

The Oakwood \$75K Showdown – League Rules

These rules are designed to ensure fair play, consistency, and a high level of competition in both the **21+ Conference (Bracket A)** and **30+ Conference (Bracket B)** of the Oakwood Basketball League.

General Structure

- A **season** consists of 8 regular season games plus playoffs.
- Each game is **40 minutes total** (two 20-minute halves).
- Year-end tournament is **The Oakwood 8: The Final Showdown**.
- Minimum: **16 teams** required.
- Maximum: **18 teams per conference**, with two divisions of 9 teams each.

Gameplay Rules

- **Standard basketball rules** apply (5 fouls per player).
- **Clock:** Running clock; stops only in the last 2 minutes of the game.
- **Timeouts:** 2 per half.
- **Overtime:**
 - 1st OT = 3 minutes (clock stops final minute).
 - 2nd OT = 2 minutes.
 - 3rd OT = 1 minute.
 - No 4th overtime; game ends in a tie.
- **Mercy Rule:** If a team leads by 20+ points in the last 2 minutes, the clock will not stop.
- **Pressing and Zone defenses** are allowed.
- **Shot Clock:** Oakwood 8 games will use a 24-second shot clock.
- **Pre-Game Warm Up:** Due to space limitations, no pregame preparation or warmup space will be available

Player Eligibility & Rosters

- Players must meet age requirements:
 - **21+ Bracket A:** must be 21 or older at the start of the season.
 - **30+ Bracket B:** must be 30 or older at the start of the season.
- Players may compete in both brackets if eligible.
- Rosters are locked after submission (1 roster move allowed per Season).
- Players may not transfer between teams during a season.

- Teams may replace a player once if they suffer a season-ending injury.
- To qualify for the Oakwood 8, a player must play in at least 50% of games in **three or more seasons**.

Conduct & Discipline

- **Technical Fouls:**
 - Each technical = 2 free throws + possession.
 - 2 technicals = automatic ejection.
- **Ejections:**
 - Any ejected player must sit out the next game.
 - Flagrant foul (hit to face or intentional injury) = immediate ejection.
 - Fighting = suspension or permanent ban (league officials decide).
- **Unsportsmanlike conduct** (trash talk, taunting, aggression) may result in warnings, technicals, or ejections.
- **Profanity toward players, officials, or staff** is prohibited.
- **Officials' authority:** Referees may enforce penalties for conduct violations; their decisions are final regarding rule enforcement.
- Repeat violations by a player or team may result in suspension or removal from the league.
- Any player or spectator who charges at an official, scorekeeper, or Oakwood representative will be banned from the facility for a minimum of **2 years**.

Forfeits & Attendance

- 5-minute grace period allowed after scheduled game time.
- More than one forfeit may disqualify a team from playoff eligibility.
- Forfeited games count as a loss and may impact Oakwood 8 points.

Uniforms & Equipment

- Teams must wear **matching uniforms provided by Oakwood**.
- Jerseys must have visible numbers.
- First season jerseys are covered by Oakwood; additional seasons require teams to pay for jerseys.
- No jewelry or non-sport gear allowed during play.
- League provides the **official game ball**.

League Responsibilities

- The league will only recognize **official scorekeepers and timekeepers** assigned to the game.
- Teams are responsible for their fans' conduct. Negative comments or actions toward officials or Oakwood staff may result in team penalties.
- Roster protests:
 - Must be made during the game to officials.
 - Officials will confirm player identity and report to the league director.
 - If the player is not on the roster, the team forfeits.
 - If the player refuses to provide or gives a false name, the team forfeits and the player is suspended 2 games.

Awards & Prizes

- Seasonal Prizes:
 - 1st Place = \$1,000 cash + Free entry into next season.
 - 2nd Place = Free entry into next season.
 - 3rd Place = \$500 Crossbar Gift Certificate
- Each season concludes with a **Champion** and **Showdown MVP**.

The Oakwood \$75K Showdown.

Compete hard. Respect the game. Protect the league.