

RANCHO SIMI RECREATION AND PARK DISTRICT

ADULT BASKETBALL RULES

1. The Rancho Simi Recreation and Park District Adult Men's Basketball Leagues shall be governed by the current year's National Federation of State High School Associations Rule Book except as specified herein:
 - A. The Rancho Simi Recreation and Park District and the League Director reserve the right to make any changes including rules, that are deemed necessary for fair competition, safety and the efficient operation of the league.
2. **GAMES**
 - A. All games will be played at Rancho Santa Susana Community Center (unless otherwise stated).
 - B. All games will be played at the time, date and location specified on the league schedule.
 - C. **Official starting time is forfeit time. Teams must have five (5) rostered players to start a game. Teams may play with four (4) players. Teams cannot play with less than four (4) players. If eligible players is less than four (4) during the game, the game will be ruled a forfeit.**
 - D. Following a forfeit game, the teams may play a practice game. Officials and scorekeepers will not work the practice game. Teams forfeiting game must pay a \$30 Forfeit Fee into the District Office within 48 hours of a forfeit. Teams not paying forfeit fee will be removed from league and cannot register for Adult Basketball league for two additional seasons.
 - E. The game shall consist of two twenty (20) minutes halves, with the last two minutes of second half stopped time. If one team leads by more than 12 points, the clock will not stop.
 - F. The half time break shall be three (3) minutes.
 - G. Teams will be allowed two time outs per half. Each timeout will be one (1) minute in length.
 - H. **OVERTIME** - If the score is tied at the conclusion of the second half, play shall be extended with a three (3) minute overtime period, following a one (1) minute intermission. If the score is still tied at the end of the (3) minute overtime period, a "sudden death" period will be played. The first team to score a point will be declared the winner. Each team is permitted only one time out during an overtime period. No other time outs carry over from regulation play.
 - I. Players Code of Conduct will be strictly enforced.

3. **ROSTERS**

- A. All teams must have a complete roster signed by each player, a signed Hold Harmless Agreement and league fees to register for the leagues.
- B. Roster limit is 12 players. Rosters are due with registration fees. Championship teams will receive individual awards for rostered players only.
- C. All additions and deletions of players **must** be submitted on the official district form and returned to the sports office. With league director's approval, a copy may be faxed to the Sports Office and original must be taken to game and delivered to scorekeeper prior to game time.
- D. **No roster additions will be accepted after 5 (five) games.**
- E. Player Eligibility - All players must be 18 years of age or older as of the first game of the current season. Exception - Each team is allowed to have one (1) player 17 years of age. The appropriate district supplemental waiver form must be filled out and signed.
- F. Any player dropped from a team roster during the season is not eligible to be added by another team.
- G. **Only roster players are eligible. A roster check will be done before every game. Every player must present a valid picture I.D. NO I.D. NO PLAY. NOT ON THE ROSTER NO PLAY.**

4. **EQUIPMENT**

- A. Team uniforms are required. Teams must have jerseys all the same color and legally numbered. Player without proper uniform cannot play that evening.
- B. Home team provides the game ball.
- C. Only basketball or tennis shoes will be allowed on the basketball court at all times. Any player wearing shoes that mark the floor will not be allowed to participate!!!!
- D. No jewelry (i.e. earrings, necklaces, bracelets, rings, etc.) will be allowed to be worn by players during the game. **NO EXCEPTIONS!!!**

5. **PROTESTS**

- A. Protest will be allowed on ineligible players only. They must be filed before the game.
- B. All protests must be filed in writing with a \$25 protest fee to the league director within 24 hours.

- C. Protest fees returned only if protest is upheld.

6. **DETERMINATION OF LEAGUE CHAMPION**

- A. The team with the best overall league record will be determined the league champion.
- B. Should a tie exist at the conclusion of league play, the following method will determine the league champion and runner up.
 - 1. Head-to-head competition between teams involved.
 - 2. Point differential between tying teams.

7. **MISCELLANEOUS RULES**

- A. Smoking, liquor or food and beverages will not be permitted in the gym by players or spectators. Players violating this rule will be suspended for two (2) games.
- B. It is the duty of the team manager to supply the officials with the correct name of any player that is requested. Failure to comply will result in the manager being suspended indefinitely.
- C. Any player ejected from a game (for any reason other than personal fouls) is automatically suspended from the team's next two scheduled games.
- D. Players ejected from any two games will be suspended for the remainder of the season and may not be replaced on official team roster.
- E. Two (2) technical fouls on a player will result in the ejection of that player from the game.
 - 1. In an attempt to have games completed, the official's will implement the following procedures when dealing with "indifferent" situations:
 - 1. When dealing with an irate player, the **Manager** will be approached to control the player. If the Manager fails to handle the situation or the player ignores the Manager and continues the behavior, the player will be ejected from the game and be requested to leave the premises. The referee will make every attempt to continue game play.
 - 2. If the player refuses to leave within a reasonable amount of time, the game will be declared a forfeit and the team forfeiting will be subject to the forfeit fee (\$30), due in the District offices.
- F. Team Managers are responsible for informing their players of all rules and seeing that they conform to them.

G. Fighting, baiting of players or verbal abuse of officials will not be tolerated. Players guilty of these infractions will be suspended indefinitely.

1. Leaving the bench during an altercation will result in disqualification from the game.
2. Using profane or inappropriate language or obscene gestures will result in a technical foul minimum/maximum ejection from game.
3. Disrespectfully addressing or baiting or taunting an opponent will result in a technical foul minimum/maximum ejection from game.

H. All judgments on rules and player eligibility will be made by the League Director and are final.

I. SCMAF Blood Rule

A player, coach, or official, who is bleeding, or who has an open wound, or has blood on his body or clothing, shall be prohibited from participating further 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.

Teams are recommended to have spare clothing/jerseys available at the game site to be used, if necessary.

J. **Player receiving a technical foul shall sit out five (5) minutes. May return to game during a dead ball after the five (5) minute cool down penalty.**

K. A shooter fouled during a three-point attempt that is unsuccessful shall receive three free-throws.

L. Technical foul shall be a personal foul. Technical foul counts as team foul.

M. Player will be removed from the game following their sixth (6) foul.

N. Shoot one and one on the seventh foul and two on the tenth foul.

O. PMBF ACCIDENT COVERAGE

1. NO player is insured through the District. All managers are urged to purchase secondary accident coverage available through S.C.M.A.F. The program is a benefit fund which will reimburse qualifying individuals for medical expenses incurred when injured during participation in a league game. PMBF is available to all teams for only \$37 per team through the district.