



ADULT BASKETBALL LEAGUE RULES

Parks and Recreation • 323 Church St.
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I. League & Playoff Procedures

- A. The number, variety, and type of leagues shall be determined by the Santa Cruz Parks and Recreation Department, but teams may request league preference when they are registered. Usually, leagues will consist of 6 teams each.
- B. Players must appear in three regular season games in order to be eligible for the playoffs.
- C. Playoffs will be as follows for a five or six team league:
 - 1st place vs. 4th place • 2nd place vs. 3rd place • winners play for playoff championshipPlayoffs for a four team league may have any of the following formats:
 - 1st place & 2nd place make the playoffs • 1st, 2nd, and 3rd place make the playoffs • All four teams make the playoffs
- D. The tiebreakers for 2 teams with identical season records will be as follows: **(A forfeit means lower seeding for tiebreaker situations)**
 - **1st tiebreaker**—head-to-head record
 - **2nd tiebreaker**—point differential in head-to-head games
 - **3rd tiebreaker**—fewest points allowed for the entire season**3-way Tie**
 - **1st tiebreaker**--best record in 3-way, head-to-head play
 - **2nd tiebreaker**--point differential in 3-way, head-to-head play**4-way Tie**

4-way ties for first place only. All 4 teams will make the playoffs, which will have a single elimination format.

II. Team & Player Eligibility

- A. No player under 18 years of age will be allowed to participate, and no high school students are eligible to play.
- B. Players may be active on a college team and still participate in the recreation league (top only). Teams are also limited to registering a maximum of **two** players per roster who have participated on intercollegiate basketball teams during the current year.
- C. **Teams and/or players may only enter one league of play.**
- D. Each team is limited to a 12-player maximum on their roster. Exception: Teams may carry 15 players maximum if they are all from the same company or organization. **Only players who have signed the waiver form are eligible to play.** Falsifying signatures results in suspension. The playoff champion will receive a maximum of 12 individual awards.
- E. Rostered players must appear in at least 3 games during the regular season to be eligible for playoffs.
- F. New players may not be added after the third regular season game. Note: If, in the opinion of league officials, a player(s) is too exceptional in ability to participate in a lower league, said player will be dropped from the team roster.
- G. Once a player signs the waiver form of a team, he/she must be released by his/her manager prior to playing on another team. After the player is released, he/she can sign with another team after sitting out one game.
Exception: If a player has officially played one league game and then is released, he/she may not play on another team in the same league in which he/she was released.
- H. Managers who lose players during the season through injury or employment transfer may petition the League Director to obtain permission to replace the injured player or transferred employee. In the event the player returns before the season ends, the manager must decide which player he wants to keep. The manager cannot keep both. Proof of the above must be submitted with the petition.
- I. Protests regarding ineligible player(s) must be submitted to the Parks & Recreation Office by 5:00pm the following working day. Teams using ineligible players may be subject to forfeiture of all league games played.
- J. The League Director has the authority to make special exceptions regarding eligibility and roster procedures.

III. Governing Body

- A. The Recreation Supervisor shall serve as League Director and has final authority to make decisions pertaining to all Adult Basketball League rules and regulations.

IV. Forfeits

- A. **Forfeit time is 10 minutes after game time.**
- B. A forfeit is recorded as a loss. In the event of a double forfeit, both teams receive a loss. **A forfeit means lower seeding for tiebreaker situations**
- C. A team is subject to a **\$50.00** fine the second time they forfeit a game. The fine is to be paid prior to their next scheduled game.
- D. If a team forfeits three games they lose eligibility of advancing to the playoffs and are subject to a **\$50.00** fine.
- E. If a team forfeits four games they will be dropped from the league and are subject to a **\$50.00** fine.
- E. There shall be no postponement of a game. A team that foresees a conflict with a particular game and notifies the Recreation Department 24 hours or more prior to the game time will be credited with a loss, but will not be charged a forfeit fee. Teams may only use this rule once.
- F. No refunds are made after a team has participated in one game. (See refund policy)
- G. Teams which drop or are dropped from the league lose any playoff rights, the right to reclaim any part of their entry fee, and lose priority registration status. Team manager loses the right to manage a basketball team for one (1) year.

V. Player Conduct

- A. The manager shall be the official representative of the team unless they designate one of the players as team captain prior to the game.
- B. **If a player receives a technical foul, he/she must sit on the bench for 5 minutes of playing time. A second technical foul will result in immediate ejection from the game. A player who is ejected from a game will not be eligible to play in the following game and is not allowed at the basketball facility until eligible to play.**
- C. **Any player who receives a suspension during the regular season will automatically be placed on probation for the remainder of the season. A player who is ejected or suspended while on probation will be suspended for the remainder of the season.**
- D. **Any player who is ejected from a playoff game will not be eligible for further playoff games that season.**
- E. The manager will be held responsible for all rules as stated in this Adult League Basketball Rules Sheet and in the Official High School Rule Book.
- F. Managers are responsible to see that their players are familiar with the SANCRA "Player Code of Conduct".
- G. All players/teams must conform to the "Player Code of Conduct". A player/team suspended by one public recreation agency will automatically be suspended from other local recreation agencies.
- H. No intoxicants are allowed in the gyms. Players under the influence must leave the gym, or his/her team will automatically forfeit the game.
- I. Managers can also be held responsible for the actions of spectators.
- J. Managers must report all injuries to the Site Supervisor. Ice is the only first aid provided at recreation facilities.

VI. Protests

- A. Only protests regarding player ineligibility will be accepted. No protests on rules, interpretations of rules, or judgment calls will be accepted.
- B. A written protest must be submitted to the Recreation Office no later than 5:00 P.M. the next working day following the protested game. Protests must be clearly written and accompanied by a \$20.00 filing fee. If the protest is upheld, the fee shall be returned.

VII. Pre-Game Rules

- A. Teams will be allowed pre-game warm-ups only if time permits.
- B. Home team will be determined at the gym.
- C. Scoresheets (supplied by the scorekeeper) must be filled out and turned into the scorekeeper 10 minutes before game time.

VIII. Playing Time

- A. A game shall consist of two 20-minute halves, with a 3-minute period between halves. The clock will stop for time-outs only, except for the last 2 minutes of each half. For this period, the clock will be stopped for all whistles. However, if a team is behind by 15 points or more at the 2-minute time point in the second half, the clock will not stop. The clock will also stop if the ball rolls out of the gym or is caught in the bleachers.
- B. In the case of a tie game, there will be an extra 2 minute, stopped clock period. If the game is still tied at the end of that period, the second overtime period will be 1-minute, stopped clock, no time-outs. The third overtime period will be sudden death, no time-outs, the first team to score being declared the winner.

IX. Insurance

- A. Participants in recreation activities sponsored by the Recreation Department are not covered in any manner for personal liability or property damage. This means that players are competing in this program at their own risk.

X. Rule Exceptions

- A. Unless otherwise stated, Official High School Rules govern league play. **A player fouls out on his/her 5th foul.**
- B. Teams may start and continue with four registered players—but may not start with less than four. If four players are present at game time, the game will begin on time.
- C. Each team is allowed two one-minute time-outs per half. During an extra period each team is entitled to one time-out. Time-outs cannot be accumulated.
- D. Free throw violations will be governed by High School Rules. Players may enter the lane once the ball touches the rim or the free throw ends.

XI. CO-REC Rules

- A. **No team roster can share more than 4 players with any other team roster within Men's or Women's.**
- B. **Men's ball (29.5" circumference) will be used for Co-Rec Play.**

XI. Miscellaneous Information

- A. **Each team must have numbered jerseys—all the same color with no duplications of any numbers. The numbers must be printed on the shirts. A technical foul will be assessed on any player without a matching numbered jersey.**
- B. Normally, two officials will officiate each game. If one official is present, the game shall be played. If no officials are present, games will be postponed and made up at a later date.
- D. **Dunking the ball is not allowed in pre-game and half-time warm-ups or during the game. Any player in violation of this rule will be immediately ejected from the game and must leave the gym, and will be suspended from the next league game. If a player violates the rule a 2nd time the player will be suspended for the remainder of the season and the playoffs.**