



City of Dublin - Parks and Community Services

Adult Sports – Revised January 2016

Adult Basketball Rules & Regulations

INTRODUCTION

This publication provides standard basketball regulations for the Adult Basketball Leagues conducted by the City of Dublin. All leagues will be conducted according to the National Federation Edition Basketball Rule Book except when superseded by the following City of Dublin Rules and Regulations. The City of Dublin is a participating agency in the Sports Association of Northern California Recreation Agencies (SANCRA).

LEAGUE AWARDS

The first place team will receive individual awards. The maximum is ten (10) individual awards for the 5-on-5 league. The awards will only be given to players who participated during the season.

LEAGUE REGULATIONS

1. Managers will be responsible to see that their players know and abide by the rules as stated in the Adult Basketball Rules and Regulations. Furthermore, managers are responsible for their players knowing and abiding by the SANCRA “Team and Player Code of Conduct”.
2. The Recreation Supervisor has the option of moving teams to create a more balanced program in the best interests of the league.
3. The Recreation Supervisor may change or revise schedules due to changes in league enrollment, playoff formatting or facility changes. Please Note: School functions have priority over City leagues; therefore games may be postponed with little or no notice.
4. After the first regularly scheduled game, all teams forfeit the right to their entry fee unless the rest of the league is disbanded, whereby all teams will be refunded the entry fee minus all costs of the league to that point.

LEAGUE REGULATIONS (cont):

5. The Parks and Community Services Department reserves the right to establish or suspend regulations at any time deemed necessary for the efficient operation of the league. Further, all rules and regulations will be interpreted by the Department Staff as deemed necessary to ensure a smooth and consistent program.

TEAM & PLAYER ELIGIBILITY

1. A player may participate in the league only if that player's name, address, phone number and signature appear on the official team roster or on an official Add/Drop Form as filed with the Parks and Community Services Department. Each player's signature must be authentic and cannot be signed by proxy or any other person.
2. Any player participating: (A) without being on the official roster or an official Add/Drop Form, or (B) with false address, or (C) under an assumed name, or (D) without signing an official roster or an official Add/Drop Form will be considered an ineligible player and all games participated in by this player will be forfeited. All rosters must be handed in before the first regular season game and all add/drop forms must be turned in before game time.
3. The Recreation Supervisor maintains the authority to disqualify any player or team at any time if it is in the best interest of the league.

General Rules

ROSTERS:

The minimum number of players allowed on an active roster is eight (8) for a 5-on-5 league.

WARM-UP:

Players should arrive twenty (20) minutes before game time. Ten (10) minutes will be allowed for a warm-up period between games, if time permits.

START/FORFEIT TIME:

In all games, the starting time is the scheduled game time on the schedule. If the starting time is changed due to any delay (gym opened late, previous game runs long, equipment failures, etc.), then both captains will be notified by the referee as to the new starting time. Teams unable to begin play at game time will be assessed two (2) points per minute up to thirty (30) points. The game clock will run during this time and the remaining time of the first half will be played out once a legal minimum number of players take the court. If a legal team cannot take the court after fifteen (15) minutes has elapsed the game will be declared a forfeit.

MINIMUM NUMBER OF PLAYERS:

To Begin: Four (4) players in a 5-on-5 league.

FORFEITS:

Any team forfeiting twice during the season may be asked not to return the following season.

SUBSTITUTIONS:

Substitutions must report to the scorer's table to be allowed into the game at the next dead ball situation.

OVERTIME:

If the game is tied, a one (1) minute rest period followed by a three (3) minute stopped clock overtime will be played. A jump ball will begin the overtime period. One (1) additional time-out is awarded to each team. Bonus situations and time outs will carry over. In the event the game is still tied after overtime, a one (1) minute rest period will be followed by a sudden-victory situation. Sudden-victory declares that the first team to gain an advantage by two (2) or more points shall be awarded the victory. Sudden-victory will also begin with a jump ball.

PERSONAL FOULS:

A player is allowed five (5) personal fouls.

TECHNICAL FOUL:

Technical fouls on an individual player count as both a personal and a team foul. Two (2) free throws shall be awarded.

CASUAL PROFANITY

Casual profanity will be counted as a special technical foul. This will result in two (2) free throws being awarded and a team foul being assessed. No individual foul will be recorded on that player. However, three (3) such casual profanity technicals on any one player will result in their ejection.

TECHNICAL AND CASUAL PROFANITY FOUL:

The clock will stop while the penalty is being assessed.

BONUS SITUATION:

Teams will shoot a one-and-one bonus on the seventh (7) team foul and two (2) shots on the tenth (10) team foul of each half. Team fouls and bonus situations carry over into overtime and sudden victory.

MOVEMENT ON FREE-THROW(S):

Restrictions on movement of players along the lane are in effect until the shooter releases the ball.

TIME-OUTS:

Three (3) time-outs per game are allowed. Time-outs are thirty (30) seconds in length, but can be shortened if the requesting team is ready to resume play. Any team calling a timeout in the final minute of play has the option of advancing the ball to halfcourt.

5 -SECOND HELD BALL:

This violation occurs when a player is closely guarded for five (5) seconds while holding (but not dribbling) the ball.

JEWELRY:

For the safety of the players, jewelry must be removed prior to the game. Flat-banded rings will be allowed. Medical emergency and religious medallions must be removed from the chain and taped to the uniform to be acceptable. Should a player be discovered wearing jewelry during the game, a time-out (if any remain) shall be charged to that player's team to have said jewelry removed. Jewelry that cannot be removed must be covered by tape.

UNIFORMS:

Team members are required to wear numbers on their shirts. Numbers must be large enough to be visible by the referee and scorekeeper and of a contrasting color to the shirt. Numbers are not allowed to be taped or pinned to the uniform. Only numbers double zero (00) through ninety-nine (99) are acceptable. Teams are not allowed to have both a zero (0) and a double zero (00), or to have two identical numbers in the same game. Players without numbers or with invalid numbers will be allowed to play but the team incurs a two (2) point penalty for each player playing without proper numbers. Caps are also not allowed. Shoes must be worn and have a non-marking sole. Participants must be properly dressed for this activity; pants and cut-offs are not allowed. Reversible jerseys are highly recommended.

GRACE PERIOD:

Penalties for uniform violations will not be enforced during the first league game and/or week of the season for each league team.

INJURIES:

As soon as a referee notices an injury, play and the clock shall be stopped. Any interruptions of up to three (3) minutes will be allowed and will not be counted as a team time-out. Should the injury delay require more than three (3) minutes, a time-out shall be charged (if any remain).

All players are strongly urged to secure medical examinations to determine their fitness to play basketball.

The City of Dublin is not responsible for injuries incurred during participation in the league, and players should seek their own insurance prior to participation.

Players who wear eyeglasses are strongly urged to wear glass guards for their own safety.

TEAM INFORMATION:

- All players must be 18 years of age or older. Players under 18 may be allowed on exception but must have written clearance from the Recreation Supervisor on file before they can play.
- All individual players must be listed on the roster or officially added to the roster before competing in any games.
- Changes in the make-up of a team's roster may be made during the entire regular season and can be made at the site of that team's game by using Add/Drop forms.

TEAM INFORMATION (cont.):

- A player must participate in at least three (3) regular season games to be eligible for the playoffs. To establish eligibility, the manager must fill out the scoresheet legibly with complete names of all players in each game. This responsibility is solely the manager's, not the scorekeeper's.
- An individual may play on only one (1) team in each league. To switch teams, players must be dropped by the manager of the original team.
- An individual may only switch teams once during any one (1) season.
- An individual may not legally play for different teams in the same day.

PROTESTS:

- Decisions of the referee(s) are final. To protest a game (judgment calls are non-protestable), an official written protest form signed by the manager or acting manager, accompanied with a \$25 check made payable to the "City of Dublin" must be received at the Shannon Community Center, 11600 Shannon Ave, Dublin, CA 94568, (925) 556-4500 within 48 hours of the protested game. This \$25 check will be refunded if the protest is upheld by the Protest Committee whose three (3) members consist of a Recreation Supervisor, Assistant Director and Recreation Director.
- Failure to follow the protest procedures outlined in this section will void all protests.
- All rulings are final.

1. Protests on Game Rules and Regulations:

- A. Protest must be stated at the point of contention. The Manager must notify the head referee of their intent to protest and fill out an "Intent to Protest" form.
- B. Follow all protest procedures.

2. Protests on Player Eligibility:

- A. Protest must be stated before the game is final by notifying the head referee. Manager must complete an "Intent to Protest" form. A player must provide proof of I.D. (i.e. Drivers License) to the Scorekeeper if asked.
- B. The Recreation Supervisor may invoke this rule at any time.

PROTESTS (cont.):

3. Protests on Official Score:

- A. Manager must protest at the point of contention.
- B. Only one representative from each team may meet with and discuss the score with the scorekeeper.
- C. Protested games on scores will only be considered if the protesting team is keeping a scorebook.

ADDING & DROPPING PLAYERS:

Players must fill out an official Add/Drop Form before they are eligible to play. Players are allowed to turn in the form to the scorekeeper prior to the game in which the player is going to play.

MANAGER'S RESPONSIBILITIES:

Managers are responsible for:

- * To see that all schedule and schedule changes reach their players.
- * To inform all players of proper player conduct, league and game rules.
- * To demonstrate cooperation with referees and other league officials.
- * For the actions of their players both on and off the court, as well as any actions of spectators affiliated with their team.

PLAYER CONDUCT/PENALTIES:

- * No alcohol or other drugs are permitted anywhere on school grounds.
- * No smoking is permitted anywhere on school grounds.
- * No food or drink (other than water) is allowed in the gym.
- * Supervision must be provided for children at all times. Children are not allowed to play on the gym floor or roam school facilities.
- * No pets are allowed in the gym.
- * Athletic shoes, with non-marking soles must be worn on the gym floor.
- * Sportsmanlike behavior is expected of all players and fans at all times. No unnecessary noise, comments or actions should be used to distract the other team or referee(s).
- * Anyone displaying or threatening violence against a person or property will be automatically suspended from further play. The Recreation Director reserves the right to decide the proper penalty on a player.
- * Any ejected participant will be subject to a minimum one (1) game suspension and a \$25 ejection fine.

LEAGUE STANDINGS:

In the event that teams are tied at the conclusion of league play, the following tiebreaker system will be used:

1. Record in head-to-head competition.
2. Number of forfeits.
3. Point differential in head-to-head competition.
4. Record against teams above the tie.
5. Point differential against the entire league.
6. Coin flip.

Note: In the event that a mandatory league Managers' meeting precedes the season, then an additional tiebreaker will be enforced as the #1 criteria. This criterion is that any team failing to have a representative present for the Manager's meeting will lose the tiebreaker to a team that did have a representative present at the meeting.

League Specific

5-ON-5 LEAGUES:

- * Two (2) halves will be played. Each half will be twenty (20) minutes long.
- * Clock will be running time except for the last one (1) minute of the first half and last two (2) minutes of second half.
- * Blowout rule: The clock will not stop during the last two (2) minutes of the game if one team is ahead by fifteen (15) points or more.

SANCRA TEAM AND PLAYER CODE OF CONDUCT

The following "Team and Player Code of Conduct" has been adopted by all participating agencies within SANCRA and will be strictly enforced. A suspension in one city will result in notification of all member cities and these cities may honor this suspension. This code of conduct applies to players, coaches, managers and spectators.

1. NO PERSON SHALL: Be guilty of objectionable demonstrations of dissent at the official's decision.

MINIMUM PENALTY: Warning by the official.

MAXIMUM PENALTY: Removal from the game

2. NO PERSONAL SHALL: Discuss with an official in any manner the decision reached by such official except the manager or the captain.

MINIMUM PENALTY: Warning by the official.

MAXIMUM PENALTY: Removal from the game.

3. NO PERSON SHALL: Refuse to abide by an official's decision. Officials are required to immediately suspend the player from further play and report such player to the Recreation Supervisor. Such player shall remain suspended until the Recreation Supervisor has considered his/her case.

MINIMUM PENALTY: Placed on probation for the remainder of the season.

MAXIMUM PENALTY: Suspension for two (2) league games, and placed on probation for the remainder of the season.

4. NO PERSON SHALL: Be guilty of an abusive verbal attack upon any player, official or spectator. Officials are required to immediately suspend player from further play and to report such player to the Recreation Supervisor. Player shall remain suspended until the Recreation Supervisor has considered his/her case.

MINIMUM PENALTY: Placed on probation for the remainder of the season.

MAXIMUM PENALTY: Suspension for one (1) calendar year and placed on probation upon returning to league action for one (1) season.

SANCRA TEAM AND PLAYER CODE OF CONDUCT (cont.)

5. **NO PERSON SHALL:** Be guilty of gambling upon any play or the outcome of game with any spectator, player or opponent. Officials are required to immediately suspend player from further play and report such person to the Recreation Supervisor. Such player shall remain suspended until his/her case has been considered by the Recreation Supervisor.

MINIMUM PENALTY: Placed on probation for the remainder of the season.

MAXIMUM PENALTY: Suspension for the remainder of the season.

6. **NO PERSON SHALL:** Be guilty of using unnecessary rough tactics in the play of the game against the body or person of an opposing player. Officials are required to immediately suspend player from further play and report such player to the Recreation Supervisor. Such player shall remain suspended until the Recreation Supervisor can consider his/her case.

MINIMUM PENALTY: Placed on probation for the remainder of the season.

MAXIMUM PENALTY: Suspension for two (2) league games and placed on probation for the remainder of the season.

7. **NO PERSON SHALL:** Appear upon the field of play at any time in an intoxicated condition. Officials are required to immediately suspend player from play and report it to the Recreation Supervisor for further consideration.

MINIMUM PENALTY: Suspension for two (2) league games and placed on probation for the remainder of the season.

MAXIMUM PENALTY: Suspension for the remainder of the season.

8. **NO PERSON SHALL:** At any time, lay a hand upon, shove, strike, harass, or threaten an official. Officials are required to immediately suspend player from further play and report such player to the Recreation Supervisor. Such player shall remain suspended until the Recreation Supervisor has considered his/her case.

MINIMUM PENALTY: Suspension for two (2) league games and placed on probation for one (1) calendar year.

MAXIMUM PENALTY: Suspension for life and/or assault charges filed.

SANCRA TEAM AND PLAYER CODE OF CONDUCT (cont.)

9. **NO PERSON SHALL:** Be guilty of physical attack as an aggressor upon any player, official or spectator. Officials are required to immediately suspend player from further play and report such player to the Recreation Supervisor.

MINIMUM PENALTY: Suspension for two (2) league games and placed on probation for remainder of season.

MAXIMUM PENALTY: Suspension for life and/or assault charges filed.

SPECIAL NOTES:

1. Any person being placed on probation for the remainder of the season and reported again for violating the "Player Code of Conduct" will receive further disciplinary action.
2. Any person removed from a game and asked by an official to leave the park or school facility must do so immediately. Failure to do so will result in further disciplinary action.