

CITY of YORBA LINDA PARKS & RECREATION

ADULT BASKETBALL RULES & REGULATIONS

UPDATED 9.16.19

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.

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, or be verbally abusive towards another player, coach, official, 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.
4. The use of alcohol, tobacco or illegal substances will not be tolerated in the gymnasium or on the facility of play. Any player violating this rule during the game will be permanently expelled.

EJECTIONS

1. Any player, coach or spectator that is ejected from a game must leave the facility within five minutes. If the ejected player does not leave the facility within five minutes, their team will forfeit the game.
2. All ejected players will be suspended for their next scheduled game.
3. 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.
4. Players may not be present at the facility while serving a suspension.

RULE 2. BLOOD RULE

1. A player, coach, or official who is bleeding, or who has an open wound, or had blood on his/her body or clothing shall be prohibited from participating in the game until appropriate treatment has been administered and the bleeding is controlled and the wound is covered.

If first aid is required for a player, the player must be immediately removed from the game, or a team can use a timeout to address the situation.

RULE 3. EQUIPMENT

1. Teams must wear shirts/jerseys of the same color with numbers printed on the front or back.
2. Jewelry must be removed prior to game time. Players must wear rubber soled shoes, no hard soled shoes allowed.
3. Headgear must be made of non-abrasive, unadorned, single color cloth, elastic, fiber, soft leather, or rubber.
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.

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.

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. Teams will play their divisional opponents at least once and are guaranteed a 10-game season (regular and potentially playoffs).

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. FORFEITS

1. A team must have FOUR (4) eligible players on the court to start the game.
2. 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.
3. 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 1st game (6:30pm) or last game (9:00pm) in a 3-game set **IF:** Proper notice is received, such as notifying city staff with a phone call 5 hours prior to game time; City staff is also able to notify opposing team, officials, and staff.
4. 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) 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.
 - C) 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 be expelled for the remainder of that season, and could be permanently expelled from City of Yorba Linda Adult Sports Leagues.
 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.
1. **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 OR the SEVENTH league game in a 9 game season.
3. A player may only compete on one team in the division. Players can however participate in more than one division.

IDENTIFICATION

1. 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.

2. 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.
3. 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.
4. 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.
5. Decisions regarding player eligibility and other protests will be made by the Recreation Coordinator, NOT the referee or site supervisor. All decisions are final.