

Keystone Blazers High School Fall League Rules

All PIAA Rules, exceptions where modified:

1. The home team will assign someone from their staff to keep the official book and the visiting team will assign someone from their staff to operate the game clock.
2. Games are two 16-minute halves with stop time.
3. Pre-game and Halftime warm-ups will be limited to 3 minutes (unless extended by the game officials).
4. If a court is running behind, it may be necessary to shorten warm-up or halftime.
5. **GAME TIME IS FORFEIT TIME.** No grace period, game time is forfeit time. Please try to arrive to your game site 30 minutes prior to tip-off.
6. **THERE WILL BE A \$60 FEE FOR THE FIRST FORFEIT AND A \$60 FEE FOR THE SECOND FORFEIT. YOUR TEAM WILL BE EXPELLED FROM THE LEAGUE ON THE THIRD VIOLATION OF THE FORFEIT RULE. TO PREVENT A FORFEIT, YOU MUST CONTACT THE LEAGUE COMMISSIONER 48 HOURS PRIOR TO YOUR TEAM'S SCHEDULED GAME.**
7. Each team must bring their own warm-up basketball balls, league does **NOT** provide warm-up basketball balls.
8. Each team gets two full and two 30-second timeouts per game. Overtime includes 1 additional 30-second timeout. Maximum two 2-minute overtimes during regular play, third overtime Sudden Death. Playoff and championship games will not include Sudden Death Overtime.
9. Any player or coach receiving 2 technical fouls is excused from the game and will not play/coach in the next game. Any player or coach ejected for fighting will be excused from the league.

THE KEYSTONE BLAZERS HAS A ZERO TOLERANCE POLICY IN REFERENCE TO FIGHTING AND ACTS OF VIOLENCE. ANY PLAYER OR TEAM PERSONNEL COMMITTING AN ACT OF VIOLENCE OR RECEIVING A TECHNICAL FOUL FOR FIGHTING WILL BE EJECTED FROM THE GAME AND DISQUALIFIED FOR THE REMAINDER OF THE LEAGUE SEASON. EJECTED PLAYERS/TEAM PERSONNEL WILL BE REQUIRED TO IMMEDIATELY LEAVE THE VENUE AND, IF CIRCUMSTANCES WARRANT, WILL BE REPORTED TO LOCAL LAW ENFORCEMENT AUTHORITIES. ANY PLAYER/TEAM PERSONNEL EJECTED UNDER THESE CIRCUMSTANCES WILL BE PERMANENTLY BANNED FROM ALL LEAGUE VENUES AND FROM PARTICIPATION IN ANY FUTURE KEYSTONE BLAZERS EVENTS. FURTHERMORE, AT THE DISCRETION OF THE LEAGUE COMMISSIONER, A SINGLE ACT OF VIOLENCE COMMITTED BY AN INDIVIDUAL PLAYER OR TEAM PERSONNEL MEMBER MAY RESULT IN IMMEDIATE DISQUALIFICATION AND DISMISSAL OF THE ENTIRE TEAM FROM ANY FURTHER COMPETITION IN THE CURRENT KEYSTONE BLAZERS AND/OR ANY FUTURE KEYSTONE BLAZERS EVENTS.

10. Six(6) personal fouls per player before disqualification.
11. One and one bonus on the 10th team foul, 2 shot bonus on the 13th team foul.
12. **Mercy Rule:** If team is winning by more than 30 points within the last 4 minutes of the half/game, the clock will continue to run (No Stop Clock, except for timeouts).
13. A player must play in at least five (5) scheduled regular season games in order to be eligible for the playoff.
14. All teams must clean-up their bench area after each game.