

TNL

OUTDOOR BASKETBALL LEAGUE

Official League Rulebook

Quick Reference

Format	5-on-5, outdoor full court
Quarters	4 quarters — 9 minutes each, running clock
Halftime	3 minutes
Overtime	2-minutes, 2OT-2-minutes, 3OT - first basket wins
Team Fouls	Tracked per quarter — resets each quarter
Bonus	5th team foul = 2 free throws on all subsequent fouls
Substitutions	Dead ball only — check in with scorekeeper
Clock Stops	Free throws, last minute of the 1 st half, last 2 minutes of 2 nd half

1. Game Format

Teams & Rosters

- Games are played 5-on-5 on a full outdoor court.
- A team must have at least 4 players present at game time to avoid a forfeit. A team that begins with 4 players can add a 5th mid-game.
- Rosters will be finalized after the draft and before the first game of the season.

Timing

- Games consist of 4 quarters, each 9 minutes in length with a running clock.
- The clock stops only during free throw attempts, the last minute of the first half and last 2 minutes of the second half.
- Halftime is 3 minutes. Teams must be ready to resume at the whistle.
- Each team receives 30-second timeout per game.
- The clock will stop in the final 2 minutes of the 4th quarter on all dead balls if the score is within 10 points.

Overtime

- If the game is tied at the end of regulation, a 2-minute overtime period is played.
- If the game is tied at the end of overtime, another 2-minute overtime period is played.

- Triple Overtime is sudden victory — the first team to score any points wins immediately.
- Each team receives one additional 30-second timeout in overtime.
- Team fouls reset at the start of overtime.

2. Scoring

- Field goals inside the arc: 2 points.
- Field goals behind the 3-point arc: 3 points.
- Free throws: 1 point each.
- The official scorekeeper's book is the final authority on the score.

3. Fouls & the Bonus

Personal Fouls

- Flagrant fouls result in 2 free throws plus possession and are subject to ejection at the referee's discretion.
- An ejected player must leave immediately. A second ejection in the same season results in suspension pending league review.

Team Fouls & the Bonus

- Team fouls are tracked each quarter and reset to zero at the start of every new quarter, including overtime.
- When a team commits its 5th foul in a quarter, the opposing team enters the bonus for the remainder of that quarter.
- In the bonus, all fouls — regardless of whether the player was in the act of shooting — result in 2 free throws.
- Shooting fouls always result in free throws regardless of the team foul count.

4. Substitutions

- Substitutions may only be made during a dead ball — after a made basket, foul call, out-of-bounds, or timeout.
- The substitute must check in with the scorekeeper before stepping onto the court.
- Substitutions during free throws are permitted only after the final free throw attempt.
- A player who has been substituted out may re-enter during any subsequent dead ball.
- Entering the court during live play is an illegal substitution and results in a technical foul.

5. General Rules of Play

- Standard basketball rules apply unless otherwise specified in this rulebook.

- Jump ball to start the game and overtime. Alternating possession arrow for all other jump ball situations.
- Out-of-bounds: the ball is awarded to the opposing team at the nearest point of the boundary.
- Backcourt violation: once a team establishes possession in the frontcourt, the ball may not return to the backcourt.
- There is no shot clock in TNL. Teams must make a reasonable effort to advance play or a violation may be called.
- The referee's call is final. Referees have full authority to assess technicals, eject players, or stop play at any time.

6. Sportsmanship & Conduct

TNL is built on competition, community, and respect. Every player, coach, and spectator is expected to uphold these standards. **Poor conduct has consequences.**

On the Court

- Respect your opponents. Excessive physicality and trash talk that escalates tension will not be tolerated.
- Accept referee decisions without prolonged argument. Arguing aggressively, cursing at officials, or gesturing in a threatening manner results in a technical foul.
- No taunting opponents. Play with emotion but don't be disrespectful
- Play hard for the full game. Intentional stalling or disrespecting the game will be addressed by referees.

Off the Court

- Spectators must maintain the same standard of conduct as players. Threatening or abusive behavior toward referees, players, or staff will result in immediate removal from the facility.
- No alcohol or illegal substances on or near the court during league play.
- Treat the facility with respect. Clean up after yourself and report any damage to a league representative.

Technical Fouls & Ejections

- A technical foul results in 2 free throws for the opposing team plus possession.
- Two technical fouls in one game result in automatic ejection.
- Any player or spectator who makes physical contact with a referee will be immediately ejected and suspended from the league pending review.
- Ejected players must leave the entire facility — not just the bench area — immediately and without incident.
- The league reserves the right to suspend or permanently ban any participant (or spectator) whose conduct is deemed detrimental to the league.

7. Forfeits

- A team must have at least 4 players present and ready to play at game time to avoid a forfeit.

- A 5-minute grace period will be granted. If a team cannot field 4 players after 5 minutes, the game is ruled a forfeit.
- Forfeits are recorded as a loss. Two or more forfeits in a season may result in removal from the league without a refund.
- If both teams have 4 players, they will play 4v4.

8. Standings & Playoffs

- Teams are ranked by win-loss record. Tiebreakers: (1) head-to-head record, (2) point differential capped at +/-10 per game.
- Playoff seeding and bracket format will be announced at the conclusion of the regular season.
- All league rules apply during the playoffs with no modifications.
- **Players must appear in at least half of regular season games to be eligible for playoff participation.**

By participating in TNL, all players agree to abide by these rules and represent the league with integrity. The league director reserves the right to amend these rules at any time. Updates will be communicated to all team captains.