

## BASKETBALL RULES SUMMARY

### Rule 3: Players, Substitutes and Equipment

- 1 A **team** consists of the five players that are on the floor participating.  
A team *must* start the game with five players, but may continue with less than five if they have no eligible substitutes.  
If a team gets down to one player, it must forfeit, unless the referee thinks that the team has a chance to win the game.
- 2 **Captain**- A representative for a team that may communicate with officials on matters of interruption or to gain information.
- 3 **Rosters**-due 10 minutes before schedule starting time in official scorebook (home team)
  - a) Name and number of each team member that may participate
  - b) Designate the five starters.
  - c) Recommendation- Have the scorer place a mark by the team captain and check prior to 10:00.
- 4 Penalty for failure to comply with these requirements is a maximum of one technical foul regardless of how many of these requirements and how often these requirements are not met.
  - a) *Changing a designated starter*-Unless necessitated by an injury or illness, illegal equipment or to attempt a technical foul shot. The change must be realized prior to the ball becoming live to administer the penalty.
  - b) *Adding a name to the team member list. Team Technical* when added
  - c) *Changing a team member's number in the book. Team Technical* when changed.
  - d) *Requiring a player to change to a number in the book: Team Technical* when changed.
  - e) *Identical Numbers on Team Members and/or player. Team Technical* when done.
- 5 **Substitutes**: These are team members that are eligible to replace a player.
  - a) Substitutes are to report to the scorer and give his/her number.
  - b) They must be at the scorer's table before 15s warning horn is sounded.
  - c) When it is known that multiple free throws will be awarded, the substitute may only enter prior to the last free throw being attempted or after the last free throw is successful.  
\*\*Also note that when fouls and/or free throws are involved, if a player for one team is injured or disqualified and must be replaced, all substitutes that have properly checked in with the scorer may enter before any free throws are attempted.
  - d) Substitutes that have legally reported may also enter the game when the ball is dead and the clock is stopped.
  - e) A defensive match up may be requested by the team captain if three or more substitutes enter from the same team during an opportunity to make substitutions.
  - f) A substitute cannot enter to replace a designated free thrower or jumper (unless required due to injury or disqualification).
  - g) A substitute becomes a player when he legally enters the court. If entry is not legal, the substitute becomes a player when the ball becomes alive.
  - h) A player becomes bench personnel after his substitute becomes a player or after the head coach is notified of his disqualification.
  - i) A player that has been replaced or directed to leave cannot re-enter the game until the next opportunity to substitute, after the clock has started.

j) If a player is injured and a coach or other bench personnel comes onto the court to attend to this player, he must be replaced unless his team is granted a time out. This is the same for blood on player or excessive blood on uniform.

k) An apparently unconscious player may not return to the game without written authorization from a physician.

6 **Uniforms:** Don't worry much about this, except for numbers.

a) Shirts shall have Arabic numerals on both the front and back. Numbers that include a six through nine are not allowed. 0 & 00 are allowed, but not both on the same team.

b) For the numbers, no more than three colors may be used.

c) If a team is wearing illegal uniforms, do not penalize, but contact the high school league.

d) Shirts are to be tucked in (if they can be) and pants are to be pulled above hip level.

e) No visible manufacturer's logo is permitted on the shirt or undershirt. This is illegal and they simply cannot play if they don't comply. **DON'T PENALIZE A WHOLE TEAM IF THE COACH BOUGHT THE WRONG SHIRTS.**

f) A team member may not remove his shirt or pants within the visual confines of the playing area. A technical foul should be charged to the team member and indirect on head coach.

g) A memorial patch may be worn on the shirt, it cannot contain a number and it must be worn above the neckline or in the side seam.

7 **Other Equipment:**

Legal

*Compression shorts.* Can't extend below the knee; must be 1 color and similar to the shorts.

*Knee and ankle braces,* hinges must be covered.

Sweat bands and Head bands (2008 Rule Change for specifics)

*Medic alert and religious medals.* A religious medal must be taped and is to be under the uniform. A medic alert medal is to be taped and can be visible.

*Some Head Coverings*

Illegal

Hard and unyielding substances that are worn on the elbow or below.

Illegal Undershirts (be careful of this on sub-varsity levels as many of the hand me down uniforms do not fit properly).

**Jewelry; baller bands; rubber bands. Medical and religious items are NOT jewelry.**

Equipment that is unnatural and designed to increase a player's height.

Not an all inclusive list.