, or scorekeepers. Violations may result in ejections or lifetime bans.
- **Mercy Rule:** If a team leads by **25 points or more** with 2 minutes remaining in the game, the game will be called.

Attendance and Forfeits

- **Late Arrival:** * 0–5 minutes late: No penalty.
 - 5–10 minutes late: 3 points awarded to the opponent for every minute late (up to 10 mins). The game clock will continue to run.
 - After 10 minutes: The game is a **Forfeit**.
- **Forfeit Notification:** Teams must notify the league **2 days prior** to a forfeit. Failure to do so results in a **\$40 fee** due before the next game.
- **Forfeit Scoring:** The winning team receives a +25 point differential; the forfeiting team receives a -25 point differential.