HoopDome Adult League Rules

- League consists of 8 games + playoffs, unless otherwise specified.
- Depending on size of league, division may re-align after the 3rd week.
- Each game consists of two 23 minute running halves.
- Stop time in last 3 min if score is +/- 12.
- One timeout per half no carry over.
- Half time consists of a 60 second break.
- Tied games result in one 2 minute overtime period. If game is still tied, game is over.
- No additional timeout for overtime period.
- 2 technical fouls in one game will result in an automatic one game suspension. 2nd occurrence will result in a 2 game suspension. 3rd occurrence is remainder of season.
- HoopDome will tolerate no verbal/physical abuse of refs or opposing players. Any disciplinary actions will be handed out by the director of operations.
- Players can warm up in the "cages" 15 minutes prior to their game.
- All players must sign a code of conduct form plus waiver prior to playing in a HoopDome league.
- Teams must have 5 players from their roster to start each game.
- Teams can't use players from other teams or random players to start the game.
- All players must play 4 or more league games to be eligible for the playoffs.