

## I. Introduction

The City of El Paso Parks & Recreation Department Adult Basketball League will be conducted under the 2024-2025 TAAF Rules, except in those cases which conflict with the rules stated below.

## II. Organization

- A. The sports programming section of the City of El Paso Parks & Recreation will be the governing body for this program. The application, construction, and interpretation of these rules and regulations and the eligibility requirements, shall be solely at the discretion of the program supervisor and sports staff to include any changes at any time for the benefit of the program.
- B. The City Of El Paso Parks and Recreation Department allows each league team to manage its own operations independently. Team coaches are responsible for communicating all relevant information to players prior to the start of the season. This structure ensures that teams operate effectively while maintaining clear communication.

## III. Entry Fee

- A. \$400 per team (includes all fees.)
- B. Refund Policy: Once a team is posted on the schedule no refunds will be issued. Refunds will only be issued when the cause of the program cancellation was initiated by the city.

## IV. Divisions

- A. The league will be divided into the following divisions
  - a. Sunday: Women (18+) | [roster limit 12]
  - b. Sunday: Men 40+ | [roster limit 15]
  - c. Monday: Men 60+ | [roster limit 15]
  - d. Tuesday: Men 30+ | [roster limit 12]
  - e. Wednesday: Men Competitive (18+) | [roster limit 12]
  - f. Friday: Coed (18+) | [roster limit 12]
  - g. Saturday: Men 50+ | [roster limit 15]
- B. **If a team forfeits 3 games for any reason they will be dropped from the league without a refund**
- C. Seeding for playoffs will be determined by overall win-loss record. Tie breaker will be determined by Quickscores' Algorithms that are not visible to the public.
- D. **Playoffs are NOT guaranteed.**

## V. The Game

- A. Home team will sit to the left-hand side of the scorekeeper
- B. Three players are needed to start the game; game may end with 3 players if necessary
  - a. **A 5-minute grace period will be allowed but will count as official game time.** Game will begin as soon as 3<sup>rd</sup> player shows up.
  - b. If both teams show up late and the 5-minute grace period has not expired, game will begin with remaining running time
  - c. If there are not at least 3 players present for one OR both teams by game time the game will be called as a forfeit.
- C. **Two 20-minute halves for games; 3-minute half time**
- D. Time will stop as follows:
  - a. Time outs

- b. Last two minutes of the second half (dead ball and timeouts)
  - c. At discretion of staff, officials, or scorekeeper
  - d. Game time will NOT stop for any verbal/physical altercations/disagreements
- E. **Overtime will be 3 minutes; clock will stop the last 2 minutes**
- a. Only ONE overtime period will be played during regular season. If at the end of the overtime period the game is still tied, score will be entered as a tie.
  - b. During playoffs, more than one overtime period can be played to determine a winner.
  - c. **Overtime is considered an extension of the 2<sup>nd</sup> half, ALL FOULS CARRY OVER**
- F. Teams will receive 4 timeouts for the entire game.
- a. **Teams will receive only one timeout in overtime, time outs DO NOT carry over**
- G. There will be a 10-second backcourt count for all games.
- H. There will be a 5-second closely guarded rule while dribbling and while holding the ball.
- I. **If a team is up 20-points or more a running clock will commence.**
- J. **CO-ED:** A female must be in the game at all times, if a team does not have female player present, they **MUST** play with 3 males, **NO EXCEPTIONS**
- K. Dunking ***with*** hanging on the rim is NEVER allowed; dunking ***without*** hanging is allowed ONLY during playoffs but NOT during regular season
- a. 1<sup>st</sup> offense: 2 shot technical foul
  - b. 2<sup>nd</sup> offense: 2 shot technical foul and ejection from game
- L. **Forfeits are counted as a game and will not be rescheduled.**
- a. **Teams must make their scheduled game on time or it will result in a forfeit.**
  - b. **If there are not at least 3 players present for one OR both teams by game time the game will be forfeit.** Game will be considered a double forfeit if both teams do not have enough players present by game time.
  - c. If a team 'no-shows' or forfeits in advance, the opposing team will have all of their players considered to be present for that game.
    - i. If a team forfeits in advance, forfeiture CANNOT be rescinded
    - ii. Only Coach/Captain can forfeit games in advance
- M. Any player who fouls out of the game is required to remain SEATED at the end of the team bench for the remainder of the game.
- a. If the fouled-out player cannot remain seated, or becomes belligerent towards players, staff, or officials, they will be ejected by staff.
- N. Only players that are on the roster are allowed to sit on the bench and be present on the court. **All other spectators, including children are to sit in the bleachers.**
- a. Spectators are not allowed to be on the court during game time. Game time includes time outs, free throws, and half times.
  - b. Spectators are not allowed to be on the court during change over periods between games.
  - c. All players are considered spectators unless it is their scheduled game time and therefore are required to keep off the court until their scheduled game time.
- O. As per City Of El Paso code of conduct;
- a. **Cussing at another player, official and/or member of staff is not allowed, IN ANY LANGUAGE**
  - b. Any physical and/or verbal abuse toward scorekeeper, staff, or official is not allowed
  - c. **Either violation(s) can result in ejection for the day without warning and is subject to disciplinary action.**

## VI. Game Officials

- A. Two officials will be assigned to each game; game can be played if only one official is present
- B. Officials will explain calls made to COACHES/CAPTAINS ONLY & DURING TIME OUTS
- C. **ONLY TEAM COACH/CAPTAIN MAY APPROACH SCORETABLE. All other players must remain seated at team bench.**
- D. Any game official or staff can/will stop the game if deemed necessary for any reason especially for safety purposes.
- E. If the program supervisor receives three fully detailed written complaints regarding an official, coach, player, fan, or team during 3 different incidents he/she/they will be subject to suspension.

## VII. Coaches/Captains

- A. Only 1 coach/captain may stand at any time and must stay in coaches' box at all times
- B. All coaches/captains are responsible for the cleanliness of the facility being used.
  - a. **NO SPITTING ON THE COURT**
  - b. Food/Drink not allowed with the exception of closed top water/sports drinks
  - c. Wrappers/empty bottles and all other trash should be disposed of in provided trash cans
  - d. If teams are found not cleaning up after themselves, they will be subject to forfeiture.
- C. Coaches/Captains will be held responsible for the actions of their players and team spectators.
- D. Coaches/Captains are responsible for ensuring that all players are in good health and condition to play

## VIII. Player Eligibility

- A. Players **MUST** meet age requirements **BEFORE** the league starts, across all divisions. **Accommodations will NOT be made for players whose DOB falls short.**
- B. Players may not play in more than one team per division.
  - a. Both teams will be penalized by a forfeiture of games until corrected.
  - b. Wednesday ABL East and West are considered one division.
- C. An ineligible player is defined as a player that does not meet the following requirements:
  - a. Not on the roster
  - b. Did not sign waiver form
  - c. Played on more than one team in same division
  - d. Does not meet age requirement
- D. If an ineligible player is discovered, the game will be forfeited by the team the player is on and the player will be suspended for 2 games, NO EXCEPTIONS.
- E. All players must have a valid City Of El Paso Adult Sports ID. **\*\*NO ID = NO PLAY; NO EXCEPTIONS\*\***
  - a. IDs must be physically presented **BEFORE GAME TIME** and left on the score table for the duration of every game.
  - b. Player cannot play until ID is presented to the scorekeeper/staff
  - c. No other form of ID will be accepted
  - d. Photo of ID on phone will NOT be considered acceptable
- F. **All players must have their player IDs by the 2<sup>nd</sup> week of league play.**
- G. **Any player EJECTED from a game has 2 minutes to exit the facility. If a player refuses/fails to leave the facility in the allotted time the game will be forfeited. An ejection is effective for the remainder of the day, regardless of multiple games.**

## **IX. Rosters/Attendance/Scheduling**

- A. Roster limits are as follows:
  - a. Women, Men's 30+, ABL, Co-Ed – **limit 12**
  - b. Men's 40+, Men's 50+, Men's 60+ – **limit 15**
- B. Rosters are the sole responsibility of coach/captain and must be submitted online through [www.quickscores.com/elpaso](http://www.quickscores.com/elpaso) prior to 1<sup>st</sup> game. Rosters MUST include:
  - a. **FULL LEAGAL NAME**
  - b. **COEP Sports ID #**
  - c. Date of birth
- C. Rosters can be edited up until the 3<sup>rd</sup> week of play
  - a. After the roster is locked, no changes can be made to the roster.
- D. Players MUST meet a minimum attendance of 3 games in order to be eligible for playoffs.
  - a. **Players who do not meet the minimum attendance requirement will NOT be allowed to participate in playoffs and will be removed from playoff roster.**
  - b. Players are responsible for making sure their ID is turned in to the score table in order to be counted for attendance
  - c. Coaches are responsible for verifying attendance on Quickscores and reporting any mistakes to staff **within one week of the game.**
- E. **Coach/captain is the main point of contact and is responsible for relaying all information to team.**
- F. Waiver/Code of Conduct must be printed, filled out, signed, dated and submitted to staff by the **second week of league play.**
  - a. Team will forfeit after 2<sup>nd</sup> week until all paperwork is turned in
- G. Schedules will be available at least 24 hours before the league starts, and can be found on [www.quickscores.com/elpaso](http://www.quickscores.com/elpaso) under the Adult Basketball tab.
  - a. Coach/Captain is responsible for checking online for any changes that might occur and relaying said changes to team
- H. **There will be NO schedule change requests approved once the schedule is released, including playoffs.**
- I. Coaches/Captains are required to attend MANDATORY Coaches Meeting prior to the start of season.
  - a. Only teams with a representative present at the coaches meeting will be allowed to submit time preferences, NO EXCEPTIONS.
  - b. There will be no preferences allowed for playoffs schedules. No Exceptions.

## **X. Equipment/Uniforms**

- A. Game ball provided by Sports staff. In the event that the ball is not provided, then home team will provide the ball (with staff approval).
  - a. **Warm up balls are NOT provided by Sports Staff; teams/individuals must bring their own balls to warm up or follow ball rental procedures from the recreation center**
- B. **Jerseys must be the same color/design and have large, permanent visible numbers from 00-99**
  - a. **Tape / Marker is not considered permanent**
  - b. **Numbers cannot be duplicated.**
- C. **Duplicate numbers, jerseys with no number, or different color jersey will result in an AUTOMATIC 2-point penalty per player added to opposing team at halftime, 10pts max.**
  - a. Halftime will be the ONLY TIME that jersey infraction points will be given unless a player shows up after halftime - points will be awarded as soon as player checks into the game.
  - b. If teams are asked to switch jerseys, they will not be penalized for uniform violation

- D. **Jersey numbers must remain consistent starting the 3rd scheduled game.** Coach is responsible for verifying numbers and alerting staff of changes before scheduled game time.
- E. Jewelry may be covered with tape or tucked into jersey, **but if an official deems the jewelry unsafe they will ask that it be removed. If the player refuses, player will be removed from the game.**

## **XI. Protest**

- A. **Protest can ONLY be filed by the coach/captain**
- B. **ONLY player eligibility can be protested.**
- C. Protest must be filed before the start of halftime of the game being protested. Decision will be final; no appeals will be accepted. This is for both season and playoffs.

## **XII. Behavior Management**

- A. The Parks and Recreation Department desires to ensure that a positive environment is maintained within all programs, parks, and facilities so that all persons can play, recreate, and spend leisure time in a safe environment. Anyone including coaches/players/spectators may be suspended due to poor sportsmanship, misconduct, or blatant disregard for the established rules and policies. Behavior that will not be tolerated includes but is not limited to: aggressive behavior resulting in physical violence, physically or verbally threatening others, physically or verbally abusing others, and any other behavior that threatens the safety and integrity of the league.
- B. **If at any time, no matter the reason, players converge on the court the entire team will be subject to disciplinary actions including but not limited to game forfeiture and suspension.**
- C. **2 technical fouls equal an ejection and automatic 2-week minimum suspension across ALL division's player is participating in**
  - a. Player will be dismissed from the facility for the remainder of the day regardless of multiple games
- D. **Technical fouls will be recorded over the course of each season by Sports Staff.**
  - a. **After a player accumulates a total of 4 technical fouls, regardless of division, they will receive an automatic 1 game minimum suspension at staff discretion.**
  - b. **After a team accumulates a total of 8 technical fouls, the team will automatically forfeit their next game, regardless of if the next game falls during regular season or playoffs.**

Questions, comments, or concerns please contact:  
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