

# 2025 Basketball Rules Summary

7-Jan-25

*All rules not mentioned in the packet will be governed by the NFHS basketball rules.*

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## Uniform

- All players on a team must wear matching jerseys.
  - Players **are not allowed** to wear other jerseys that were provided for another sport.
- At minimum, any participants shorts must be loose-fitting and able to reach the top of the kneecap while they are idle or standing.
  - Shorts **are not allowed** to be modified by having the band rolled up or legs tucked in.
- If a jersey or shorts given by the Collegian Sports department cannot be worn due to not meeting the dress code outlined by the [Student Handbook](#), the player can wear their own shirt or shorts that meet the dress code and that matches the team's uniforms as much as possible.

## Equipment

- A regulation ball will be used as provided by the Collegian Sports Department.
- Equipment representing possible hazards to participants will not be permitted.
  - NO hats, bandannas, jewelry, exposed metal or hard, unyielding plastic on braces, casts, etc. will be allowed. Only medical alert bracelets are permitted and must be taped to the wrist.
- Players must wear athletic-type shoes with non-marking soles that cover the foot completely. Sandals, boots, and open-toe shoes are not allowed.
  - The officials and supervisors on duty have the authority to disallow any shoe that they believe could endanger the person wearing the shoe or his opponents.
- Any shirt worn under a sleeveless uniform jersey must be the jersey's dominant color, black, or white. The team must match. Multiple shades of a team color are not allowed. Sleeves must have visible seams (no cutoff sleeves).
- Women's uniforms must have sleeves. If the jersey is sleeveless, a shirt that has full sleeves must be worn.

*Following a team warning, if a player is found wearing illegal equipment during the game, he will be assessed a technical foul.*

## Team Composition

- Games are 5-on-5 and must have a minimum of 5 players to start a game. Game time is forfeit time.
- If the number of players is reduced to fewer than 5 during the game, the game may continue as long as the referee believes the team has a chance of winning.
- Team rosters may include a minimum of 8 players and a maximum of 12. A player must be added to both electronic and paper team rosters before they are eligible to participate. Collegian athletic directors are responsible for keeping their collegian's electronic and paper team rosters current.

### Collegian Sports:

Student Activities Office, AC-1  
850-478-8496, ext. 2740

### Game Line:

850-478-8496  
Ext. 4263 (GAME)

### Email:

[CollegianSports@pcci.edu](mailto:CollegianSports@pcci.edu)

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## Safety

- Any player visibly bleeding must leave the field and may return with the official's permission after the wound is cleaned and bandaged; clothing must be changed before a player may reenter the match if blood is visible and/or present.
- If in the opinion of the official, a player is exhibiting symptoms/signs or behavior consistent with an "apparent concussion," that player will be removed to seek medical attention and may not return to play until cleared by an appropriate healthcare professional.
  - A written medical clearance must be submitted to the Student Activities Office **before** the participant may resume participation in any Collegian Sports competition.

## Table Personnel

Each team must provide 1 of the 2 personnel needed to run the scoreboard and keep the official scorebook – being a member of the collegian is not a requirement. The person with this responsibility must arrive at the game site 10 minutes before the published game time. *Penalty – teams will be issued a:*

- A technical foul if not present 5 minutes before game time
- A forfeit if not present at game time

## Game Format

- Games consist of two 20-minute halves with a 5-minute halftime. A running clock is used during the entire 1<sup>st</sup> half and the first 18 minutes of the 2<sup>nd</sup> half. Clock will stop for team time-outs. During the final 2 minutes of the 2<sup>nd</sup> half, the clock will stop as in regulation high school basketball. The clock will not stop following scored baskets.
- Each team receives 3 time-outs per game. Time-outs are 1 minute in length. There are **no** 30-second time-outs.

## Overtime (OT)

- Each OT period will begin with a jump ball at center court. All foul totals and unused timeouts carry over from the 2<sup>nd</sup> half. Each team will receive an additional timeout for each OT period. During the final 2 minutes of each OT, the clock will stop as in regulation high school basketball. The clock will **not** stop following scored baskets. The OT lengths are as follows:

1<sup>st</sup> overtime period = 4 min.

2<sup>nd</sup> overtime period = 3 min.

3<sup>rd</sup> overtime period = 2 min.

4<sup>th</sup>+ overtime period = 1 min. each

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## Mercy rule

- The mercy rule will take effect when any of the following conditions are met:

Time	Point Difference
5 minutes or less remaining	25+ points
Anytime in the 2 <sup>nd</sup> half	50+ points

## Game Procedures

- Substitutions
  - Both teams may substitute when the ball is dead.
  - All substitutes must check in at the score table and remain there until the referee beckons the player(s) onto the court.
- Two players from the same team may not share the same jersey number during the same game.
- Free throws
  - Teams are awarded bonus free throws for team fouls per half:
    - 7, 8, and 9 shooting 1-and-1
    - 10 and 10+ 2 shots
  - There are no bonus free throws following player-control or team-control fouls.
  - Once a free throw starts:
    - Players who occupy a marked lane space may enter or leave such space or break with either foot the vertical plane of any lane or lane-space boundary when the ball is released.
    - Players who do not occupy a marked lane space may not have either foot break the vertical plane of the free-throwline extended and the vertical plane of the three-point line until the ball touches the ring, or the backboard, or the free throw ends.
    - The player shooting the free throw may not have either foot beyond the vertical plane of the edge of the free-throw line which is farther from the basket or the free-throw semicircle line until the ball touches the ring, or backboard, or until the free-throw ends.
    - No opponent shall disconcert the free thrower. Violation: foul by the defense.

## Championship Games

- The game clock will follow regulation high school basketball rules.

**Teams will meet for prayer on the field 1 minute before the start of each game. The captain of the *home* team prays.**

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