



Welcome to 2024 Summer Basketball

The City of San Mateo's Community Services Department Recreational Basketball League is organized to provide an enjoyable recreational experience in a competitive, but friendly environment. All games will have two officials.

2024 Summer League

\$800/Team

2024 SEASON GUIDELINES & PROTOCOLS

PLAYER ELIGIBILITY

All players participating in league games must be on the roster and have signed the liability release.

The usage of ineligible players will result in the forfeit of any games in which that player participated. If a similar incident by the same team occurs again during the season, that team will be removed immediately from the league, and barred from further competition.

Players are not eligible if they have been:

- a high school student at any time during the season.
- less than 18 years old as of June 1st, 2024.
- currently playing in a college or professional basketball program

*For roster verification, players must be prepared to show ID to the score keepers upon request.

ROSTER CHANGES/ADDITIONS/DELETIONS

Players may be added and/or deleted through the third game of the season. Player addition/deletion is through email communication with the Community Services Coordinator. The Community Services Coordinator must approve all additions in writing. No refunds will be given to players who are unable to play.

- All players must have and present identification at every game.

Roster Limits by Division

Mens - 5 min, 16 max

COED-

FREE AGENTS

The Community Services Coordinator maintains a list of "free agents" who are individuals that do not have a team but would like to participate in our leagues. It is our hope to have as many people participating as possible and we encourage any team with an available roster spot that would like to take on an extra player to contact us for more information.

EQUIPMENT

1. Game ball will be provided by the league. You will not be able to use your own ball.
2. All teams must wear similar/like colored shirts or jerseys with numbers on front and back. Uniforms will be required by the start of your first game.
3. Any player without a number on their shirt or jersey or does not have the same color (determined by the official) will receive a technical team foul. The other team will be rewarded two (2) shots every time they enter the game.
4. All players will be required to wear "non-marking" basketball shoes.
5. Basketball/gym shorts only. Cargo or denim material will not be permitted.
6. No jewelry will be allowed.

2024 LEAGUE DETAILS

The league will be taking place on Saturdays between the hours of 1-9pm San Mateo High School's Gymnasium. The first league game will begin on June 1, 2024.

PLAYOFFS

All leagues will include playoffs. The format of the playoffs will be determined by the number of teams registered. Teams will be notified of the format being used for their league at the managers meeting. In some formats, not all teams will make the playoffs.

GAME PLAY RULES

1. No alcohol permitted anywhere in the San Mateo High School's Gymnasium.
2. Games consist of two (2) 20-minute halves. Half time is 2 minutes long.
3. A running clock will be used for the first 19 minutes and 50 seconds of the first half and for the first 18 minutes of the second half. A stop clock will be used for the last ten (10) seconds of the first half and for the last two (2) minutes of the second half. Otherwise, the clock will only stop for team time-outs and official time-outs.
4. During the stop clock time - the clock will stop on any foul, violation or free throw attempts (stop clock). In the second half, the clock will continue to run if a team is up by 11 or more points.
5. A 30 second shot clock with High School Rules will be used.
6. Five (5) fouls per player, technical fouls will count as a personal foul and as a team foul. Teams are awarded 2 free throws for technical foul calls. Fouls will be counted as personal and team fouls (offensive fouls included).
7. Common fouls will result in free throws, starting with the 7th team foul (one and one bonus). Two (2) free throws will result following ten (10) team fouls (double bonus).
8. Point of interruption will apply for game interruptions, inadvertent whistles, correctable errors, technical and double technical fouls or simultaneous technical fouls by opponents.
9. In the last 2 minutes of the game - both team total fouls will be raised to 5, if not already there.
10. During free throws the ball is "live" on the release.
11. Dunking is allowed but please do not hang on the rim. No dunking during warm-ups or during intermission. If you do it will result in a technical foul.

OVERTIME

1. No game shall end in a tie.
2. In case of a tie there will be an extra 2-minute overtime period. A jump ball will be used to determine possession.
3. The last minute of overtime will be stop clock play unless 11 points or more lead.
4. Each team will have only one 30 second timeout to use during overtime period.
5. If a second overtime is needed, sudden death overtime will be played starting with a jump ball. The first team to score 5 points will be declared the winner. During the 2nd overtime sudden death period there will be no clock, no timeouts, and no fouls to give (both teams will be in the double bonus).

FORFEITS

- Every game will start on time. If you don't have at least 3 players at game time it will be a forfeit.
- A forfeit will count as 1 1/2 game loss.
- If a team forfeits two games, they become subject to being dropped from the league and may forfeit all rights to participate in playoffs.
- No games will be rescheduled that are missed on the fault of the team.
- After the 10-minute mark in the first half; if you go below 4 players on the court you will forfeit the game.
- Other reasons for forfeits: use of an ineligible player, un-sportsmanlike conduct, or a team receiving 3 technical fouls in the same game.
- In the event of a tiebreaker scenario involving points occurring, the participating teams lowest point total shall be removed prior to the season total of points being compared. If a team experiences two forfeits, then the lowest two games point totals shall be dropped prior to being compared.

TIEBREAKER SCENARIOS:

1. In the event that two teams end the regular season tied in the standings, the tie breaker shall be awarded to the team who won the regular season match up. If the two teams split the season series evenly, then the tie breaker shall be awarded to the team who scored the most points in the season.
2. In the event that three or more teams end the regular season the team with the most points on the season shall be awarded the 1st place tie breaker. The team with the second most points shall be awarded the 2nd place tie breaker. The team with the least points on the season will be awarded the final spot in the tiebreaker.
3. In the event that two teams remain tied after the head-to-head matchup and the teams scored same number of points in the regular season, A the tiebreaker shall be decided by a coin flip. The away team in the head-to-head matchup shall declare heads or tails, prior to the flip of the coin.

PLAYER CODE OF CONDUCT

1. Any player that receives a technical foul must sit out 10 minutes. If the technical foul occurs in the second half with less than 11 minutes left in the game – the player may re-enter at the 2-minute mark (team may wait until stoppage in play or use a timeout if they have one).
2. Any player that receives two (2) technical fouls will result in an ejection from the game and will have to leave the building immediately.
3. Any player ejected from a game is automatically suspended for a minimum of one (1) additional game and placed on probation for the remainder of the season. That suspension must be served on their next scheduled game.
4. Any player that receives a total of three (3) technical fouls during season must serve a mandatory 2 game suspension.
5. Any player that receives a total of four (4) technical fouls during season must serve a mandatory suspension for the rest of the season.
6. Players may also receive a technical foul after a game has concluded.
7. Any team that receives five (5) technical fouls during season can be removed from the league and potentially future leagues.
8. No player, manager, or coach shall at any time push, strike, or threaten to strike an official, scorekeeper, facility staff, opponent or spectator before, during or after any game. This will result in automatic expulsion from the league. If stronger action is warranted in the opinion of the Community Services Coordinator, such action will be taken.

Extras

- Schedule
- Payment due upon registration