

**CROSSROADS MEN'S LEAGUE**  
**GAME RULES AND PLAYER GUIDELINES**

1. WE ALLOW A FIVE MINUTE GRACE PERIOD FOR TEAMS THAT DO NOT HAVE AT LEAST FOUR PLAYERS PRESENT TO BEGIN A GAME. AFTER FIVE MINUTES IT BECOMES A 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.
2. TWO TWENTY MINUTE HALVES. THE CLOCK STOPS ON ALL FREE THROWS THROUGHOUT THE ENTIRE GAME. DURING THE LAST TWO MINUTES OF EACH HALF THE CLOCK STOPS ON ALL STOPPAGES.
3. IF A TEAM IS WINNING BY 20 POINTS OR MORE AT ANY POINT DURING THE GAME, THE CLOCK WILL NOT STOP ON ANY STOPPAGES UNTIL THE LOSING TEAM GETS THE GAME BACK INSIDE OF 20 POINTS
4. ONLY TWO THIRTY-SECOND TIME-OUTS PER HALF FOR EACH TEAM.
5. IN THE EVENT OF A TIE, THERE SHOULD BE A TWO-MINUTE OVERTIME WITH A RUNNING CLOCK.
6. TECHNICAL FOULS WILL RESULT IN THE OFFENDING PLAYER BEING TAKEN OUT OF THE GAME FOR TWO MINUTES AND WILL COUNT AS A FOUL.
7. 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.
8. DUNKING WILL RESULT IN A TECHNICAL FOUL.
9. 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.
10. THERE WILL BE BACK COURT VIOLATION. A PLAYER MUST CROSS HALF COURT WITHIN 10 SECONDS OF INBOUING THE BALL. ONCE THEY HAVE CROSSED THE LINE, THEY MAY GO BACK TO THE PREVIOUS 10 FOOT SPIKE LINE ON THE V-BALL COURT WHICH WILL BE CLEARLY MARKED.
11. CROSSROADS SPORTS WILL HOLD A 5-7 MINUTE TESTIMONIAL/DEVOTION PERIOD BEFORE OR AFTER THE GAME. ALL PLAYERS ARE **REQUIRED TO REMAIN FOR THIS TIME.**