

**REDWOOD CITY PARKS, RECREATION AND  
COMMUNITY SERVICES DEPARTMENT**

1120 Roosevelt Ave. Redwood City, CA 94061  
Main Office: (650) 780-7311

OFFICIAL LEAGUE WEB SITE - [www.quickscores.com/redwoodcity](http://www.quickscores.com/redwoodcity)

**ADULT BASKETBALL LEAGUE  
SPRING 2016**

**LEAGUE FEE: \$400.00 (PER TEAM)**  
**FOR THE 6 GAME SEASON**

**\*TEAM REGISTRATION**

New teams are encouraged to turn the paperwork in as soon as possible. Priority will be given to "new" teams on a first come – first come basis. The earlier you turn your paperwork in, the better chance teams have of getting into the league.

Turn paperwork in at:  
**The Red Morton Community Center**  
**1120 Roosevelt Ave, RWC, CA 94061**

**Make Checks payable to the City of Redwood City**

I. **LEAGUES**

- A. The number, classification and type of league shall be determined by the Parks, Recreation and Community Services Department.

- B. Teams must play at the time, place, and date specified by the league director. No changes will be made to the official schedule, once they are issued. If you have conflicts with specific dates, please request a bye on that date, by listing it on the manager's card when turning your paperwork in. We cannot guarantee that byes will be available.
  - C. League is as follows: **Thursday (Open) League**. This league will be open to all teams, and will be of (Int./ high) skill level. **All games will be played at the Red Morton Community Center, on a full sized College Basketball Court.**
  - D. The league will be a **6 game season** (PLAY-OFFS ARE INCLUDED)
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## II. **PLAYER ELIGIBILITY**

- A. All players must be 18 years of age.
  - B. Players may only play on one team in the Redwood City Basketball League.
  - C. Any player playing under an assumed name will automatically be suspended for the season, and all games in which he/she has participated in will be forfeited.
  - D. Since we do not offer a women's basketball league, women can play in the league.
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## III. **TEAM ROSTER**

- A. Each team may carry a maximum of 14 players on their roster.
- B. **Official team roster must be turned into the League Director on or before the 1<sup>st</sup> scheduled game at the Red Morton Community Center, 1120 Roosevelt Avenue.** Additions to the roster, after it has been turned in, will require the following: **New players must personally sign roster before the game, and pay a \$ 10.00 add fee (if not a RWC Resident). Then the player will be eligible to play.**
- C. New players may be added to the roster before the **3rd week** of the season. These additions must be done in the way described above in item B.

- D. Players that switch teams must sit out 1 game, from the last game played with his/her old team.
  - E. Teams that participate in one league game automatically forfeit their right to reclaim any part of their entry fee if they drop or are suspended from the league.
  - F. Industrial or Company teams are not limited to 14 players providing that all players are employees of the company. (I.D. may be required) Max 20.
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#### IV. **UNIFORMS**

- A. **PLEASE NOTE - All teams must wear uniform jerseys of the same color and they must be numbered with at least "5 inch numbers" in height on the FRONT & BACK of the jersey.**

**Free hand numbers will be allowed this season, but must be clearly seen by the officials and scorekeeper.**

- B. The penalty for a player that is not wearing a matching jersey or correct numbers will be a Technical Foul **(at the start of the 1<sup>st</sup> half)**. See above rule for correct uniforms.
  - C. Each player must have his own jersey. (No trading among players allowed during the game.) Penalty: Technical foul will be called on both players and both will be ejected from the game.
  - D. The scorekeeper may inform the referees upon discovery of an illegal shirt and a technical foul will be called. All jerseys should meet the requirements listed above. Managers are responsible for informing each of the players of this requirement.
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#### V. **RULES AND REGULATIONS**

- A. **Official high school rules will be enforced with the exception of any local league rule.**
- B. Game Times

1. Games are scheduled at 7:00, 8 & 9 PM unless otherwise changed by the league director.
2. A game (may) start with 4 players. (3 players is a forfeit)
3. The game will start with a jump ball. After that, possession will alternate.
4. There will be **(2), twenty minute running halves per game.**
5. A regulation "**stop clock**" will be used during **the last (3) minutes** of the second half. The clock will be stopped on all out of bounds plays, fouls, and on all made baskets.
6. If a team is losing by 20 or more points, a running clock will be used.
7. **Overtime:**
  - a. In the event of the score being tied at the end of regulation time, a **(3) minute overtime period will be played. The clock will be (2) minutes running, and a (1) minute stop clock.**
  - b. If the score is tied at the end of the overtime period, the next overtime period will be "Sudden Death". The first team to score (1) or more points will be the winner.
  - c. **1 timeout** is allowed (per) overtime period. Timeouts do not carry over from regular game time.
8. There will be 5 minutes warm up time allowed between games.
9. Substitutions: All substitutes will report to the official scorer. Whenever there is a dead ball situation or the referee blows the whistle, the scorer will sound the horn and the referee will then allow the substitute to enter the game. Do not run onto the court until buzzed in by the score table.
10. A shot clock will not be used this season.

**C. Forfeits**

1. **Forfeit time will be 5 minutes after the scheduled starting time of the game.** Official's clock will be used. Games can be started early, with both of the team's manager's approval. Assistant captains assume

responsibility, if team manager is not present. (**Please arrive 15 minutes prior to game time**)

2. If a team cannot field a team of a minimum of four (4) players at forfeit time, the game will be forfeited to the opposing team.
3. A game will be forfeited if a team has less than three (3) players playing at any time.
4. If a team forfeits a game, the other team is credited with the win, and gets a 20-0 win for points. This is used for standings purposes. Please try and avoid forfeits if at all possible. **2 forfeits during a season will result in no play-offs for that team, even if they qualify for a play-off spot.**

#### D. **Time Outs**

1. Each team is allowed **two time outs per half.** (Time outs are not accumulative)
2. Each team is allowed only (1) timeout for each overtime period.

#### E. **Technical Fouls**

1. **The clock will not be stopped on all technical fouls.**
2. Any player that has **two unsportsmanlike conduct technical fouls** called against him will be ejected from the game.
3. **A player ejected from a game may be suspended from the following game.** The team manager will be notified in writing of this suspension, an E-mail, or a phone call. The actions of the player ejected will be reviewed by the league director, and will be based on the SANCRA Code of Conduct. Players who are ejected, must leave the gym area immediately without question.
4. Uniform technical fouls do not count towards disqualification from game.
5. Prior to giving a technical foul, the referee (may or may not) give a warning.

6. **Dunking is permitted** during the game only. Hanging on the rim will be a technical foul, and no basket will be awarded. **(Dunking in warm-ups will result in a technical foul!)**

VI. **PROTEST PROCEDURE**

- A. Protests shall not be received or considered if they are based solely on a decision involving the accuracy or judgment on the part of an official.
- B. **Protests that shall be received or considered concern matters of the following:**
  1. **Misinterpretation of a playing rule.**
  2. **Failure of an official to apply the correct rule to a given situation.**
  3. **Failure to impose the correct penalty for a given violation.**
  4. **Ineligible players. {No later than 10 minutes (on the clock) into the game or upon entry into game}**
- C. Notify the referee and Official scorer the game is being played under protest at the time of the incident, and not at the end of game.
- D. Protests must be filed in writing to the League Director within 24 hours, an explanation of the incident and the names of players involved, with a \$50.00 protest fee. If the protest is upheld the fee will be returned. If the protest is not valid, the fees will be deposited into the general fund.
- E. **A formal protest must contain the following information:**
  1. **The date, time and place of the game.**
  2. **The names of the officials.**
  3. **The rule and section of the official rules under which the protest is made.**
  4. **The decision and conditions surrounding the making of the decision.**

VII. **MANAGERS-CAPTAINS**

- A. **Team managers are responsible for the conduct of their players and fans prior to, during and after the game.**
  - B. The team manager is responsible for informing his players of all league rules and regulations.
  - C. The team captain is the official representative of his team and is the only player that may address an official on matters of interpretation or to obtain essential information, and only if it is done in a courteous manner. Discussion concerning judgment calls is prohibited.
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VIII. **INSURANCE**

- A. Persons or players participating in activities sponsored by the Redwood City Parks, Recreation and Community Services Department are **not** covered in anyway for personal liability or property damage. ***Players competing in the Adult Basketball League are doing so at their own risk.***
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IX. **AWARDS**

- A. 14 T-shirts will be given to the Division Champion Team who **has the best record at the end of the season**. 14 shirts will be issued in various sizes. (XL, XXL, XXXL)
  - B. 14 T-shirts will be given to the Play-off Champion Team, and will be issued in various sizes.
  - C. **Team trophies are not given in any Redwood City League.**
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X. **PLAYOFFS**

- A. Playoffs will be conducted at the conclusion of the league play.
- B. League standings will be based on a (who beat who) basis in the event there is a tie for 1st and 2<sup>nd</sup> place.
- C. In the event there is a tie for 3rd or 4th this will be determined by (who beat who).

- D. The top four teams will make it to the playoffs. 1<sup>st</sup> vs. 4<sup>th</sup>; 2<sup>nd</sup> vs. 3<sup>rd</sup>. Winners of each play-off game will advance to the championship game. This could change, depending on how many teams are in the league.
- E. Players must have played in at least Three (3) games to be eligible for playoffs. Team Managers must complete a lineup card, and hand it to the scorekeeper prior to the start of each game.
- F. **TIE-BREAKERS**: Standings are based on who-beat-who basis. In the event of a tie the following will constitute the winner:
1. Head to Head record. (Who beat Who)
  2. (Point Differential between the teams tied) **Example**: You win 25-20. You are a (+5)
  3. Fewest points allowed for the entire season.
  4. Fewest points allowed in a single game.
  5. If somehow still tied, a coin toss will determine the winner.....
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XI. **ENTRY FEES**

- A. League fees will be established based on the costs of referees, scorekeepers, T-shirts for Division and Play-off winners, and supervision.
- B. **League fee for the Spring 2016 season (6 games, plus possible playoffs): \$400.00 per team**
- C. **League fees are due no later than FRIDAY, April 22nd before 5:00pm.**
- D. **Please turn your paperwork in early. Do not wait until the deadline, as league will fill up quickly. We will not accept any late teams into the league after the deadline.**



## SPORTS ASSOCIATION OF NORTHERN CALIFORNIA RECREATION AGENCIES

### *PLAYER CODE OF CONDUCT*

The following "Player Code of Conduct" has been adopted by all municipal softball directors within S.A.N.C.R.A. and will be strictly enforced. Individual League Directors have the final decision on any situation. A suspension in one city is recognized as a suspension in all cities. PLEASE READ IT CAREFULLY.

A. **NO PERSON SHALL**: At any time lay a hand upon, shove, strike, spit upon or threaten an official, player or spectator.

**PENALTY**: Suspension for life/and or assault charges filed. A California Law states that anyone who is found guilty can be fined \$2,000.00 and sentenced to jail for up to one year.

B. **NO PERSON SHALL**: Refuse to abide by official's decision. Officials are required to immediately suspend player from further play and report such player to the League Director. Such player shall remain suspended until his case has been considered by the League Director.

**MINIMUM PENALTY**: Placed on probation for the remainder of the season.

**MAXIMUM PENALTY**: Suspension for two league games, and placed on probation for remainder of season.

C. **NO PERSON SHALL**: Be guilty of objectionable demonstrations of dissent at official's decision. Discuss with an Official, in any manner the decision reached by such official, except the team manager or captain.

**MINIMUM PENALTY**: Warning by the official.

**MAXIMUM PENALTY**: Removal from the game, and one additional complete league game.

D. **NO PERSON SHALL**: Be guilty of using unnecessarily rough tactics in the play of the game against the body or person of an opposing player. Officials are required to immediately suspend players from further play and report such player to the League Director.

**MINIMUM PENALTY**: Placed on probation for the remainder of the season.

**MAXIMUM PENALTY**: Suspension for two league games and placed on probation for remainder of season.

E. **NO PERSON SHALL**: Use profane, obscene or vulgar language in any instance at any time.

**MINIMUM PENALTY**: Warning by official

**MAXIMUM PENALTY:** Removal from game

F. **NO PERSON SHALL**: Have in his/her possession or consume an alcoholic beverage, illegal substance or be under the influence while on the field of play or during his/her scheduled game. Officials are required to immediately suspend the player from further play and report such player to the League Director.

**MINIMUM PENALTY:** Placed on probation for the remainder of the season.

**MAXIMUM PENALTY:** Suspension from two league games and placed on probation for the remainder of the season.

G. **NO PERSON SHALL**: Be guilty of discussing publicly with spectators in a derogatory or abusive manner any decision by the officials or any opinions of players.

**MINIMUM PENALTY:** Warning by official.

**MAXIMUM PENALTY:** Removal from the game.

H. **NO PERSON SHALL**: Be guilty of intentionally throwing his/her bat.

**MINIMUM PENALTY:** Removal from the game.

**MAXIMUM PENALTY:** Suspension from two league games.

**Appeal Process:** Suspension of 2 or fewer games may be appealed to the League Director in your city. Suspensions of more than 2 games can be appealed to the SANCRA Board of Directors.