

Substitutions

A substitute is team member who is in uniform and eligible to be a player.

Any substitute desiring to enter the game must report to the scorer giving his or her number. The sub becomes a player when he or she legally enters the court. If entry is not legal, the sub becomes a player when the ball becomes live.

Substitutes between quarters, at halftime or during a time out, must report or be in position to report prior to the 15 second warning horn before the end of the intermission or time out. If the substitute is not properly reported, the player in the game the he is trying to substitute for must remain in the game at the restart of play.

Substitutions between halves can be made by the sub or team representative.

During multiple free throws, the sub may enter the game after the first attempt and after the final attempt has been converted. There is an exception to this rule if the a player is required to leave by rule then the sub and all others may enter prior to free throws.

If a sub wants to enter any other time and is entitled and ready, may do so when the ball is dead and clock is stopped. The scorer shall use a sounding device to alert officials. (An official may also sound the whistle to bring a sub in without a horn)

If 3 or more subs enter the game, the defensive captain can request a match-up prior to the ball being ready for play.

The sub must remain outside the boundary line until beckoned by an official. That sub shall not replace a designated jumper or free thrower unless; (A: a player must withdraw due to injury or disqualification or B: a technical foul is assessed followed by free throws)

A player directed to leave the game or who has been replaced may not enter as a sub until the clock has properly started following his replacement.

Officials requesting substitutions:

A player not properly dressed maybe directed to leave the game. A substitute may enter the game at that time.

An injured player on the floor requires the coach or bench personnel to be beckoned on the floor. That player shall be directed to leave the floor. A sub can enter the game or the coach can but the injured player back in by calling a time out providing he or she is ready to go by the end of the time out.

If a player is bleeding or blood is noticed on the jersey, an official can request a sub for that player. A coach can request a time to buy in the player bleeding or with bloody jersey as long as the situation can be corrected by the end of the time out.

Any player who exhibits sign of a concussion must be replaced and sub shall be asked for.