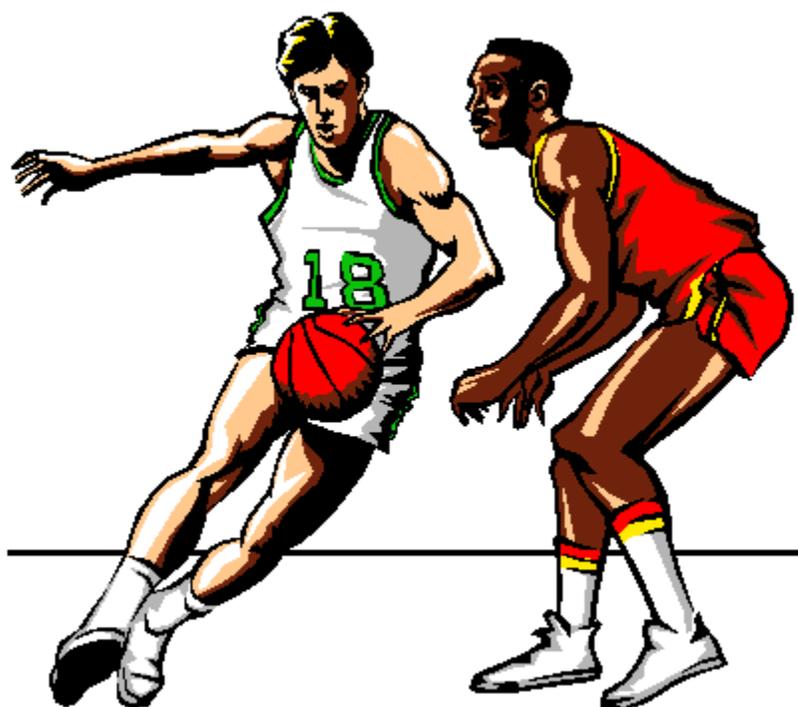




# ADULT SPORTS BASKETBALL LEAGUE



## RULES AND REGULATIONS

Updated 7/12/18

City of Costa Mesa ♦ Parks and Community Services  
Adult Sports Basketball League - Rules and Regulations

## Introduction

These rules and regulations, as well as the current National Federation of State High School Association Basketball Rules, will govern all teams and games in the City of Costa Mesa Five-on-Five Basketball Leagues.

The City of Costa Mesa's Parks and Community Services is responsible to set forth and maintain these rules and regulations as necessary to govern recreational leagues and has final authority over any disagreements.

## Liability

1. Persons or players in any activity sponsored by the Costa Mesa Parks and Community Services Department **are not** covered by insurance and the City **does not** assume responsibility for personal injury or property damage.
2. *Player's Medical Benefit Fund (PMBF)* under the auspices of S.C.M.A.F. is available. The fund is a player's medical benefit fund that is available through S.C.M.A.F. This fund provides financial assistance up to \$500 toward injuries incurred during the season. Teams are encouraged to take advantage of this opportunity. For more information on this fund contact the Adult Sports Office.
3. Anyone **under 18 years** of age desiring to participate on a Costa Mesa Municipal league team must be related to an adult team member and must also have a minor release form on file with the Parks and Community Services staff. This form may be obtained at the Downtown Recreation Center. All participants must be at least 16 years of age.

## Registration Procedures

Resident and returning teams have a one-week priority on registration for all leagues. A resident team must have five players on the roster who reside in the City of Costa Mesa. Teams with a sponsor from a Costa Mesa business **and** with three Costa Mesa residents qualify as a resident team. Residency can be verified with a driver's license or current utility bill. Returning teams must have four players returning from the immediate previous season. Open registration for teams who do not meet the residency or returning requirements will be accepted on a first come, first serve basis depending on availability.

## Rosters and Player Eligibility

1. **All players must have photo identification** such as driver's license, selective service card or other at each game. Players are required to show photo identification prior to signing the team roster.
2. Teams found using ineligible players during the course of a game shall **immediately forfeit the game and be subject to league forfeit fee.**
3. Each team is allowed a maximum of twelve players including a player/manager.
4. No player may participate who is playing on a high school, junior college, college, or professional roster during the current season.
5. Players are required to sign the official roster before they are eligible to play. It is the manager's responsibility to verify that each player has signed the roster before playing any game.

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6. Players who are planning to play on more than one team in the Costa Mesa league must first notify the Recreation Leader IV.
7. All roster additions must be made prior to the 6<sup>th</sup> game of the season. Additions or changes to the roster after the 6<sup>th</sup> game must receive approval from the league supervisor.
8. Any team manager changes must be reported to the league supervisor immediately.

## League Procedures

1. All games will be played at the Downtown Recreation Center, 1860 Anaheim Ave., Costa Mesa.
2. Parks and Community Services is responsible for team placement in appropriate divisions. Teams entering Costa Mesa leagues must be available to participate on the day/night of league play. There will be no entry fee refunds after the first scheduled league game.
3. Parks and Community Services will schedule two officials per game.
4. Parks and Community Services will furnish a scorekeeper and game ball. The home team has the option of providing a game ball. Both officials' and/or visiting team must unanimously agree on using a ball other than the one provided by the Parks and Community Services. If both managers cannot agree on a game ball, the officials' decision will be final.



5. A game will consist of two 20-minute halves with the clock stopping **only on time-outs, technical fouls, and unnecessary delays**. The clock will stop on every whistle with two minutes remaining in the second half if the lead is ten points or less.
6. A five-minute grace period will be given if not enough players are present. Any team unable to start or finish the game with a minimum of four players shall forfeit the game. The scorekeeper's watch shall be the official time.
7. If the score is tied at the end of regulation time, a two-minute overtime will be played. Running-clock the first minute, stop clock the last minute. **Any additional overtimes played shall be one minute in length, stop clock the last 30 seconds.**
8. Teams are allowed three one-minute time outs per game. These do not carry over into overtime. Each team is issued one time out in overtime.

9. To enter the game, a substitute must have reported to the scorer's table before the ball is dead or during a time out.

## League Rules

1. The 1-and-1 bonus rule will be in effect with a team's seventh team foul in a half.
2. Teams will shoot two free throws for any team foul beginning with the tenth team foul and continuing until the end of each half or overtime.
3. Players may enter the lane once shooter has released the ball. Shooter and players not standing at the lane may enter the lane once ball has made contact with the rim.
4. Before game time, the scorekeeper will be provided with the entire line-up, including player numbers.

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5. **Uniforms:** All players on each team must have jerseys of the same color with a permanent, not taped, number on the back. NO EXCEPTIONS! Any player with improper jersey/uniform will be assessed a technical foul. This will not count as a team foul. Opposing teams will shoot one free throw for every improper jersey per team member to start the game, before the tip-off.
6. Parks and Community Services reserves the right to change the game schedule. Teams will be notified by telephone of any schedule changes.
7. No time will be given for pre-game warm up or practice. While games are in progress, no shooting at side court baskets is permitted. Penalty for doing so will result in a bench technical foul.

## Player/Spectator Conduct – Sportsmanship

1. Players/Spectators shall not use profane, obscene or vulgar language in any manner, at any time.
2. Any player/spectator who verbally abuses an official or staff member before, during, or after a game shall be suspended immediately from playing for a length of time determined by the league supervisor.
3. Any player/spectator who threatens or physically abuses, pushes, shoves, strikes, touches an official, or staff member before, during, or after a game, **WILL BE PERMANENTLY BANNED FROM PARTICIPATION IN ANY CITY OF COSTA MESA ADULT SPORTS LEAGUE** and may be legally prosecuted for assault.
4. Alcohol is not permitted. Any player, team spectator, or manager of a team consuming alcoholic beverages at the Downtown Recreation Center will cause team to forfeit game and will result in the player or team being suspended from the league. Any player, who in the referee's or staff's opinion, is intoxicated or under the influence of drugs will not be allowed to play in the game.
5. Players shall not wear equipment that, in the referee's judgment, is dangerous to other players. This includes headwear, jewelry, and knee braces with exposed metal.
6. If any apparent blood/body fluids are present, a substitute will replace the injured players until fluid exposure is controlled.
7. Only team members are allowed on the team bench. All spectators must be seated in the bleachers.
8. Players can be ejected anytime while at the gym site, including before or after scheduled game for not following any of these rules.
9. Each Manager is responsible for informing his players of the content of these rules and will be responsible for the conduct of the team, players and spectators. Teams will be subject to suspension if players or spectators are unable to follow the rules of conduct.

**First Warning-**        *Manager is to take care of problem spectator(s).*

**Second Warning-**    *Technical foul will be assessed to team.*

**Third Warning-**      *Manager will be asked to remove spectator(s) from the game area or the game will be forfeited.*

## Fouls and Ejections

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1. All technical fouls are two shots and the team in possession of the ball retains possession of the ball. Technical fouls count as both a personal and team foul with the exception of improper uniform, illegal substitution, or similar administrative fouls.
2. Technical fouls given to bench players or spectators will be charged to the manager or bench player if identified. These technical fouls will count as personal or team fouls.
3. On a player's second technical foul, the player is ejected from the game. The foul carries a penalty of two free throws. Team with possession of the ball retains possession of the ball.
4. Any ejected player will indefinitely draw a penalty of suspension from the next scheduled game or expulsion from the league depending on the severity of the ejection.
5. Any player who is ejected twice in one season will lose playing privileges for the remainder of the season and will be on probation for one additional season.
6. Intentional fouls will result in two free throws and loss of the ball. Player may be allowed to remain in game.
7. When a foul is called a flagrant foul by the official, the player may be ejected from the game and must leave the facility and surrounding grounds. The penalty is two free throws and loss of the ball.
8. Offensive fouls count as a personal and a team foul.
9. Double fouls are personal and team fouls. Team with the ball retains possession. No free throws will be awarded.
10. Double technical fouls count as personal and team fouls. Team with the ball retains possession. No free throws will be awarded.
11. The City of Costa Mesa, Parks and Community Services reserves the right to remove and/or prohibit a team from league play, at any time, at their discretion due to un-sportsmanlike conduct of its players and/or spectators.

## League Standings

Once leagues are established, the league champion will be determined by overall wins and losses in a 6 team league. In the event of a two-way-tie, head-to-head record will determine the champion. If teams have split head-to-head meetings, the tie-breaker to determine a champion will be point differential between the two first place teams. If a tie still remains, then point differential for entire season will be used. In the event of a three-team tie, the first tie-breaker again is head-to-head schedule. If it is still tied after that, the point differential between the 3 teams in the 6 games they played head-to-head will be used.

Point differential is calculated as: Total points scored – total points allowed, for all games involved. Example: In a two team tie, Team A defeated Team B with a score of 65 – 54. Team B defeated Team A 70 – 63. Team A is declared champion with a +4 differential.

## Official's Fees

Official's fees are paid at the time of team registration. Fees are based on a 10 game season with two officials scheduled per game at \$585 per season (\$335 League Fee + \$250 Official Fee).

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## **Forfeits/Refunds**

1. Teams that forfeit must pay the official's fees for both teams. Forfeiting team will receive a bill/invoice at the end of the season for an additional \$23.00 for each game forfeited. Any awards earned during season will be withheld and registration will be denied for future seasons if forfeit fees are not paid.
2. Teams that were forfeited against during the season will receive refund of official's fees for the appropriate games \$23.00 per game at the conclusion of the season.
3. In the event of a double forfeit, both teams are issued a loss. No refund or invoice will be granted.
4. If the Recreation staff is informed of a forfeit at least 24 hours prior to game time, the opposing team and officials will be notified of the forfeit. Officials will still be paid and managers will be billed for the game regardless of forfeit notification.
5. Teams that produce a forfeit will incur a loss of 10-0.

## **Protests**

1. Protests concerning ineligible players must be made by the manager/captain prior to the conclusion of the game to the officials. The protest will be handled on the spot. See Rosters and Player Eligibility, Rule Number 8.
2. The officials will handle all problems and their decisions are final. No other protests will be allowed.

## **Gym Rules**

1. No food, drink, or smoking in the gym.
2. Wear only rubber-soled, non-marking athletic shoes in gym. No street shoes please.