

COLONIAL MEN'S LEAGUE
GAME AND PLAYER GUIDELINES

1. TWO TWENTY MINUTE HALVES WITH A RUNNING CLOCK. THE LAST TWO MINUTES OF THE SECOND HALF WILL BE A SLOW CLOCK.
2. ONLY TWO TWENTY-SECOND TIME-OUTS PER HALF FOR EACH TEAM.
3. IN THE EVENT OF A TIE, THERE SHOULD BE A TWO-MINUTE OVERTIME WITH A RUNNING CLOCK.
4. TECHNICAL FOULS WILL RESULT IN THE OFFENDING PLAYER BEING TAKEN OUT OF THE GAME FOR TWO MINUTES AND WILL COUNT AS A FOUL.
5. IF A PLAYER RECEIVES TWO TECHNICALS THEY WILL BE EJECTED FROM THE REMAINDER OF THE GAME. THEY WILL NOT, HOWEVER, BE SUSPENDED FROM FUTURE GAMES.
6. DUNKING WILL RESULT IN A TECHNICAL FOUL.
7. FOUL LANGUAGE IS NOT TO BE PERMITTED. EACH TEAM WILL BE GIVEN ONE WARNING, AFTER WHICH ANY OFFENDING PLAYER FROM THE WARNED TEAM WILL BE GIVEN A TECHNICAL FOUL.
8. THERE WILL BE NO BACKCOURT VIOLATIONS SINCE COURT IS NOT REGULATION LENGTH. THE TEAM WITH BALL MUST CROSS HALF-COURT WITHIN 10 SECONDS. AFTER CROSSING HALF COURT THERE IS NO BACK COURT VIOLATION AS LONG AS PLAYERS BRING THE BALL BACK ACROSS WITHIN 5 SECONDS.
9. A TEAM THAT DOES NOT HAVE 4 PLAYERS MUST FORFEIT. THE OTHER TEAM CAN PROVIDE PLAYERS OR THEY CAN PICK-UP OTHER PLAYERS IN ORDER TO PLAY. THE REFEREES WILL STILL OFFICIATE THE GAME.
10. COLONIAL SPORTS WILL HOLD A 5-7 MINUTE TESTIMONIAL/DEVOTION PERIOD BEFORE OR AFTER THE GAME. ALL PLAYERS ARE **REQUIRED** TO REMAIN FOR THIS TIME.
11. PLAYERS ARE NOT TO USE THE UPHOLSTERED CHAIRS AT ANY TIME.