

South San Francisco Parks and Recreation Department
2023 ADULT BASKETBALL INFORMATION
(Summer Season) (6 Game Season)

1. **REGISTRATION**

- A. All registration forms + full payment must be submitted to the Recreation Department by **Tuesday, May 31, 2023**. Priority will be given to returning teams and teams composed of the largest percentage of South San Francisco residents. All rosters should be submitted in person or by mail to the Terrabay Gymnasium and Recreation Center offices at 1121 South San Francisco Drive, South San Francisco, CA 94080.

Resident Teams

Priority #1: All teams that have over half (50%) of the team members with any combination of South San Francisco residents or that work full time in South San Francisco and that played in the 2023 Spring Adult Basketball League.

Priority #2: Same as Priority #1 but teams that **applied and did not play** in the previous Spring Adult Basketball League. Only applies to the Summer League.

Non-Resident Teams

Priority #3: Teams that have less than half of the team members that are either South San Francisco residents or that work full time in South San Francisco and that played in the previous Adult Basketball League.

Priority #4: Same as Priority #3 but teams that **DID NOT PLAY** in the 2023 Summer Adult Basketball League. Teams that have not paid their league fees or individual/team fines will be placed in this priority until the situation is resolved.

NOTE: RETURNING TEAMS MUST CONTAIN 50% OF THE PREVIOUS TEAM ROSTER TO QUALIFY AS A RETURNING TEAM.

B. **Registration Notes:**

1. If your team is registered under Priority 1 or 2, a certification letter must be written and signed by the business or industry president or supervisor on letterhead stationery or business stamp listing the players **separately** from the team roster, addressed to:

Terrabay Gymnasium and Recreation Center
1121 South San Francisco Drive, South San Francisco, CA 94080
ATTN: Mike Mulkerrins

■ **CERTIFICATION LETTER NOT REQUIRED IF PLAYERS LIVE IN SOUTH SAN FRANCISCO** ■

C. **Fees:**

Enclose a cashier's check or money order payable to "City of South San Francisco" for the full amount of your league fees. League fees are **\$660.00** per team. Teams may view the league website @ ***www.quickscores.com/ssf***. **Full payment must be paid before a team is allowed in the league.**

D. **Starting Dates:**

There will be three divisions, "D-1", and "D-2; seven teams max. in each division. Playing nights will be D-2 on Wednesday, and "D-1" on Thursday. All games will be played at Terrabay Gymnasium and Recreation Center. Game times are 6:45 p.m., 7:45 p.m. and 8:45 p.m. Teams/players that have played in "B" League or above are not eligible in the league. **Games may start 5-10 min. early if the games are running fast. If both teams have five players, the game will start. If games are running late, a two- minute warm-up time will be allowed. Make sure your players arrive 10 min. before the scheduled tip-off.**

• **Tentative Starting Dates:**

"D-2" League	Wednesday	June 20, 2023
"D-1" League	Thursday	June 21, 2023

Recommended League Guidelines:

The following guidelines are a general description of different levels of play in South San Francisco and along the peninsula. The League Director has final word on a team playing in a certain league.

• **"D-2" League (Recreation)**

Company teams and players possessing average skills fall under this league. Teams in this level score on an average between 40 – 50 points per game.

• **"D-1" League (High School)**

Teams that have only high school level experience players. Players who have average skills usually fall under this league. Teams in this level score on an average between 50 - 60 points a game.

Men's Over 35 League (Tentative)

New league open to anyone 35 years or older. Copy of valid photo ID required to check age of player. Must be of age within the calendar year. Born by 1988.

Team/Player Roster Guidelines:

“C” level player may only play on a D-1 level team if the league director approves it. The director must meet the player/manager in person and approve it.

NOTE: If in the opinion of the League Director, a player possesses exceptional abilities to participate in a league, said player will be dropped from the roster.

E. Scheduling:

Teams must play at the time, place, and dates specified by the Recreation Department.

F. Refunds:

No refunds will be given with the exception of a team that is not accepted in the league.

H. The use of foul language could result in a Technical Foul.

2. PLAYOFFS

The Recreation Department will determine all playoff procedures and schedules and all teams will be informed if they have made the playoffs. **All players must play in at least two regular season games to be eligible for the playoffs.**

A. The champion will be determined by a playoff game between the top four teams in the league: first vs. fourth place and second vs. third place, winners playing for championship.

B. In case of a tie for first, second, third or fourth, the playoff sequence shall be determined by the following method in order:

1. Head-to-head

2. In the event that the above does not produce one winner, the position will be determined by point differential between the tied teams.

3. In the event that the above does not produce one winner, the position will be determined by the fewest points allowed (PA) against the tied teams.

4. If the tiebreakers fail to produce a winner, the Recreation Department will attempt to schedule a playoff game, time permitting. If no time is available, the position will be determined by a coin flip.

C. Playoff Notes:

- The home team in playoff games shall be the highest seeded team.
- Players must have played in at least **two** regular season games to be eligible for the playoffs.
- It is the manager's responsibility to call the Recreation Department within 48

hours of the playoff games to check and find out which players on his team are eligible for the playoffs. Upon request, a list of players' names will be sent out to all managers involved in the playoffs.

- Championship teams may be moved up to the next higher classification.

3. **AWARDS**

Teams finishing first and second in the playoffs will receive a team award. Both teams in the championship game will also receive 10 individual t-shirts.

4. **ROSTERS AND ELIGIBILITY**

Each team may carry a maximum of fifteen (15) players and a minimum of eight (8) players. All changes on your roster must be reported to the League Director within 72 hours of the next ball game. Teams have until the **third week of the season** to add a player to their roster.

Players must ask permission from the director to play in another league. If a player gets a game(s) suspension from one league, that player is also suspended from any other basketball leagues they might be playing in. All players are required to have an appropriate picture I.D. in their possession at all times during the season. The league director has the right to allow additions to the roster anytime during the season, as he seems fit. Example: season ending injury. Added players still must play in two regular season games to qualify for the playoffs.

- No players under **18 years of age** will be allowed to participate and no high school students will be eligible. Any player who appears or plays in any junior college, college freshman, college junior varsity or college varsity league game during the 2022-2023 seasons will not be eligible to play. Any college student who tries out for the school team and fails to make that team will be eligible to participate in the South San Francisco Adult Basketball League, providing that student did not use his eligibility for the 2022-2023 season.
- Women may participate in the league only if a separate league is not offered that season.
- Individual players may enter more than one division of the City of South San Francisco sponsored Basketball League if it applies to the guidelines.
- Managers should not put players on their rosters until a verbal commitment is made from the player who he is recruiting.
- Non-playing or playing manager must sign scoresheet after each game to verify player's substitutions during the game so that there are no errors to any of your players not fulfilling the league requirement of playing three games and if the non-playing manager was used to gain priority status during registration.
- No player shall be compensated for playing in any or all scheduled games.
- **THE LEAGUE DIRECTOR RESERVES THE RIGHT TO MAKE SPECIAL EXCEPTIONS REGARDING ELIGIBILITY AND ROSTER PROCEDURES.**

5. PRE-GAME RULES

- There will be a 3 - 5 minute warm up between games depending on the time.
- The manager will fill out the scoresheet no later than 5 minutes before game time. The line-up should include your starting five (first and last names & jersey #) and substitutes who will be playing in the game.
- Be sure to report all substitutions to the scorekeeper. Managers failing to report substitutions to the scorekeeper could jeopardize one or more of his players from playing in the playoff games.
- Normally, two officials will serve each game. If only one official is present, the game shall be played as scheduled. If no officials show up, the game(s) will be postponed and made up at a later date.
- **Team managers may request an I.D. check of the other team before game time** (limited to three players) provided the proper procedure is followed by communicating with the scorekeeper. If the scorekeeper feels it is a legitimate request, they will conduct an investigation of those players that the other team has in question.
- **The scorekeeper's book is official.**

6. PLAYING TIME

- Game time for all leagues will be designated on the schedule.
- Games will be in two (2) twenty (20) minute running time halves, with a three (3) minute half time. The clock will stop only for time-outs, or on an official's request. The clock will be stopped during the final two (2) minutes of each half. The clock will also stop if the ball rolls out of the gym or is caught in the bleachers.
- **In case of a tie game**, there will be a two-minute overtime period. If the game is still tied at the end of that period, a one minute second overtime will be used. Sudden death overtime will be used if after the second overtime, does not produce a winner.
Sudden death – first team to score 2 points.
- **First overtime** period timing will be a two-minute clock with the last-minute stop clock. Second overtime period will be one minute stop clock. Third overtime – no clock – sudden death. **First OT- 2min. / second OT- 1min. / 3rd OT – no clock**
- Teams will be allowed two time-outs per half in the game. They cannot be accumulated from the first half to second half. **If overtime occurs, each team will receive one time-out per overtime period.** Time-outs do not carry over from the second half.
- The clock will not stop during the last two minutes of a half/game if a team is ahead by 20 or more points.
- Players may not wear any jewelry such as wristwatches, chains, etc. that may result in serious injuries to the other team or himself. In addition, players are not permitted to wear a cast.

- Light or serious injuries, sprained ankles, etc. that occurred during the game should be reported to the scorekeeper immediately so a report can be made of the incident.

7. **GAME AND RULE EXCEPTIONS**

- Unless stated herein, the National Federation of State High School Association Rules will apply to the league.
- League Rules and Regulations will be supplied to each team manager.
- All players must have matching uniform tops with numbers. If teams do not have uniforms, colored pennies will be given to the players to wear. If both teams have the same color uniforms, then the home team will be allowed to wear their jerseys and the away team must wear pennies. League Director/scorekeepers may reverse this if the home team has fewer players than the away team.
- **Two unsportsman-like technical on one player will result in that player being ejected from the game, along with a one game suspension. If a player receives a total of 4 technical fouls during the course of the season that player will receive an additional 1 game suspension. Each technical foul after that will result in one additional game suspension.**
- Game ball is provided. A substitute ball can be used if agreed by both teams.
- **Players may enter the lane on free-throw attempts on the release from the shooter.**

8. **ALCOHOL AND FOOD, ETC.**

- ***No intoxicants of any kind are allowed on or around the court, in the stands, or in the gym. Players that are under the influence will be requested to refrain from playing in the game. Anyone found drinking could have him and the team he plays for, suspended from the league. This includes entering the gym while under the influence of intoxicating liquor. The officials and Gym Supervisor reserve the right to eject any player(s) found under the influence of liquor. This is an important Manager responsibility. This rule also applies to team supporters.***
- **NO FOOD IS PERMITTED IN THE GYM. Gum, Sunflower Seeds and Smoking is also prohibited. Water and Sports Drinks are allowed. Please keep our gym clean.**

9. **INSURANCE**

- Persons participating in activities sponsored by the South San Francisco Parks and Recreation Department are not covered in any way for personal liability or property damage. This means that players are competing in this program at their own risk.

10. **FORFEITS**

- All teams must field four (4) players at the start of a game and have always at least four (4) players. Failure to show up for a game will result in a forfeit of a game.
- All games must be played as scheduled. Failure to show up for a game will result in a forfeit, as games will not be rescheduled. This will also apply if both teams fail to show, and a double forfeit will be credited in the league standings.
- All players on the roster will be considered "have played" if a team wins by forfeit.
- **Three unsportsman-like conduct technical on one team will result in that team forfeiting the game.**

11. **PROTESTS**

- Whenever a matter of protest arises during a game, the captain or manager of the protesting team shall immediately notify the opposing manager and scorekeeper. Protests **will be denied** if this procedure is not followed. This will enable all interested parties to take notice of the condition surrounding the making of the decision and will aid in the proper determination of the issue. In order to be legal, the filing of the "Official Protest" in the Recreation Department office by 5:00 p.m. must follow up a written "Intent to Protest" on the day following the protested game.
- An official protest should include the date, time, and place of the game, the names of the official(s) and scorekeeper, the rule and section of the Official Rules under which the protest is made, the decision and conditions surrounding the making of the decisions, and all the essential facts involved in the matter protested.
- Protests should be based on interpretation of rules **only**. Decisions involving the judgement of officials/scorekeepers shall not be considered or received.
- Protests will be decided by the League Director.
- The League Director has the final authority on all protests and decisions pertaining to all Adult Basketball League Rules and Regulation

12. **S.A.N.C.R.A. PLAYER CODE OF CONDUCT**

A. **Probation's - Suspensions**

THE LEAGUE DIRECTOR'S DECISIONS ON PROBATIONS AND SUSPENSIONS ARE FINAL AND CANNOT BE REPEALED. The decisions are based on the two managers and players involved (if necessary), scorekeeper, and official's report on the violation. All parties involved must submit a report within 48 hours detailing the events that lead to the player(s) ejection. **FOR THE BETTERMENT OF THE LEAGUE, ANY POLICY OR RULES SET UP BY THE LEAGUE CAN BE AMENDED AT THE DISCRETION OF THE LEAGUE DIRECTOR WITHOUT PRIOR NOTICE TO THE TEAMS.**

13. **SPECIAL NOTES:**

- **Altercation / Off the Bench Rule:** In the case of a player(s) initiating an altercation, that player(s) will be **automatically ejected** from the game and will receive a minimum **two game suspension**. Any other player that comes off the bench and leaves the court during an altercation will be **automatically ejected** from the game and will receive a minimum **one game suspension**. Any player already on the court during the normal course of a game who leaves their position during an altercation, for any reason, will be **automatically ejected** from the game and will receive a minimum **one game suspension**. If either or both teams have participants automatically ejected, leaving either of both teams without enough participants to continue the game, the game will be considered a forfeit or double forfeit.
- Any player being placed on probation for the remainder of the season and reported again for violating the "Code of Conduct" will be suspended for the remainder of the season. In addition, the team may be suspended or placed on probation for the remainder of the season. **Teams may not be allowed to enter the following league if the team or players on the team have a history of suspensions or forfeits. Director has the right to disallow a team into the league due to their history of behavior.**
- Any player/fan ejected from a game must leave the facility immediately. Failure to do so will carry a maximum penalty of suspension for the remainder of the season.
- Managers shall be held responsible to see that their players and fans are acquainted with the Player's Code of Conduct, which lists infractions of the Code, as well as the penalty that each one entails.
- Managers will also be held responsible for all rules set up in the copy of the Rules and Regulations as well as the S.A.N.C.R.A. and high school basketball rulebooks.
- Each team is responsible for cleaning up their bench area after their game.
- Players will not be allowed in the gymnasium until 6:15pm on game days. Players waiting for the next game to start are not allowed on the court as a game is in progress or during a time out. Stay off the court until the game is final.