

SALT LAKE PRO-AM BASKETBALL LEAGUE

The League plays under NBA rules with the following additions, modifications, or emphasis:

- 10 minute quarters.
- Clock stops:
 - On all shooting fouls.
 - Clock stops the last minute of the 1st, 2nd, and 3rd quarter.
 - Clock stops the last two minutes of the 4th quarter.
- 20 minute “blow out rule”-
 - At any point during the second half if the point difference is 20 or greater, the clock does not stop and continues to run.
- Overtimes
 - First overtime is a two-minute overtime period.
 - Second Overtime period is sudden death with the first team scoring five points being the winner.
- Time Outs
 - Three (30) full time outs for entire game.
 - One twenty second time out per half.
 - If a team has two (2) or three (3) full timeouts remaining when the fourth period reaches the 2:00 mark, one (1) of the timeouts will be changed to a 20-second timeout and it will retain one (1) full timeout.
 - One (1) timeout only per overtime period.
- Each team shall consist of five players.
 - No team may be reduced to less than five players.
 - If a player in the game receives his sixth personal foul and all substitutes have already been disqualified, said player shall remain in the game and shall be charged with a personal and team foul. A technical foul also shall be assessed against his team. All subsequent personal fouls, including offensive fouls, shall be treated similarly. All players who have six or more personal fouls and remain in the game shall be treated similarly.
 - In the event that there are only five eligible players remaining and one of these players is injured and must leave the game or is ejected, he must be replaced by the last player who was disqualified by reason of receiving six personal fouls. Each subsequent requirement to replace an injured or ejected player will be treated in this inverse order. Any such reentry into a game by a disqualified player shall be penalized by a technical foul.
 - If the team goes below five players, with no substitutes, due to ejection or injury the game is forfeited.
- 10 minute grace period on first game only. If after 10 minutes a team does not have five players to begin, the clock for the first quarter will be started. If there is not enough players to start the second quarter, the game is forfeited.
- All team members must wear matching color uniforms with numbers.

