



Effective: Spring '08

# Adult Rules

Level of Play: **Open**

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

**Official NCAA rules will be enforced with the following exceptions:**

## **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"

## **ALCOHOL**

Players are NOT to be drinking before their games.  
There is to be NO beer / alcohol in the players area.

**AWARDS:** Will be given to 1<sup>st</sup> place teams. Teams have a choice of: 1<sup>st</sup> place team trophy, \$50 off the next session or t-shirts which are not sport specific.

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

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

## **BENCH:**

Only two (2) coaches or non-rostered people may be on the team bench during games.  
Home / Visitor is indicated on the wall above each players bench. If not the NORTH bench (closest to windows) is visitor.

## **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.

## **CERTIFICATE of INSURANCE:**

Some locations, such as schools and churches, require this to be able to practice there. SportsCity does not issue Certificate of Insurance nor have them available. They would be an additional expense available through insurance companies.

## **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 TEAMS: 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.

## **COMPLAINTS:**

DO NOT discuss officiating or the officials with facility staff during or immediately following your game. Complaint forms are located in the office and are the best way to lodge your complaint. Must be submitted within 24 hours of the game.

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.

## **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, after being warned first, will be forced to forfeit the game.

## **FORFEITS: recorded as 0-25 win to the opponent / double forfeits recorded as 0-0**

- 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.

**FOULS: All fouls will be called**

Any player who commits five (5) fouls during the game, will be ineligible for the remainder of that game.

Players charged with a technical foul will sit the bench the remainder of that half.

Any un-sporting conduct technical foul will result in the player having to leave the court area immediately.

**Anyone fighting will be suspended for one (1) year.** That player's team must supply that player's name or the entire team will be suspended the next game. If the suspended player participates in any game during that year, the team they are participating with will be made to forfeit.

**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.

**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.

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

**LINE-UPS: (to be printed)**

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.

**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.

**PLAYOFFS:**

All teams are guaranteed eight (8) games with a 9<sup>th</sup> game (playoff) possible. In some brackets the start of playoffs may be part of the 8 games.

**PRACTICES:**

SportsCity does not provide practice times.

**PROTEST:** Not allowed (see Complaints)

**REFEREES:**

There is no guarantee that two (2) officials will always be available for all games.

There is no guarantee that officials will be certified.

Have control fifteen (15) minutes before and after each game.

**REFUNDS:** Will only be issued should SportsCity not be able to place a team. Refunds will be issued within thirty (30) days.

**REGISTRATION:**

Only team registrations are accepted. All required paperwork / fees to register is mandatory.

**ALL** players must register by completing the SportsCity Waiver form. This form is good for one (1) year for any sport they participate in at SportsCity.

**ROSTERS: (mandatory)**

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 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.

Players may only participate with one (1) team in a division.

Players must be at least sixteen (16) years old to participate. **NO EXCEPTIONS!**

**SCHEDULES: (see also Home Team)**

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 account on record with SportsCity. 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.

**SCORING:** 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:**

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 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.

**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
- Least points allowed during the season
- Most points scored during the season
- Coin toss - if three way tie then odd man out. Final 2 teams placement will then be determined based on above.

**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.

**UNIFORMS: 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.

Teams may purchase t-shirts through SportsCity. See shirt order form.

No duplicate numbers allowed on a team. Reversible jerseys are allowed and must be numbered on both sides.

In case of conflict, **HOME** team is responsible for color change.

SportsCity will provide pinnies for those teams without an alternate.

**WAIVERS**

All players must complete a waiver per session or they may pay the ten dollar (\$10.00) registration fee and complete a waiver which will then be good for one (1) year.

**WEB SITE:**

All participants with a current SportsCity registration/waiver and an active e-mail address on record with SportsCity will be able to log in on the web site to view schedules, standings, send team e-mails, etc. To use this function go to the web site and click on MY SAM to open the GET PASSWORD page. Complete the information and send. A password will be sent to that persons e-mail within seconds. Once received they now go back into the web site, click again on MY SAM, and enter their password. **NOTE:** must use same email that is on record with SportsCity.

**Web address:** [www.sportscitykc.com](http://www.sportscitykc.com)

**ADDITIONAL:**

**NO HANGING** from rims.

No guarantee or promise will be given on the number of teams that will be in a division.

In order to keep games within the eight (8) week time period, and to accommodate any holidays or school breaks or other scheduled events during those weeks, games on additional days/evenings/weekends may be necessary.

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 reserves the right to make any necessary rule changes within league play to ensure an equal level of play.