



### **INFO AND ROSTERS:**

- Team roster maximum is 5 players per team.
- For indoor league all players must wear non-marking athletic-type shoes. No black soles or street-worn shoes. (i.e., dirty-soled shoes, bare feet, socks, flip-flops, street shoes, slippers, crocs, boots, sandals, etc.).
- For outdoor leagues all players must wear close toed athletic-type shoes.
- Players should not wear any equipment that may cause harm or hurt other participants or themselves (heavy jewelry, hard plastic shields or guards, excessive padding, etc)
- In Men's, Women's, Open Leagues there are no gender ratios requirements.
- In Co-ed Leagues gender ratios requirements for rosters and playing will be established, communicated, & observed by all teams.
- Spectators and participants found in violation of the GTSS codes of conduct may be removed from the event.

### **GAME PLAY:**

- Captains determine first possession with rock/paper/scissors. Winner chooses ball or defense. In overtime qualifying games which ever team started on defense initially shall start overtime on offense.
- Game time is forfeit time.
- All games are played first team to 21points wins. Overtime is played to 4 points
- One Points will be scored for each basket shot from within the 3-point arc; shots from behind the arc counting as two points.
- Teams swap possession after any successful scoring basket.
- After each made basket or change of possession, the ball must be taken back behind the arc before a shot can be attempted. If a team scores a basket without taking the ball back, the basket will be disallowed but the offending team will retain possession.
- After a basket, out- of- bounds, violation, or foul, the offense must “check” the ball with their opponent before play resumes and the ball must be passed to start play.
- Players must call fouls and violations as necessary to keep the game under control.
- All held-balls & jump balls are awarded to the defense.
- Substitutions may be made at any time that play is stopped. Players must tag in/out of play.
- Teams are awarded one 30 second time out per game.
- The GTSS rep(s) are the only administrators for the games. They will not call fouls or violations unless necessary. If a GTSS rep calls an excessive contact intentional foul or a technical foul, the penalty will be one free throw for the offended team, and the ball awarded for a throw-in.

- The GTSS rep(s) may remove a player from a contest without warning if the player is behaving inappropriately.
- All decisions by the GTSS rep(s) are final.
- After a game, winning team must report results to the GTSS rep(s) so standings can be accurately updated

### **Fouls and Free Throws:**

Shooting Fouls result in the following;

- Made basket = bucket counts and 1 free throw awarded to fouled player
  - *Regardless if ensuing free throw is made or missed possession goes to the defense*
- Missed basket = 1 free throw awarded to fouled player
  - IF;
    - *The free throw is made the defense gets possession and checks up to resume play*
    - *The free throw is missed the offense retains possession and checks up to resume play*

Defensive personal fouls result in offense retaining possession, dead ball, check up to resume play

Offensive personal fouls result in the offense losing possession, dead ball, check up to resume play

Technical fouls result in 2 free throws awarded to the fouled team/player and offense retains possession. Dead ball, check up to resume play.

*\*If an egregious and/or multiple technical(s) should be levied it may result in the player being removed and/or the team forfeiting the contest. Technical fouls are levied by GTSS Reps*

### **GTSS Note:**

These rules are not exhaustive and may be subject to change if/when needed. Any changes are applied to the next match day and will be communicated to the league prior to playing. During the current game, the rules will stand and the official's word and judgment is final.

### **Participant and Spectator Conduct:**

Refer to our Player Conduct and Spectator Conduct policies for guidelines and expectations.

### **Injury Disclaimer:**

Participants should be aware that there is a risk of injury in participation in due to the inherent nature of the activity. Make smart choices! Y'all probably have to work in the morning...