

Randolph Recreation Basketball Rules

High School Leagues

NFHS Rules apply with the following exceptions

- 10 minute running clock per quarter
- Last 3 minutes of each half, whistle stops clock unless 20 point difference
- Can press last 5 minutes of each half unless up by 20 points, in which case neither team can press
- Any team up by 20 or more cannot fast break. First offense is a warning. Subsequent offenses will be ruled a turnover.
- Two time outs per half, cannot carry over into OT
- OT will be 3 minutes, stopped clock on all whistles. Any 5 players can start an overtime period, even if they just completed the last 5-minute segment of the 4th quarter. Substitutions are not required. Each team will receive one full time out.
- If a second or additional OT's are necessary, they will be 1 minute, stopped clock on all whistles. Each team will be allowed one 30-second time out per OT period. All bench players from any previous OT must start and complete the entire OT period (unless they reach 5 fouls).

Player Participation Requirements

- A ref will initiate a natural break (not a time out) approximately 1/2 way through each quarter, and all bench players must enter (for teams that have 10 or less players present)
- Those leaving from the segment just played, are not permitted back into the game until a new quarter starts unless of injury. In the event of an injury, the injured team may select a "comparable" player from its bench. In the event of a player fouling out, the opposing team will get to pick the substitute.
- Substitution breaks are not time-outs and are not for strategy sessions. Keep the game moving. The first delay will be considered a delay of game warning. The second is a technical foul.
- Teams with more than 10 players present can substitute the 11th or 12th player in the middle of any 5 minute segment, but those players exiting the game cannot return until the beginning of the next quarter
- If 10 players are present, all players must sit one segment of each quarter
- If 9 players are present, all players must sit one segment of each half. 5 players play 4 segments and 4 players play 5 segments.
- If 8 players are present, all players must sit at least one segment & NOT play more than two consecutive segments in any half
- If 6-7 players present, all players must sit at least one segment during the game
- Note: a segment is considered to be one half of each quarter (does not include OT)

Disciplinary Policy

- 1st Technical Foul in game - warning (except for flagrant foul - automatic ejection and one game suspension)
- 2nd Technical Foul in game – ejection from current game and suspended for next game
- 3rd Technical Foul in season – suspended for next game
- 4th Technical Foul in season – expelled from league and possibly banned from future seasons