

OCSA League Rules

1. **ROSTERS**
All players must be on the roster on file. Players may not play on multiple teams in the same division. Use of an illegal player is an automatic forfeit.
2. **ROSTER ADDITIONS:**
\$10 for each added player paid to the scorekeeper. No adds after halfway point of the season. 15 players MAX per roster (remove players if needed). Provide OCSA with an updated roster.
3. **FORFEITS**
Need 5 roster players to start game. After 5 minute grace period, game is a forfeit.

Option 1: Team may pick up player but game automatically counts as a loss. Both teams pay dues and no forfeit fee is paid.

Option 2: If no game is played, forfeiting team pays dues for both teams (\$90) and also pays \$100 forfeit fee to other team.
4. **UNIFORM CODE**
 - a. Numbers only required on one side of jersey
 - b. No duplicate numbers
 - c. SIMILAR colors allowed (no reds with blues)
 - d. Technical (2 free throws) for each infraction
5. **CLOCK**
Stop time: last 15 seconds of 1st half; last 2 minutes of game, unless spread is over 20
Shot clock: Upon request; starts at first dead ball after request.
 35 seconds for men's divisions
 30 seconds for women's and coed divisions
Overtime: 2:00 stop time. Sudden death after first overtime. Fouls do not reset.
6. **TIMEOUTS**
Two full and two 30-second timeouts per game. One extra timeout awarded per overtime.
7. **COED RULES**
 - a. At least three girls on the court at all times
 - b. Boys cannot shoot within 15 feet.
 - c. Boys can block girls.
8. **PLAYER CONDUCT**
If incident occurs (i.e. fight, ejection, etc.), scorekeeper will provide a report to Jesse James. Player(s) will be determined whether or not they will be suspended (2 games).
9. **STANDINGS**
Tiebreaker 1: Head-to-head matchup
Tiebreaker 2: Point spread between games of tied teams (max 15 points)
Tiebreaker 3: Total points scored
10. **CHAMPIONS**
Champions determined last week of the season. First place team(s) is awarded a max of 12 shirts per team.