

# SportsCity's Adult Basketball Rules

December 2011

Only team registrations accepted. Individual registrations will be taken but NO guarantee of placement

Official NCAA rules will be enforced with the following exceptions:

## NO HANGING from rims / nets!

No glass containers are permitted in the facility. No food, drinks, chewing tobacco or gum, sunflower seeds (or similar products), or metal cleats are permitted on the playing surface. Players are NOT to be drinking alcohol before their games. There is to be NO beer / alcohol in the players area.

ALL participants are to be aware of the rules. SportsCity reserves the right to change or add to the rules to handle any situation that may arise. SportsCity may re-bracket teams at any time in order to guarantee fair and equal play. Ignorance of the rules will not be accepted as an excuse for failure to comply with them. SportsCity may modify rules at any time to ensure equal and fair play.

## Rules: General

### AWARDS:

Will be given to 1<sup>st</sup> place teams. Teams receive a team trophy and team coupon towards food / drink (excludes beer / alcohol), and choice of either \$50.00 off the next session or League Champ t-shirts which are not sport specific. If sponsored be sure to inform SportsCity so sponsor's name appears on the trophy.

**COURT DEMINIONS:** SportsCity's court is 55' x 88' (NCAA court is 50' x 94')

**GAMES:** See also Playoffs

- \* All teams are scheduled eight (8) games. Each 1<sup>st</sup> – 4<sup>th</sup> place team per division will receive nine (9) or more games.
- \* Forfeits are beyond SportsCity's control and will count as a game.

### HOME TEAM:

Home team is listed first on the official schedule which shows both home / visitor team names. If viewing individual team schedule (just shows opponent) those opponents without the word "at" in front of their team name indicates you are home.

### LINE-UPS:

The official scorekeeper will have the game line-up sheets. Line-ups must be completed before the start of the game and are to be completed in numerical order with the player's **COMPLETE** first and last name. Game line-ups are NOT a roster.

### PLAYOFFS:

- \* Once a team has played its 8th game, no players may be added to their roster for playoffs/championship games for any reason.
- \* Request cannot be honored during playoffs / championship games.
- \* Top four (4) teams per level, or sub level, will advance.
- \* If only A-B-C, etc. levels the following format will be used:  
1<sup>st</sup> v 4<sup>th</sup> and 2<sup>nd</sup> v 3<sup>rd</sup> per level with the winner from each match playing each other for division champ.
- \* If sub levels (A1, A2, B1, B2, etc.) the following format will be used:  
1st Round: (1) A1 1<sup>st</sup> v A2 4<sup>th</sup>, (2) A1 2<sup>nd</sup> v A2 3<sup>rd</sup>, (3) A1 3<sup>rd</sup> v A2 2<sup>nd</sup>, (4) A1 4<sup>th</sup> v A2 1<sup>st</sup>  
2nd Round: (5) Winners from games 1 & 4 (6) Winners from games 2 & 3 with the championship played between the Winners from game 5 and game 6.
- \* There is no division champ per sub level. Just one (1) champion per level: A1 v A2 = A champion

### POINTS / STANDINGS / TIES:

- \* 3 points for win, 1 for tie, 0 for loss. Forfeits will be posted 20-0 (see Forfeits).
- \* Goal difference: the greatest goal difference allowed will be twenty (20) ie: 80-20 games will be posted 40-20
- \* SportsCity will keep track of league standings which will be posted in the facility and on the web site.
- \* Due to additional penalties actual standings may vary from the computer generated standings on the web site.
- \* If teams are tied at the end of the regular session, the following will be used to determine placement:
  1. Head to head (not used if more than two teams are involved in the tie breaker).
  2. Least points allowed.
  3. Greatest point difference.
  4. Greatest goal difference.

**PRACTICES:** League fee does not provide practice times.

**PROTEST:**

- \* There will be **NO PROTESTS** allowed regarding the game.
- \* The Site Director will resolve all disputes immediately. These decisions will be final.
- \* If a team suspects an illegal player or other illegal activity associated with the other team, they should inform management immediately. If this activity is discovered after the game is completed, the team should file a formal protest to management.
- \* Management will not overturn any calls made by the referee during the game.
- \* Management will not take seriously any complaint directed at them immediately following a game - verbal or written.

**REFUNDS:** Refunds will only be issued should SportsCity not be able to provide a league spot for a team.

**REQUESTS:**

Request are not guaranteed. No verbal request will be taken – must be in writing. Teams are allowed two (2) scheduling requests per session on the required form and must be submitted by the entry deadline per session.

**RESCHEDULES:**

- \* SportsCity understands that unplanned things happen but in order to keep within the eight (8) weeks each session, **NO** reschedules will be done unless it's due to an error caused by SportsCity or for reasons beyond SportsCity's control.
- \* SportsCity is only responsible for the initial schedule. It is not responsible for reschedules unless it has cancelled games or made a scheduling error.
- \* Reschedules are not guaranteed. Games cannot be rescheduled to the current week.
- \* Team needing to reschedule must notify the League Coordinator at least 72 hours in advance. Less than 72 hrs will result in a \$50.00 reschedule fee (cash or credit card) to be paid by the team requesting the reschedule prior to the game being rescheduled.
- \* Team needing to reschedule is responsible for contacting the opponent and working out a new date / time then notifying the League Coordinator. The coordinator will then verify if the opponent has agreed to rescheduling, the date / time is available, and refs can be obtained. Teams will be informed if the reschedule is approved or not.

**RESCHEDULES: Bad Weather**

Any games that are rescheduled due to weather will be rescheduled at the discretion of management. No refunds will be issued if the game is not able to be rescheduled. SportsCity reserves the right to reschedule these games on days that the teams have not registered to play on depending on field availability.

**SCHEDULES:**

- \* In order to keep games within the sessions time period, and to accommodate any holidays during those weeks, games on additional days/evenings/weekends may be necessary.
- \* Schedules will not be available until at least one (1) week before the 1<sup>st</sup> scheduled game. Once available they will be posted on the web site [www.sportscitykc.com](http://www.sportscitykc.com) with an e-mail notice sent to everyone with an active e-mail on record with SportsCity.
- \* E-mail game reminders will be sent 48 hours in advance of your game.
- \* All efforts will be made to contact any teams involved in any schedule changes but the responsibility lies with the team coaches and manger's to double check the schedule on our web site one (1) day prior to their scheduled game.
- \* Weekly game reminders will be sent via e-mail. If someone with an e-mail is not receiving these, have them contact SportsCity.
- \* Once issued, no changes will be made unless there's an error caused by SportsCity. **Show or forfeit.**
- \* **NOTE:** Scheduling will not be done around players on multiple teams.

**SUSPENSIONS:**

- \* Suspensions will not be overturned unless it can be proven it was done for personal reasons.
- \* Suspensions can range from one (1) additional game to banned from SportsCity. Player will be notified.

**TEAMS:** Minimum is four (4). No guarantee or promise will be given other than this.

**TIE-BREAKERS:**

- \* If at the end of the regular season play teams are tied, the following tie breakers will be used
- \* Head-to-head results (not used if 3 or more teams are tied)
- \* Least points allowed during the season
- \* Most points scored during the season
- \* Greatest goal difference

**WARM-UP:** League fee does not include warm-up time nor is there any guaranteed warm-up time or space. Games are to start on time. See Forfeits.

**WEB SITE: [www.sportscitykc.com](http://www.sportscitykc.com)**

- \* Web site is available to everyone.
- \* To get full use of the MySam features:
  - \* All participants with a current SportsCity waiver/registration and an active e-mail address on record with SportsCity can log in on MySam to view schedules, standings, send team e-mails, etc.
  - \* To use this function go to the web site and click on MySam to open the GET PASSWORD page. Complete the information and send. A password will be sent to that persons e-mail normally within seconds. Once received go back into the web site, click again on MySam, and enter their password.  
Email being used must be the same that is on file with SportsCity.

# **Rules: Registering / Rostering**

It is the **teams** responsibility to ensure ALL paperwork and money is in order and accepts any penalty that may be enforced as a result of failure to do so. Forfeits for illegal players will be based on paperwork on file at the time a roster check is done. **IF NOT SURE CHECK BEFORE DOING!**

## **COACHES or RESPONSIBLE PARTIES:**

- \* Coaches / responsible parties are not required to be licensed.
- \* All coaches must have an assistant able to coach in their absence - **period**.
- \* Are at least eighteen years old or older.
- \* Will have someone eighteen (18) yrs or older on the bench during all games who will be responsible for and held accountable for the team and its actions. Failure to do so could result in a forfeit and/or teams removal from the league.
- \* Are responsible for ensuring the team has a zero (0) balance before it plays its third (3rd) game.
- \* Are responsible for, and will be held accountable for, the full league fee whether the team completes the session or not.
- \* Are responsible for the collection of all required paperwork to register a team and its players.
- \* Will provide valid contact info including an e-mail address.

## **ELIGIBILITY:**

- \* League is open to anyone sixteen (16) years and older.
- \* Players under the age of 16 cannot "play up" to participate - no exceptions will be made.
- \* Teams need not be established ones. **No "guest players" allowed.**
- \* Players must be rostered to the team or team will forfeit even if the opposing team approves them playing.
- \* In the event there is a dispute over a players age, SportsCity reserves the right to request verification of that players age. Proof of age in the Adult Co-ed league will be: state issued players pass, driver's license or passport. Those without proper ID will not be allowed to play and could cause the team to forfeit.

## **INJURED PLAYERS:**

- \* Players may added after the 2nd game in place of a injured player that cannot complete the session.
- \* That injured player must submit in writing their request to be dropped from the team.

## **LEVELS of PLAY:**

- \* Are based on play at SportsCity - not other facilities or tournaments.
- \* When able different levels will be made.
- \* If not enough teams to form different levels, all teams will be combined into one level.
- \* In order to maintain equal and fair play within the different levels:
  - \* No upper level player can participate on a C or lower level team.
  - \* Any C or lower level player registering to play up will be considered an "upper" level player and can no longer participate on a C or lower level team.
- \* Anyone currently playing on/with a club/league team, high school team, college team, semi pro or pro team, cannot participate in the C or lower levels.
- \* Teams in the B level cannot have more than one (1) player from the A level rostered to their team.
- \* Players in the B level playing up will be considered an upper level player and count towards the two (2) allowed.

## **PAYMENTS / REGISTERING:**

- \* Required deposit, team registration/contract, schedule request (if any), and shirt order (if any) are all due by the deadline per session to register a team and guarantee a spot.
- \* Teams not paying in full when registering are required to provide a credit card.
- \* The person whose name is on that credit card must be the one signing the authorization giving SportsCity the right to charge it as needed.
- \* Teams must have a zero (0) balance before they can play their 3<sup>rd</sup> game.
- \* If team is not paid in full before it plays its third (3rd) game, it will forfeit its spot in the league and NO refund will be issued of any money paid.
- \* If for any reason there is a balance due after the 3<sup>rd</sup> game, the credit card on file will AUTOMATICALLY be charged. If the charge is denied the team will be removed from the league and all games forfeited. There will be NO refund of any money.
- \* Roster and all waivers (on active players) are due by the 1<sup>st</sup> game.

## **PLACEMENT of TEAMS: SportsCity has the right to:**

- \* If during the session it's found a team's record indicates possible sandbagging, whether that team needs to be moved to a higher level or not. If moved this will result in a new schedule but will not change the game results or standings of all teams involved.
- \* If returning winners have to move up or not. Just because a team wins a division does not mean they are able to compete in the next level.
- \* Form single age divisions if possible.
- \* Combine ages, divisions or levels to form a league.

## **PLAYERS:**

- \* Must be at least sixteen (16) years old by the first game.
- \* Must have a current SportsCity waiver on file. This waiver is good for one (1) year for any SportsCity event.
- \* All players for a team must have like shirts, at least similar in color, with at least a 6" permanent number on the back.

## REFUNDS:

- \* NO refund of any money paid unless SportsCity is unable to place a team.
- \* If not able to place a team, SportsCity will issue refund within thirty (30) days.

## ROSTER CHECK: Management reserves the right to check identification of any player.

- \* Photo ID required on hand at all times. No exceptions. In fairness, this applies to all players even those known by SportsCity employees and/or other players.
- \* If a roster check is done and a player cannot provide such ID they will not be allowed to play. Period!
- \* Championship games: players must report to the office along with their photo ID and check in before their game.
- \* Accepted photo ID: driver's license, school ID, or passport

## ROSTERS: see also Levels of Play **Games will not be scheduled around players on more than one team**

- \* Rosters are due by the first (1st) game.
- \* Roster size: minimum of eight (8) / maximum of eighteen (18) players.
- \* All players / subs, whether they participate or not, must be listed on the roster by the completion of the second (2nd) game. When or if they play doesn't matter as long as they are listed.
- \* **Rosters are frozen after the completion of the second (2nd) game.**
- \* No "To be Announced" players allowed.
- \* An official roster **MUST** be submitted each session and prior to the teams first (1st) game.
- \* Players may only be added after the 2nd game if a player is injured and removed from the roster for the remainder of the session.
- \* At the discretion of management, a team may claim hardship during the session and add players up to the amount needed to be able to field a team plus three (3) subs.
- \* Anyone sixteen (16) years or older may roster to a team. Players under 16 cannot "play up" - **no** exceptions will be made.
- \* **NO GUEST PLAYERS ALLOWED!** Players must be rostered to the team or team will forfeit whether reported to SportsCity or noticed by SportsCity staff.
  - Exception: If opposing team approves a non-rostered player participating in a game, the officials are to be told as the game is a forfeit and they are not to officiate forfeits. If the officials officiate the game - **the game results will stand**. No forfeit will be given.
- \* Rosters may be on the SportsCity Roster form or typed and may be faxed or emailed. If emailed must be Adobe or a Word 97 document. Please allow a one inch (1") left margin.
- \* Anyone currently playing on / with a club / league team, high school team, college team, or semi pro team cannot roster to play in the C or lower levels.
- \* Players may only roster to play on one (1) team per level.
- \* "A" level players that have not participated for at least one (1) year in "A" level at SportsCity can be reclassified as B level.
- \* "A" level players cannot roster to play on a C or lower level team.
- \* Teams in the B level may not roster more than two (2) A level players to their team.
- \* Teams in the C or lower levels, may not roster more than two (2) B level players to their team.
- \* Players in the B or lower levels rostering to play up will count as an upper level player towards the amount allowed on their lower level team.
  - Note:** If a player is considering rostering up, they should notify their current team to make sure that by rostering up, they are not putting their team over the amount of upper level players they are allowed.
- \* If a player's eligibility is questioned, SportsCity will determine whether they can remain rostered on the team or be removed. If they must be removed the team has the option of moving up in order to keep that player on their roster.
- \* If the team refuses to remove the player from their roster or move up, they will forfeit all games for that session.
- \* All players **MUST** have ID at all times. Management reserves the right to check **PHOTO** identification of any player in question regarding age or being rostered to a team. Those without proper ID will not be allowed to play and could cause the team to forfeit. **Accepted proof being:** drivers license, school photo ID, or passport.

## WAIVERS & RELEASE of LIABILITY FORM:

- \* Required on **ALL** players **PRIOR** to them participating. Good for one (1) year for any event at SportsCity.
- \* Players participating without a waiver will be considered ineligible and game will be a forfeit.
- \* Players without a current waiver / release on file will **NOT** be covered by SportsCity insurance.

# **PLAYING RULES: Adult Basketball**

## **ABUSIVE ACTIONS: see also Removal from Game**

Verbal or physical abuse/assault towards anyone, including but not limited to officials or players, will result in immediate removal from the game area. Fighting will be cause for immediate ejection and suspension for the remainder of that session, possibly longer. Anyone involved in fighting could be permanently banned from SportsCity.

## **ATTIRE:**

- \* Short color does not matter
- \* Teams must have shirts matching in color with a six (6") number on the back. Two inch (2") number on front is optional.
- \* No duplicate numbers allowed on a team. Reversible jerseys are allowed but must be numbered on both sides.
- \* In case of conflict, **VISITING** team is responsible for color change.
- \* SportsCity will provide pinnies for those teams without an alternate.

## **CASTS / ORTHOPEDIC BRACES:**

These may be allowed if at the discretion of the referee they are not dangerous to any of the players on the field. They must be padded / wrapped to the referee's satisfaction. **Suggestion:** bubble wrap enclosed in ace bandage.

## **BENCH AREA:**

- \* The only people that are to be in the bench area are: officials, rostered players, coaches, and person responsible for running the clock.
- \* Home / Visitor is indicated above benches. Teams are to sit in the area according to if they are H / V on the schedule.

**BALL SIZE:** SportsCity will provide the game ball. Men: Size 7 29.5" Women: Size 6 28.5"

**BASKET HEIGHT:** Ten (10) foot baskets.

## **BONUS SHOTS:**

1-and-1 free throw on the seventh (7<sup>th</sup>) team foul. Automatic two (2) free throws on the tenth (10<sup>th</sup>) team foul per half.

## **CLOCK:**

- \* No shot clock. The clock will stop during the final two (2) minutes of the game.
- \* The clock will run except during time-outs, injuries, and mandatory substitutions.
- \* The clock will run unless there is a 25+ point lead in the 2nd half at which time the clock will stop for timeouts but not for whistle stoppages.

## **CO-ED LEAGUES: will play by the same rules with the following exceptions:**

- \* Will play with a size 7 ~ 29.5" ball.
- \* There must be at least two (2) women on the court at all times or game will be a forfeit.
- \* A woman must touch the ball on their own half of the court at least one (1) time before a man can shoot.
- \* **Reminder:** This league is strictly recreational and for FUN.

## **DELAY of GAME:**

- \* Four corner offenses and other delay tactics will not be permitted.
- \* A warning will be given the first time and if delay tactics continues it will for a change of possession.
- \* Teams that continue to purposely delay the game after the official has awarded a change in possession, and after being 1st warned, will be forced to forfeit the game.

## **EJECTIONS:**

- \* Apply only to the team the player was participating with when they received it.
- \* Ejected players are considered illegal players until their suspension has been served.
- \* Anyone, including spectators, ejected during a game must immediately leave the building. Clock will not be stopped and game will not start until they have left. Any ejected player returning to the building will be suspended the remainder of the session. Ejected players cannot participate in their teams next game. If an ejected player does participate the team will forfeit the game and additional suspension anywhere from one (1) game to the remainder of the session will be enforced.
- \* Anyone ejected in the last game of a session will be prohibited from playing/coaching in the first game of the next session they participate in no matter what team it's for.

## **FIGHTING:** SportsCity will enforce the ZERO Tolerance Policy for fighting!

- \* Will not be tolerated. Anyone threatening to fight anyone (referee, player, spectator, etc) will be out the rest of that game.
- \* SportsCity reserves the right to ban permanently any player involved in a fight.
- \* Anyone actually fighting will be suspended the remainder of the session and their team will forfeit that game. They will not receive a refund.

## **FORFEITS: recorded as 20-0 win PROVIDED minimum # of players to start a game is present**

- \* If games are running late the official will determine the starting time of the next game.
- \* Teams not able to field the minimum number of players required to start a game within ten (10) minutes of start time will forfeit. There is no bargaining on this matter.
- \* Forfeits are beyond SportsCity's control and will count as a game.
- \* Referees will not officiate forfeited games. Players with signed waivers may use the field time for practice or scrimmage.
- \* "No Shows" or forfeits due to illegal players, will result in a 3-0 victory for the opposing team. No rescheduled game will be given.
- \* If opposing team approves a non rostered player participating in a game, the officials are to be told as the game is a forfeit and they are not to officiate forfeits. If the officials officiate the game - **the game results will stand**. No forfeit will be given.

- \* Games forfeited will cost the forfeiting team \$50.00 (cash) to be replayed. Opposing coach must inform SportsCity they have agreed to the game being replayed. Fee must be paid before game will be rescheduled.

**FOULS:** All fouls will be called

**FREE THROW LINE:** Fifteen (15) feet.

**GAME DURATION:**

- \* Games shall consist of (2) 20 min. halves with a running clock and a three (3) minute half-time.
- \* Provided the forfeit time has not expired, once the minimum number of players has been reached the game must start.
- \* If a game starts late, provided the forfeit time period has not expired, the amount of time the game was delayed is to be divided in 1/2 and taken off each half equally.

**JUMP BALLS:** Will be used to start regular and over-time play. In all ensuing jump ball situations, possession will alternate.

**MERCY RULE:**

- \* When a team becomes twenty (20) points ahead in the score, the clock will not be stopped for violations or any fouls. Substitutes may enter when a violation or foul is committed but the clock will not be stopped unless the 20 points occurs in the last 2 minutes of the game. The team ahead in score is not permitted to use any kind of pressing defense, such as, a full court press, a half court press or trapping a player handling the ball; or use a fast break after obtaining a defensive rebound. The penalty for using a pressing defense or a fast break would be a violation.
- \* If the score is reduced to ten (10) points or less, the game would continue in its normal manner until the differential in the score again becomes 20 points or greater. Any fouls that may be committed will be penalized.

**NUMBER of PLAYERS:**

- \* Maximum number of players on the court: Five (5).
- \* Minimum number of players required to start / finish a game: four (4)

**OVER-TIME:**

- \* In the event of a tie at the end of regular play, overtime periods will be as follows:
  - First overtime will be two (2) minutes, stopped clock.
  - Second overtime will be one (1) minute, stopped clock.
  - Third overtime period is sudden death. First team to score wins.
- \* Each team will be awarded one (1) full time-out per overtime period.

**REFEREES: all officials are contract labor**

Referee authority applies to all rules of the game. All calls are the judgment of the referee and are final. Any and all calls made by the referee are NOT subject to protest (during the match). The referee has the ability to eject anyone prior to, during, and after a match. It is the authority of SportsCity Management and the Rules set forth to determine player / team suspensions.

- \* Referees will not officiate forfeited games.
- \* Though every effort is made to assign two (2) officials it is not guaranteed.
- \* Officials have full authority fifteen (15) minutes before and after a game.
- \* Officials must be at least twenty-one (21) years old. There is no guaranteed set number of officials per game.
- \* Officials may play on a team but unless it's an emergency or no qualified official available, should not be scheduled to officiate games in their own division.
- \* Referees appointed to officiate each game have complete authority on the field of play, and their decisions on points of fact connected with the game are final.
- \* Management will not overturn any calls made by the referee during the course of a game.
- \* Management will not take seriously any complaints concerning officials, verbal or written, directed at them immediately following a game.

**REMOVAL FROM GAME**

- \* Cussing directed towards another player can be cause to remove the player from the game.
- \* Cussing directed towards an official **will** be cause to remove player from the game.
- \* Use of extremely foul language will be an automatic suspension of at least one (1) game. Spectators are to also be controlled or removed.
- \* Threatening a player or official will be cause to eject player from the game.
- \* Fighting will be cause to eject offender(s) from the game. Additional suspension will be enforced.
- \* Consuming alcohol before a game will be cause to remove a player from the game.

**SCORE KEEPING:** SportsCity will provide an official scorekeeper. No individual scoring will be kept.

**SUBSTITUTION:**

On any dead ball. Teams may have an unlimited number of substitutions however, the player being substituted for must be off the court before their replacement can enter the game.

**TECHNICALS: WILL BE ENFORCED!**

- \* Any technical foul will give the opposing team twenty-five (25) seconds to shoot two (2) free throws and will also be awarded possession of the ball.
- \* One (1) technical foul against a player or coach will be an automatic ejection from the game with an additional one (1) game suspension, for that person, from the next game played.
- \* A 2<sup>nd</sup> technical anytime during the session by the same person, will result in that person being suspended the remainder of the session with no refund.

**TIME-OUTS:**

- \* A coach or player may request a time-out.
- \* Each team gets two (2) thirty (30) second time-outs per half.
- \* A team may only foul an opposing player three (3) times in order to stop the clock before the end of the game.

**WARM-UP:** League fee does not include warm-up time nor is there any guaranteed warm-up time or space. Games are to start on time. See Forfeits.