



Adult Basketball Rules

January 2010

Level of Play: Open

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.

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.

ALL participants are to be aware of the rules.

ABUSIVE ACTIONS:

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. See also "Fouls"

Rules: General

AWARDS:

Will be given to 1st 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 guaranteed eight (8) games. Each 1st – 4th 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.

LEVELS of PLAY:

- * When able different levels will be made unless team agree otherwise.
- * If not enough teams to form different levels, all teams will be combined into one level.

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.

PLAYOFFS:

- * Top four (4) teams per level, or sub level, will advance.
- * If only A-B-C, etc. levels the following format will be used:
1st v 4th and 2nd v 3rd 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 1st v A2 4th, (2) A1 2nd v A2 3rd, (3) A1 3rd v A2 2nd, (4) A1 4th v A2 1st

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:

* Win = 2 pts. / Tie = 1 pts.

* 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 goals allowed.
3. Greatest point difference
4. Greatest goal difference

* 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.

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.

RESCHEDULES: Bad Weather

Any games that are rescheduled due to weather will be rescheduled at the discretion of management. No refunds will be issued. 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 1st scheduled game. Once available they will be posted on the web site 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:

- * 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.
Web address: www.sportscitykc.com

Rules: Registering

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.
- * All teams must 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.
- * Teams must have a designated team captain that is the only one that may approach officials concerning any questions or problems and who will be held responsible for controlling their players. Teams are to notify the officials of who the team captain is for that night.

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.

LEVELS of PLAY:

- * 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 two (2) players 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.

PAYMENT:

- * \$100 deposit, team 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.
- * **Per contract, teams not paying in full when registering are required to provide a credit card.**
- * Roster and all waivers (on active players) are due by the 1st game.
- * Teams must have a zero (0) balance before (not after) their 3rd game.
- * Any balance due after the 3rd game will result in the credit card being charged. If charge is not accepted the team will be removed from the league and games forfeited.

PLACEMENT of TEAMS: SportsCity has the option of deciding:

- * If during the session it is found a team requested or is playing lower than their current record indicates they should be, 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 result / 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.

ROSTERS: (mandatory)

- * It is strongly suggested that all players, whether they participate or not, be listed on the roster. When (if) they play doesn't matter as long as they are on your paper roster.
- * Players must be at least sixteen (16) to play.
- * Rosters are frozen after the second (2nd) game.

- * Rosters may be on 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.
- * The roster size will be: minimum five (5) / maximum fifteen (15) players
- * Rosters must be submitted before a team can participate. **NO EXCEPTIONS!**
- * No players may be added to a roster after the second (2nd) week of play without approval from the Basketball Coordinator.
- * Players cannot be replaced due to injury unless the injury causes that player to miss the remainder of the session.
- * No players can be added or replaced during playoffs.
- * Any un-registered player will result in a forfeit per game they participated. It will be assumed they participated in all previous games for that session.
- * Teams must have a responsible person listed as coach or team contact who **MUST** have an active email address.

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

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.

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 (7th) team foul. Automatic two (2) free throws on the tenth (10th) 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.
- * 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 0-25 win to the opponent / double forfeits recorded as 0-0

- * Referees will not referee forfeited games. Players with signed waivers may use the field time for practice or scrimmage.
- * Any team not completely registered (all paperwork/fees submitted) will receive a forfeit per game until requirements are met.
- * Teams may start the game with four (4) players but must have five (5) players to start the second half or the game is a forfeit.
- * Any un-registered player will result in a forfeit per game they participated. It will be assumed they participated in all previous games for that session.
- * Game time is forfeit time. If games are running late the official will determine the starting time of the next game.
- * Teams found to be responsible for an official abandoning a game will forfeit.
- * 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 LENGTH: There will be two (2) twenty (20) minute halves with a running clock. There will be a three (3) minute half.

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.

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

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.
- * 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 2nd 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.