

CITY of YORBA LINDA PARKS & RECREATION

ADULT BASKETBALL RULES & REGULATIONS

UPDATED 5.20.2021

RULE 1. PLAYER CONDUCT

ADULT SPORTS CODE OF CONDUCT

The Code of Conduct applies to all players, coaches, spectators and team managers. The Code of Conduct applies to players as individuals or as a team; penalties can be assessed to an individual or to an entire team. The Code of Conduct becomes effective as soon as the participants arrive at the facility of play and remains in effect until the participants leave the facility of play. The facility of play is inclusive of the parking lot. City staff members and referees are here to assist you, please treat them with respect at all times. The city reserves the right to suspend any player or spectator that violates the Code of Conduct. a

TEAM MANAGER RESPONSIBILITY

Team managers will be held responsible for the conduct of their team's players and spectators. If and when individuals become agitated or upset with activities taking place on the court, team managers will be responsible for keeping the peace and calming those individuals down. Team managers that do not fulfill this role may be suspended and/or permanently removed from City of Yorba Linda Adult Sports Leagues. Only team managers are allowed to address the referees and discuss a game situation or called foul.

PARTICIPANT BEHAVIOR

1. No participant shall attempt to strike/punch, threaten to strike/punch, strike/punch, push, shove, intentionally trip, throw objects, or be verbally abusive towards another player, coach, umpire, city staff member, or spectator.
2. No participant shall endanger or attempt to endanger the safety of any player, coach, official, city staff member or spectator.
3. Use of profanity before, during, or after adult sports activities while at the facility will not be tolerated. Use of profanity will result in a verbal warning from the umpire. A second warning from the same player will result in a player ejection. Further consequences will be evaluated by the League Director.
4. No player shall refuse to abide by a referee's decision.
5. No player shall discuss with a referee in any manner the decision reached by such umpire except the team manager. If the manager is absent, the assistant or acting managers will be allowed.
6. No player shall use unnecessarily rough tactics in the play of the game against any opposing player.
7. No player shall discuss publicly with the spectators in a derogatory or abusive manner any play, decision, or opinion of other players, during the game.
8. The use of alcohol, tobacco or illegal substances will not be tolerated in the field or the facility of play. Any player violating this rule during the game will be permanently expelled.

PARTICIPANT EJECTIONS

1. Any player, coach or spectator that is ejected from a game must leave the facility within five minutes. If the ejected player, coach or spectator does not leave the facility within five minutes, their team will forfeit the game.
2. All ejected players will be removed from the game. All ejected players will also be suspended for the next scheduled game(s). Players may not be present at the facility or parking lot while serving a suspension. Any player ejected from two games during the same season will automatically be expelled from the league.
3. In case of spectator harassment, the umpire will use the following course of action:
 - a. First Warning: Manager will be asked to take care of the problem spectator.
 - b. Second Warning: Spectator will be asked to leave the facility and surrounding areas including the parking lot. If the spectator refuses to heed the umpire's request, the manager will be subject to ejection from the game if the umpire determines that the spectator is associated with one of the teams.
 - c. If neither the spectator nor the manager leaves the facility and surrounding areas including the parking lot within 5 (five) minutes after the referee's request the game will be declared a forfeit. If the league director determines that spectators were involved in a disturbance, fight, or if spectators of a team continue to behave belligerently towards opponents or umpire, a team may be prohibited from bringing spectators to one or more games.
4. Some ejections may result in a longer suspension or could result in being permanently expelled from City of Yorba Linda Adult Sports Leagues. This will be based on the individual's history of behavior and severity of their infraction. The League Director will make the final decision.
5. **PENALTY NOTIFICATION:** Both the manager and player will receive an email notification regarding the penalty and further consequences.

RULE 2. ZERO TOLERANCE POLICY

1. Player Suspension (1 game minimum):
 - No refund or pro-rated refund will be given to any player that receives any type of suspension.
 - In any case where a suspension occurs in the last game and/or playoffs, said player will be suspended the following season.
2. Player Expulsion (lifetime):
3. Player Suspension (1 game minimum):
 - No refund or pro-rated refund will be given to any player that receives any type of suspension.
 - In any case where a suspension occurs in the last game and/or playoffs, said player will be suspended the following season.
4. Player Expulsion (lifetime):
 - No refund or pro-rated refund will be given to any player that receives a lifetime expulsion.
 - A player will receive a lifetime expulsion from all Yorba Linda Adult Leagues when they demonstrate a propensity for violence, hostility, intimidation and/or overly aggressive behavior (includes verbal and physical threats to anyone), as determined by game officials, league director, and staff before, during, or after any game.

- A player will receive a lifetime expulsion from all Yorba Linda Adult Sports Leagues if said player is suspended twice, for any reason, during regular and play-off league season.
- A player will receive a lifetime expulsion from all Yorba Linda Adult Sports League if said player uses or threatens to use any object that can be deemed dangerous against the body and person of any referee, scorekeeper, player, spectator, or other City representative.

3. Team Expulsion (Lifetime):

- A team will receive a lifetime expulsion from all Yorba Linda Adult Sports Leagues when multiple **players/coaches/spectators** from the same team demonstrate a propensity for violence, hostility, intimidation, and or/overly aggressive behavior (includes, verbal and physical threats to anyone) as determined by league director, game officials and staff before, during or after any game. **There will be no refund of league entry fees.**

RULE 3. BLOOD RULE

BLOOD RULE Any player, coach, or official who is bleeding, has an open wound, or has blood on his/her body or clothing, is prohibited from further participation in the game until appropriate treatment has been administered. If first aid is required for a player, the player must be immediately removed from the game, unless treatment can be administered in a reasonable amount of time. A player, coach, or official will not be allowed to participate unless:

1. All bleeding has stopped
2. Any exposed cut/scrape which has bled is completely covered
3. Bloody clothing is removed. It is recommended that teams have spare clothing available at the game site to be used if necessary.

RULE 3. EQUIPMENT

1. Teams must wear shirts/jerseys of the same color with numbers printed on the front or back.
2. Players must wear rubber soled shoes, no hard soled shoes allowed. Players will not be allowed to wear "street shoes" or barefoot and will be asked to change or put on shoes. If a player refuses to change shoes, doesn't have another pair of shoes or is not legally substituted out of the game, the player will be removed from the game.
3. Jewelry must be removed prior to game time.
4. A brace, guard, or cast made of leather, plastic, pliable (soft) plastic, metal, or any hard surface (even though covered with cloth or padding) may not be worn on the finger, hand, wrist, or elbow. If properly added, hard substances may be worn on the upper arm, shoulder, or leg.

It is the responsibility of the team coach/captain/representative to ensure all players are properly outfitted for all games. Players not properly outfitted are not eligible to play. Smooth wedding bands are the only permissible forms of jewelry allowed. Earrings may be taped at the referee's discretion. Facial jewelry must be removed. It is highly recommended that a player does not wear any jewelry. The City reserves the right to change team names or wording on uniforms that are not in good taste.

RULE 4. RULES OF PLAY

Unless stated differently in the City League Rules, SCMAF and C.I.F (High School) rules have been adopted for league play.

The decision of the Referee regarding all calls during the game and interpretations of the rules are final. The manager, and only the manager can contact the office for clarification.

RULE 5. LEAGUE FORMAT, STANDINGS & TIEBREAKERS

LEAGUE FORMAT

1. League format varies season to season based on the number of teams, levels of competition and time frame seasons are limited to. Season schedules will include additional league details.
2. **FINALS WINNERS:** If a team is winning in the finals back to back seasons they will be required to move up to a higher division in order to match with better competition.
3. If a team wins 3 consecutive championships and they are playing in the highest level division, then they may have to sit out a season or play the next season with a different roster of players. This will be determined by the league director.
4. Teams will play their divisional opponents at least once and potentially playoffs.
5. **REFUNDS** All team fee's are non-refundable at the discretion of the League Director.

STANDINGS & TIEBREAKERS

1. Standings/records will be kept through all league play to determine potential playoff seeding for each season.
2. Tiebreakers are determined by head to head matchups and if needed, point differential in these games. See season schedules for further tiebreakers if needed. EX: Points allowed per game

RULE 6. GAME TIME

1. **TIME:** Game time will consist of two (2) twenty minute (20) halves.
2. **HALFTIME:** Halftime is two (2) minutes long.
3. **TIMEOUTS:** Each team is allowed two (2) timeouts per half. Timeouts must be called by a player/manager on the court or a manager off the court.
4. **CLOCK MANAGEMENT:** Throughout the game, the clock will stop for called timeouts and injuries.
 - A) In the first half: The game clock will run continuously for twenty minutes.
 - B) In the second half: During the first 18 minute the game clock will run continuously.
 - C) During the last 2 minutes:
 - 1) If the score is 9 points or less, the clock will become a regulation stop clock and stop on every whistle.
 - 2) After timeout is called, clock will not start again until ball touched by player in-bounds.
 - 3) If free throws are shot immediately after a timeout, the clock will not start until after the free throws have been attempted and a player in bounds touches the ball.
5. **OVERTIME:**
 - A) *First Overtime Period:*
 - 1) If the score is tied at the end of regulation play, a TWO-minute overtime period will be played. The clock will run continuously until the last minute of play and become a regulation stop clock stopping on each whistle.
 - 2) Both teams must remain on the court and the overtime period will begin with a jump ball. Substitutions are acceptable.
 - 3) The clock will be managed as stated above. Each team will be granted one additional timeout. All team fouls will remain.
 - B) *Second Overtime Period and ANY ADDITIONAL OVERTIMES:*
 - 1) If the score is tied at the end of the first overtime period, a ONE-minute 2nd overtime period will be played. The clock will run continuously until the last 30/THIRTY seconds of play and become a regulation stop clock stopping on each whistle.
 - 2) No intermission will be given between the end of the first overtime period and the second overtime period. Substitutions are acceptable. No additional timeouts given.

RULE 7. FEES & FORFEITS

1. Referee fees are \$25 per team for each game. Referees are not required to carry change and it's the team managers responsibility to have the exact amount.
2. A team must have FOUR (4) eligible players on the court to start the game.
3. If a team does not have four players at game time, the clock will start and the opposing team will be awarded two points per minute. If a team does not have four players by the ten minute mark, the game is an official forfeit. A team may not call a timeout during this ten minute period. If and when the team's fourth player arrives and is on the court ready to play, the game clock will be stopped and a jump ball will start the game with the time remaining on the clock.
4. Any team that forfeits a game must pay the referee fees for both teams (\$50) prior to your next scheduled game.
 Forfeit fees may be waived for the first and last game only **IF**:
 Proper notice is received, such as notifying city staff with a phone call by 3:00 PM at (714) 961-7192. City staff is also able to notify opposing team, officials, and staff.
5. If a team forfeits, the \$50 forfeit fee will be used to pay the official's fee for their team as well as the opposing team's fee. a. The \$50 forfeit must be replenished before the start of the next league game. If the forfeit fee is not paid by the start of the next league game, that game (and all others after) will be counted as a loss in their season record until the fee or fees are paid.
6. A team may be removed from the league, without refund, for excessive forfeits. Excessive forfeits are considered 2 or more.

RULE 8. FOULS AND SUBSTITUTES

1. Players are allowed five (5) personal fouls before being removed from the game.
2. **TECHNICAL FOULS:**
 - A) The clock will stop on all technical fouls and will restart when the ball is touched by a player inbounds.
 - B) Use of profanity before, during, or after adult sports activities while at the facility will not be tolerated.
 - Use of profanity towards an official, opposing player, or spectator will result in a verbal warning from the official. A second warning from the same player will result in a technical foul. Should the official be unable to determine which of the individual players used profanity, but can determine the team, a team technical will be assessed. Further consequences to be evaluated by the league director.
 - C) Technical Foul Penalties:
 - 1) All technical fouls (players and/or fans) will result in two (2) technical foul shots.
 - 2) Any player receiving a technical foul must come out of the game and sit on the bench for two minutes of game time.
 - 3) All technical fouls are both a team foul and a personal foul.
 - D) Penalties for Multiple Technical Fouls:
 - 1) Two (2) technical fouls charged to the same player in one game will result in an immediate ejection from the game.
 - 2) If an individual receives THREE (3) technical fouls in one season, they will receive a one game suspension in the teams next scheduled game.
 - 3) If an individual receives FOUR (4) technical fouls in one season they will be expelled for the remainder of that season, and could be permanently expelled from City of Yorba Linda Adult Sports Leagues. Said player must then apply for reinstatement. Reapplication will be by correspondence directed to the League Director, requesting reentry to the league and citing the incident for which he was suspended.

3. **FLAGRANT FOULS:**

A) Flagrant fouls may result in ejection/suspension/expulsion from the league. At minimum, players must come out of the game and sit on the bench for two minutes of game time.

B) If an individual receives two (2) flagrant fouls in one season, they will be expelled for the remainder of that season, and could be permanently expelled from City of Yorba Linda Adult Sports Leagues.

PENALTY NOTIFICATION: Both the manager and player will receive an email notification regarding the penalty and further consequences.

3. **SUBSTITUTES:** All players requesting a substitution must first report verbally to the scorer's table with sufficient time before the next dead ball.

RULE 9. TEAM ROSTERS, PLAYER ELIGIBILITY

TEAM ROSTER

1. Each team must submit a team roster prior to the first league game of the season. Rosters must include player's full names, address, city, zip code, phone number and signature.
2. Each team shall be allowed a maximum of twenty (20) players on its team roster. Players must be at least eighteen (18) years of age.

ELIGIBILITY

1. Players must appear in **3 games to be playoff eligible in a 9 or 10 game season.**
2. No additions are allowed after the EIGHTH game of league play in a 10 game season, the SEVENTH league game in a 9 game season OR the FOURTH league game in a 6 game season.
3. A player may only compete on one team in the division. Players can however participate in more than one division as long as they are on the roster.

IDENTIFICATION

1. All players are required to sign a liability waiver before the start of every game.
2. All players must have a proper form of identification (driver's license, passport, etc.) at EACH game and should be prepared to show their proof of identification immediately if necessary.
3. Each team has the option to request an identification check against **one** player on the opposing team per game. This identification check may take place at any time during the course of the game.
4. If a manager feels an identification check is necessary, he must tell the referee and site supervisor which player he would like to check to see if that player is on the roster.
NOTE: Only the player in question and his manager are allowed to approach the referee.
5. If a team requests an identification check, that player must show a proper form of identification to the scorekeeper and match his/her name to a name on the team roster.
6. Decisions regarding player eligibility and other protests will be made by the Recreation Coordinator, NOT the referee or site supervisor. All decisions are final.

RULE 10. Awards

1. Each league playoff champion will receive one individual award per eligible rostered player on your team.