



## Fern Creek Optimist League Rules - General



1. **Smoking/Vaping:** NOT ALLOWED on church or school property.
2. **Parking:** Only game officials and staff can park next to the building. All others must park in the parking lot. Parking in a fire lane or next to the building may result in your vehicle being towed at the owner's expense.
3. **Basketballs:** NOT ALLOWED to be brought in the gym on game day.
4. **Equipment Requirements:**
  - 4.1. Black shorts and game jerseys are needed for game day.
  - 4.2. Shoes with rubber soles meant for gym floors are required to play.
  - 4.3. Game balls are provided by FCO Sports.
5. **Playing Time Requirements:**
  - 5.1. Players must be registered with fees paid in full to play in games.
  - 5.2. Free substitution with each player playing the equivalent to one full quarter at least  $\frac{1}{2}$  of another quarter.
    - 5.2.1. In 6 minute quarters, the player plays at least 9 minutes.
    - 5.2.2. In 8 minute quarters, the player plays at least 12 minutes.
6. **Time Outs:** Four 1 minute T.O. per team. The clock does not stop in 6U.
7. **5th Foul Bonus:** Teams shoot 2 free throws on the 5th foul of each quarter
8. **Over Time (OT):** 2 minutes
  - 8.1. No OT for 4U & 6U as ties are acceptable.
  - 8.2. One time out for each team. Time outs from regulation do not carry over.
  - 8.3. 2nd OT is sudden death. The first team to score 2 or more points wins.
9. **Refunds:** No admission refunds are issued once you enter the gym.
10. **Spectators:** If you are not a coach on the roster, you cannot sit on the bench or be behind it during the game. All spectators must sit on the bleachers.



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11. **On Court Situations:** Only players and coaches are allowed on the court.
  - 11.1. Anyone else stepping on to the court will be asked to leave.
  - 11.2. Always allow officials, coaches, and FCO staff to handle any situations on the court.
12. **Ejection:** Anyone can be ejected from the campus by officials or the Commissioner.
  - 12.1. **Players**
    - 12.1.1. Players receiving two technical fouls are automatically ejected from the game and must immediately leave the campus for the day.
    - 12.1.2. Players can return to play after 4 FULL quarters have elapsed from the time they were ejected. The quarter they were ejected does not count towards their return.
  - 12.2. **Coaches**
    - 12.2.1. Coaches receiving two technical fouls are automatically ejected from the game and must immediately leave the campus for the day.
    - 12.2.2. Coaches can NOT return to the campus until they have served their one game suspension (not 4 quarters like players).
    - 12.2.3. Coaches can return to coach after serving a one game suspension. The game they were ejected from does not count towards their return.
13. **All Other Rules:** Governed by KHSSA