



## **Adult Basketball League Rules**

**Player conduct-** On a disputed call or decision by an official, the players may not address, make any gesture to, or communicate any undesirable remark to, or toward, any opposing player or official. Exception: a team manager or captain may request a time-out to courteously address an official for clarification or a question regarding the decision. This is a recreation league therefore badgering the officials and scorekeepers, fighting, foul language, flagrant fouls, and other unsportsmanlike conduct will not be tolerated. Individuals ejected from a game will be subject to a minimum one-game suspension. Any player ejected from two games during the same season will automatically be expelled from the league.

**Fighting-** Any player ejected from a game for fighting shall immediately be suspended from further participation, pending a review of the circumstances. The suspended player may not return to the **entire facility** until the suspension has ended. Any ejected player shall immediately leave the gymnasium. Any undue delay in doing so shall result in forfeiture of the game by his team and the player shall be suspended from playing for the remainder of the season.

**Coaches/managers-** Each coach is responsible for the conduct of his/her players. Coaches are subject to suspension and/or removal from a game if the conduct of their players is not under control. Coaches are expected to discuss these player conduct rules with their players.

**Pre-game conference-** Both team managers/representatives shall meet with official prior to the beginning of each game. Game ball- the csd will provide a game ball. Practice balls will not be provided.

**Officials-** two (2) officials will be scheduled per game.

**Scorekeeping-** Csd staff will be the official scorekeeper/timekeeper.

**Duration-** a game will consist of two 20-minute halves with a running clock. Clock will stop only on timeouts and if the game is within 10 points with two minutes remaining in the game, the clock shall be regulation stop clock. Half-time will be three minutes in length.

**Forfeits-** Game time is forfeit time. Any team unable to start the game with a minimum of four (4) players shall forfeit the game. The scorekeeper's watch shall be the official time. No postponements will be allowed. A team forfeits if it is unable to meet the scheduled game time. If referees do not show up 10 minutes after the established game time, game will be cancelled.

**Tie-** If the score is tied at the end of regulation time, a three minute regulation overtime will be played. If a tie still exists, the game will be considered a tie.

**Free throws-** All free throws play the release.

**Dunking-** Dunking is prohibited and will result in a technical foul.

**Time outs-** Teams are allowed four timeouts per game (accumulative) and one additional timeout for overtime periods.

**Substitutions-** A substitute may enter if (or as soon as) the ball is dead and time is out after reporting to the official scorer by sitting in front of score table. Players must be waved into the game by an official.

**Fouls-** 5 personal fouls will result in disqualification of the game. The bonus rule will be in effect after the 6th team foul (on the 7th team foul a player is awarded with a 1 +1 free throw situation), and two (2) shots on the tenth team foul in a given half. All technical fouls are two-shot fouls. A result in two technical fouls will result in ejection from the game and a suspension of the next league game.

**Uniforms-** Indoor athletic shoes are mandatory. A uniform jersey will be provided to every registered player on your roster.

**Mercy rule-** 40 pt. Lead in the second half mercy rule goes into effect. You have three minutes into the second half to break that 40 pt. Lead. If you cannot break that lead, the game is over. No full court press if there is a 20 pt. Difference in the second half.

**Team roster -** All players must be at least 18 years old. Ids are required for all players. **If a player has not signed roster, they are not on the team.** Only rostered players are eligible to play for the team they are registered on. **Players can only play for one team.** If a team discovers that an unrostered player is illegally playing, the manager of the opposing

team has the right to play that game under protest. Intent to protest must be made before the final buzzer of the game (see staff for protest procedures). No protest involving player eligibility will be allowed after the game has concluded.

**Protest rules & procedures-** (see city staff for more details)

Have 24hrs to turn in or by the next working day.

\$30.00 protest cost

If challenge is won, \$30 is refunded

**League standings-** For updated standings, please visit the City of Temecula's sports webpage at:

[www.temeculaca.gov/sports](http://www.temeculaca.gov/sports).

**Add/drops** - Teams have until the middle of the season to add or drop players. (see add/drop deadline on website) \$10.00 non-resident fee still applies. **No refunds for dropped non-residents, and cannot credit \$10.00 to another player.** Must turn in add/drop form 3 working days prior to next game. Manager must bring in, or call or email league director to confirm before brought in. If a player is dropped from a team, no other team **participating in the league** may pick **that individual** player up for remainder of season.

Note: csd has purchased a limited amount of extra jersey's and sizes for the season. If an added player needs a specific size that we do not have, it will take approx. 2 weeks for a special order for that player's jersey. **Participants must have city-approved jerseys in order to participate in the league.**