



The Factory League Rules

1. Sportsmanship is REQUIRED. We expect all coaches, players and parents to treat the referees, scorekeepers, management & other players with respect.
2. Profanity is not allowed. Our officials have been instructed to distribute technical fouls in the case of swearing on the part of coaches or players. Please keep this an enjoyable experience for all involved.
3. The Factory management reserves the right to suspend players, coaches or parents as they feel necessary of inappropriate actions (i.e. fighting, throwing objects, excessive swearing, physical contact to another person, failure to leave the building when asked etc.)
4. Any player receiving a technical foul will leave the game for 10 minutes. A second technical foul will result in the removal from the game and a suspension from the next game. If a third technical is issued to the player or coach, they will be removed from the league.
5. As coaches, we expect you to control your parents. If a parent is acting inappropriately, an official may ask you to calm them down. If not, your team will be given a technical foul.
6. If the game escalates out of control, the officials have the right to end the game. If The Factory management determines that your team was acting inappropriately, you will automatically be given the loss.
7. Our Floor Manager reserves the right to remove coaches, parents and players from the building for unsportsmanlike conduct. IF you are removed from a game, you will then be suspended from the following game - the same applies to parents and spectators.
8. The second team listed on the schedule is the HOME team and should wear light jerseys and take the bench to the RIGHT after the score table. The home team is required to provide a game ball.
9. You have 5 minutes past the scheduled start time of your game to have at least 4 players. You may play with 4 until half time. If you, at this point, do not have 5 players, your team will have to forfeit.
10. Teams are not able to add players to their roster once the league has begun, unless it has been approved by The Factory management. No player can be added to the game-play scorecard once the game has begun.
11. Games will have two 20 minute halves with the clock stopping on the free-throws and the last minute of the first and second halves. If the lead is by more than 15 points, the clock runs non-stop unless the lead goes under 15 points.
12. In the case of a tie game, there will be one 2-minute overtime with the clock stopping on whistles the last minute. If the game is still tied after the first overtime, teams will play sudden-death: the first team to score 3 points wins. Each team will receive ONE time-out per overtime.
13. If the lead during the game reaches more than 15 points, the team with the lead may be asked to pull off their full-court press.
14. A player must be listed on the Factory's Official Team Roster AS WELL AS player in TWO regular league pool play games in order to be eligible for tournament play. Teams must provide their own jerseys without repeating numbers. Once a player is on the team roster, their number is not allowed to change for the duration of the season.
15. 3rd, 4th & 5th grade teams will play with a 28.5 size ball. All other divisions will use a regulation size ball.