City of Palo Alto Recreation

Adult Basketball Rules '09

"Engage, Create, Enjoy!"

I. TEAM ROSTERS / PLAYER ELIGIBILITY

- **A.** Each team must have a minimum of 6 and a maximum of 15 players, which must include the manager, providing he is a playing manager. Only players listed on the official roster will be considered eligible to play. A player must be able to prove his identity at any time. <u>Use of an ineligible player</u> is an automatic forfeit to the opposing team. A player who is proven to have been an ineligible player is automatically suspended for the season.
- **B.** All players must sign the roster/waiver prior to beginning the first game. The roster submitted at the time of registration will be available from the scorekeeper at the first game.
- **C.** All players must be at least 18 years of age.
- **D.** Any addition of players <u>must</u> be accompanied by an updated/completed roster including the players' signatures acknowledging that they have read the waiver. There may be no more than five (5) additions to the roster over the course of a season. These must occur 48 hours prior to the second week of league play. At any other time, players may be added only by written petition to the League Director.
- **E.** Managers who lose players during the season through injury or employment transfer may petition the league Director to get permission to replace the injured player or transferred employee. In the event the player returns before the season's end, the manager must decide which player he wants to keep.
- **F.** A player already on a team roster may sign up with another team, regardless of whether they have played a game, providing that the original manager gives a release. After the player is released he must sit out the next league game of the new team and continue to follow all other league rules and policies. A player, whom a manager refuses to release upon request, is entitled to an automatic release at the expiration of fifteen days following the time that he notified the Recreation Department office in writing.
- **G.** Teams that participate in one game automatically forfeit their right to reclaim any part of their entry fee if they drop or are suspended from the league.
- **H.** Teams that get into the playoffs may use only players listed on the official roster. All players must have played in two league games to be eligible to play in the playoffs.
- **I.** All players must conform to SANCRA's *Player Code of Conduct*. A player suspended in one city will be automatically suspended throughout the Santa Clara County.
- **J.** A team must be able to field four (4) eligible players in order to start a league game. If a team, during the course of the game drops below four (4) eligible players, that team must forfeit the game to the opposing team.

II. MANAGERS

- **A.** The manager shall be the official representative of the team unless one of the players is designated as the team captain prior to the start of the game.
- **B.** Managers are responsible for the actions of their players and spectators, before, during and after the games. Teams can be suspended for failure to assist the officials with an unruly player or spectator.
- C. Managers shall be responsible for all rules set up in this copy. Managers are also responsible to see that

- their players are familiar with SANCRA's *Player Code of Conduct* which lists infractions of the code as well as the penalty that each one entails.
- **D.** Only one person on each team is permitted to discuss with an official a point of play. That person is the team manager or the appointed team captain.

III. PLAYING TIMES

- **A.** Managers must present their line-up card to the scorekeepers ten minutes before game time.
- **B.** All games are to start as scheduled. If a team is late the game clock will start and run for 10 minutes, if a team cannot field 4 players the game is a forfeit.
- **C.** Warm-up time will be allowed when possible and will be up to the discretion of the scorekeeper. A minimum of three minutes will be allowed when possible.

IV. LEAGUE PLAYING RULES

- **A.** GAME TIME: The game will consist of two (2) twenty (20) minute running clock halves. The final two minutes of the second half will be stop clock for fouls, jump balls, time outs, out of bounds and technical fouls, (clock will be stopped on all technical fouls). If a team is up by more than 10 points during the last two minutes there will be a running clock.
- **B.** OVERTIME: The first overtime period will be two minutes- one (1) minute running clock and one (1) minute stopped clock. There will be no second overtime. Each team is allowed one (1) full time out in overtime only. Timeouts do not carry over from the second half.
- **C.** TIE GAMES: After the first overtime, if the score is still tied, a tie will be declared.
- **D.** Dunking is not allowed, either in the warm-up or during the game. A technical foul will be charged each time a ball is dunked.
- **E.** TIME OUTS:
 - 1. Each team is allowed 2 full time outs per half. Time outs from the first half do not carry over to the second half.
 - **2.** Overtime: One full time out is allowed: no carry-overs from regulation and no carryovers from sudden death.

F. Fouls:

- 1. Each player is allowed five (5) personal fouls before disqualification.
- 2. The bonus rule goes into effect on the seventh (7) team foul of each half.
- **3.** The clock will be stopped for all technical fouls and will not start until the ball has been inbounded.
- **4.** Any player who has two (2) technical fouls called against them will be ejected from the game and automatically suspended from at least the next scheduled game. A player expelled from a game must leave the facility within two (2) minutes or the game will be forfeited to the other team.
- G. Anyone expelled from a league game for any reason other than five personal fouls will automatically be placed on probation and suspended from the next scheduled game as a minimum penalty. A second offense will result in the suspension from the league. Official notice must be made by the League Manager at the end of the game and turned into the League Director at the Lucie Stern Community Center, both for probation and suspension. A player expelled from a game must leave the facility within two (2) minutes or the game will be forfeited to the other team.
- **H.** SUBSTITUTIONS: All substitutions must report to the official scorekeeper. The scorekeeper will allow a substitute to enter the game on any dead ball situation. Substitutions must be made quickly as the clock continues to run. On a two-shot free-throw, the player can not enter the game until after the first shot

- has been attempted.
- **I.** FREE-THROWS: During a free throw, all players will move up one marked lane space, leaving the two spaces nearest the end line vacant.

V. UNIFORMS

- **A.** All team members must wear jersey tops of the <u>SAME</u> color (trim does not need to match) and they must be numbered with at least 6" numbers on the front or back. Felt pen markings are allowed if large and legible. A player will not be eligible to play if they do not have the appropriate jersey. If the player does not wear the appropriate jersey, he is required to wear the jersey given to him by the scorekeeper.
- **B.** Each member must have his own jersey. No trading of jerseys is allowed during the game. The penalty for trading is ejection for both players involved. Should a player not be in the same colored shirt, they shall be ineligible to play. This rule will be enforced the second week of league play.
- **C.** Only gym or basketball shoes are to be worn on the gymnasium floor no rubber soled street shoes.

VI. OFFICIALS

- **A.** There will be two officials assigned to each game. Only the assigned officials are allowed to work any league game.
- **B.** Games will be played if only one official is present. Officials are not to switch gyms in the event only one official is present at a facility. The scorekeeper will be instructed to call the League Director in an attempt to get a second official to the gym.
- **C.** In the event that no officials appear, that game will be automatically postponed by the Recreation Department and played at a later date.
- **D.** In the event that no official scorekeeper should be present, the following rule was adopted: If both teams have 6 or more players then each team will be responsible for the book and clock. Should one team have only 5 players then that team must agree to allow the other team to be responsible for the book and clock in order for the game to be played, if not the game will not be played and will be rescheduled. Once the 5-player team agrees to allow the other team to handle the book and clock, that agreement cannot be rescinded.
- **E.** The court officials are not to take over the score keeping responsibility.

VII. PROTEST

- **A.** Whenever a matter of protest arises during a game, the captain or manager of the protesting team shall immediately (before the ball is back in play) notify (1) the opposing manager, (2) the officials and, (3) the scorekeeper. This will enable all interested parties to make notice of the conditions surrounding the protest and will aid in the proper determination of the issue.
- **B.** In order to be legal, (1) The protesting manager must notify the scorekeeper of his intent to protest. This notice of intention is mandatory. (2) The protesting manager must follow up by filing an official protest in writing. Verbal protests will not be ruled upon. The protest must be received by the Recreation Department office by 5pm on the day following the protested game.
- **C.** A formal protest should include the date, time and place of the game, names of the officials and scorer, the rule and section of the officials and scorer, the rule and section of the official rule or Local Rule under which the protest is made, the decision and conditions surrounding the making of the decisions and all essential facts involved in the matter protested.
- **D.** Protests shall be based on the interpretation of rules only. Protests involving the judgment of the officials shall not be considered or received.

- **E.** Protests during regular league play will be decided by the League Director. Protests during play-offs must be settled immediately on the court.
- **F.** Protests regarding ineligible players will be subject to forfeiture of all league games in which that player has played. In the case where an ineligible player participates in a play-off game, the League Director may stop the game if he feels it is for the betterment of the league.

VIII. SCHEDULES AND FORFEITS

- **A.** The Palo Alto Recreation Department will arrange all schedules. No games will be scheduled on Saturdays, Sundays or holidays. Since all games will be played at Terman Middle School, no games will be scheduled when school is not in session.
- **B.** No schedule changes or postponements will be allowed. The only exception of this rule will be if the Recreation Department initiates the action. Any game canceled by the Recreation Department will be rescheduled at a later date.
- **C.** If there is a double forfeit, both teams will be credited with a loss.
- **D.** If a team forfeits one game because of lack of eligible players with whom to start a game, that team must post a \$20.00 reinstatement fee within 48 hours of the forfeited game or be subjected to suspension from the league. A second forfeit automatically suspends that team from further league play. If a team notifies the Recreation Department 24 hours prior to game time that they will not be able to field a team for any given game, that game will be scored as a loss not a forfeit. This applies to play-off and championship games also.
- **E.** Suspended teams lose all money and have no right to play on the final play-off even though they may have a winning record.

IX. LEAGUE ALIGNMENT AND PLAY-OFFS

- **A.** We reserve the right to evaluate a team's level of play. The League Director can assign a team to a new night.
- **B.** There may be two overtimes in the playoff games, each for two minutes, with one minute running time and one minute stopped clock.
- C. In the event there is a tie for any of the play-off positions, the 1st tiebreaker will be the head to head results among the teams involved. If there is still a tie: the head to head result in the second half among the teams involved will decide. If there is still a tie: the total points scored differential between the tied teams in their head to head meetings will be used. If there is still a tie: the total points scored differential for the entire season will be used. If after all this there is still a tie, it will be settled by a flip of a coin.
- **D.** AWARDS: T-shirts will be awarded to the 1st and 2nd place teams. The 1st place team will also receive one team award.

X. GYMNASIUM RULES

- **A.** The gymnasium and locker rooms are to be cleared as soon as possible after the completion of the final game of the evening. Failure to do so will result in suspension of the offending player or team. Misuse of the gym facility use permit may result in cancellation of the permit.
- **B.** No food, pets, animals or drinking of alcoholic beverages is allowed in the gym. Law in the gymnasium prohibits smoking. People wanting to smoke must go outside the building.
- **C.** Keep the gymnasium floor clear of all people except participants of the game in progress. Spectators and players waiting for the next game must stay off the playing court. No shooting on the side baskets while a game is in progress will be permitted.

XI. MISCELLANEOUS INFORMATION

- **A.** All comments concerning the league managers, announcers, scorers, gym attendants, the officials and the conditions of the gym should be directed to the Recreation Department office in writing.
- **B.** The teams and their managers must adhere to any and all rules set down by the Recreation Department and the League Director.
- **C.** Any in-season changes or amendments to these rules and regulations must be passed by a majority of the managers in the league affected.
- D. <u>Managers</u> Remember you are responsible to know these rules. The League Director will consider receipt of these rules as acknowledgment of having read them. Managers are also responsible to inform their players of these rules.