

CITY OF WALNUT CREEK

ADULT BASKETBALL RULES & REGULATIONS

INTRODUCTIONS

Welcome to the City of Walnut Creek's Adult Basketball League. This publication provides standard regulations for all Adult 5 on 5 Basketball Leagues conducted by the City. The league also operates under the jurisdiction of the National Federation of State High Schools Association (N.F.S.H.S.A.) and the Sports Association of Northern California Recreation Agencies (S.A.N.C.R.A.).

BASIC PHILOSOPHY

One of the goals of the City of Walnut Creek is to provide recreational opportunities for people of all ages to promote healthy mind body and spirit. The Adult Basketball League provides the community with an opportunity to participate in an organized sports activity. The leagues are set-up for competitive play but the overall goal is enjoyable participation for all. The City is not offering professional leagues. **The main emphasis of the league is the recreational elements including the fun, enjoyment, good sportsmanship, and friendships that are developed.**

OFFICIALS

It is easier to obtain good teams than good officials. Unethical action by some coaches and players has caused many excellent officials to leave officiating; and consequently, there is a shortage of qualified persons to perform this important function.

When an official assesses a penalty or makes a decision, he is simply doing his/her duty. Officials are contractors of the City and not the teams. It is the official's duty to uphold the integrity of the game; and their decisions, even though occasionally a mistake in judgment, are final, conclusive and must be accepted! It is then the team managers responsibility to request an interpretation if needed. Other players must refrain from conferring with the officials.

LEAGUE REGULATIONS

1. **A team must have paid all fees and have a team roster on file before considered registered and entered in the league.**
2. The City of Walnut Creek staff have the option of moving players or teams to whatever league and date of play they deem is in the best interest of providing a balanced program.
3. The City of Walnut Creek staff may, because of conditions beyond their control, change or revise the league schedules.

4. After the first regular scheduled game, all teams forfeit the right to their entry fees unless the entire league is disbanded, whereby all teams will be refunded their entry fee minus all costs incurred by the league up to that point.
5. The City of Walnut Creek Recreation Division reserves the right to establish rules and regulations at any time deemed necessary for the efficient operation of the league. Further, all rules and regulations will be interpreted by City staff as deemed necessary to ensure a smooth and consistent program in keeping with the standards and intent of adult leagues.

TEAM AND PLAYER ELIGIBILITY

1. A player may participate in the league only if the player's name, address, city he lives in, zip code, telephone number, driver license number and signature appear on the official team roster.
 - a. Any player participating under an assumed name or false address will be considered an ineligible player and shall suffer suspension for the remainder of the season.

PENALTY: All games will be forfeited in which the ineligible player participated.

- b. Players must be eighteen (18) years of age or older and out of high school.
2. Roster Additions:
 - a. All players added must be legally added to the team roster in person or by e-mail by 24 hours prior to game day. All players must fill out and sign liability paperwork before they play.
 - d. Teams must have a minimum of 8 players on their roster. Teams may carry a maximum of fourteen (14) players on their roster.
 - e. **No roster additions or withdrawals can be made after the eighth league game.**

3. A player may only play in one (1) league and on one (1) team on that particular league day during any season in the City of Walnut Creek's Adult Basketball League.

PENALTY: The player will be suspended for two games from the date of the detection and all teams he played on may forfeit the games the player participated in.

4. The City of Walnut Creek Recreation staff maintains the prerogative to disqualify any player or team, at any time, if it is in the best interest of the league.

PROTESTS

1. Only a regularly scheduled game may be protested. No protest based solely upon a decision involving the accuracy of a judgment call on the part of the official may be filed.

2. A protest will be considered only if the officials, scorekeeper and opposing team representative are notified at the time of the dispute (before the ball is put back into play) and the game is officially recognized as being played under protest.
3. All protests must be submitted in writing to the City of Walnut Creek, Tice Valley Community Gym Attn: Adult Basketball Protest. All protests must be submitted with a \$25.00 protest fee **within 48 hours** of the disputed game. The fee will be returned if the protest is found valid.
4. The protest should contain the following information:
 - a. Date, time and place of game.
 - b. Names of officials, scorekeepers, teams and team representatives.
 - c. The rule and section of the Official Rule under which the protest is being made.
 - d. The decision and conditions surrounding the making of the decision.
 - e. All essential facts involved in the matter protested.
5. A \$25.00 fee (per player) will be required if a team requests the league to investigate an ineligible player. If the player is found to be ineligible, the fee will be returned.

NOTE: All players must carry a drivers license or have it close by, e.g. in their car. Players must be prepared to show it to the officials and scorekeeper at all times. If it is out in the car, it must be shown to the officials and scorekeepers immediately after the game.

6. In all cases, the ruling of the City of Walnut Creek Recreation Division will be final.

EQUIPMENT

The league will provide (through the entry fees) a game ball if needed, scorekeeper , officials (2), championship awards, gymnasium, gym maintenance, lights, rule packets, standings and results, and other such equipment or materials as required for the efficient conduct of the league.

SCHEDULE CHANGES

1. **TEAMS PLAYING IN MORE THAN ONE CITY:**
The City of Walnut Creek's schedules will not be adjusted to avoid conflicts with other leagues. Teams who enter more than one league do so at their own risk.
2. Games which have to be made up due to weather, power failure, or other circumstances, will be rescheduled following the end of league play or on the earliest possible day arranged by City Staff. Make-up games will be played in the order of postponement and may be played on a different weeknight or weekend day than the league regularly plays. If the games cannot be played, the win-loss records will be computed on the game actually played.
3. If no officials appear at any league game, the game will be postponed and made up according to the above rules on make-up games.

4. In the event that the league schedule cannot be completed within three (3) weeks of scheduled completion date, City staff may declare the league completed. The league standings will be based on the team's records at the time of the declaration. Each team will be refunded their share of entry fee money for games not played.

FINAL LEAGUE STANDINGS

League champions will be the teams that complete the schedule with the best win-loss-tie record in points (**with 1 point for a win, 0 points for a loss and -1 point for a forfeit loss**). If teams are tied with identical point totals after completing the league schedule, the higher final standing will be awarded to the team:

- a. With fewer forfeits. (If a winner is not determined, all tied teams move to step b)
- b. Teams with fewer ejections (if a team is not determined, all tied teams move to step c) – revised summer 2013
- c. With the best record in head to head competition. (If a winner is not determined, all tied teams move to step d)
- d. With the best record against all common opponents. (If a winner is not determined, all tied teams move to step e)
- e. With the highest point differential in head to head competition. (If a winner is not determined, all tied teams move to step f)
- f. With the highest point differential against all common opponents. (If a winner is not determined, all tied teams move to step g)
- g. By draw.

NOTES: The point differential is calculated by subtracting points given up from points scored. **In comparing division and conference records or records against common opponents among tied teams, the best won-lost-tied percentage is the deciding factor since teams may have played an unequal number of games.**

PLAY-OFFS

Play-offs will be single elimination; number of teams eligible will be determined by the size of each league. Championship games may be scheduled on a different night than the league normally plays.

1. A player must play in at least two (2) league games to be eligible for the play-offs.
2. You will be notified three working days after your league's last game to receive play-off information.

SPECIAL INFORMATION

1. The team manager shall be the official representative of the team unless he designates one of the players as a team captain prior to the game. **Only the team manager or his designate may discuss a call or decision made by the officials.**
2. The team representative will be responsible to see that all their players know and abide by the rules and regulations as stated in the N.F.S.H.S.A. Rule Book and the Team and Player Code of Conduct.
3. NO DRINKING of alcoholic beverages is allowed at the gym site by players, coaches and team representatives, before, during or after a game.

PENALTY: Suspension for a minimum of two games and the City of Walnut Creek may have the individual(s) arrested.
4. NO SMOKING is allowed in the gym.
5. NO FOOD OR DRINK of any kind is allowed in the gymnasium except water and energy drinks.
6. **ANY PLAYER DISMISSED FROM A GAME MAY BE SUSPENDED FROM PLAY FOR A MINIMUM OF THE NEXT TWO LEAGUE GAMES.**
7. ANY PLAYER DISMISSED FROM TWO GAMES IS SUSPENDED FROM PLAY FOR THE REMAINDER OF THE SEASON.
8. Any suspension which runs through the last game of the season or beyond will be extended to include play-off games.
9. **All dismissed players must leave the gym site immediately and are required to stay away from the gym site until the suspensions are lifted.**
10. **Once a player is suspended, that player is suspended from all games on all teams (including other City leagues) until suspension is lifted.**
11. Hard soled shoes and running shoes are not allowed.
12. Casts or other dangerous equipment are not permitted.
13. Please pick-up your litter.
14. Teams are not to warm-up on the court unless time permits. Warm-ups should occur only on the side line areas. If sideline warm-ups interfere with the game in progress, the officials may ask the teams to cease their warm-ups.

PLAYER CONDUCT

There is no place in athletic sports for the unethical player. Unsportsmanlike conduct is contrary to the basic principles of athletic sports. The "Player Code of Conduct" was established for the protection of the participants, survival of the sport and continuation of the league. Violation of the "Player Code of Conduct" will not be condoned.

S.A.N.C.R.A. – TEAM AND PLAYER CODE OF CONDUCT

The following "Team and Player Code of Conduct" has been adopted by all participating agencies with S.A.N.C.R.A. and will be strictly enforced. A suspension in one agency is recognized as a suspension in all agencies.

1. **NO PLAYER SHALL:** At any time lay a hand upon, shove, strike or threaten an official. Officials are required to immediately suspend player from further play and report such player to the league supervisor. Such player shall remain suspended until his case has been considered by the league supervisor.

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

MAXIMUM PENALTY: Suspension for life and/or assault charges filed.

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

MINIMUM PENALTY: Minimum suspension from two league games and placed on probation for remainder of season.

MAXIMUM PENALTY: Suspension for the remainder of season.

3. **NO PLAYER SHALL:** Be guilty of objectionable demonstrations of dissent at official's decision.

MINIMUM PENALTY: Warning by the official.

MAXIMUM PENALTY: Removal from the game and suspension from two league games.

4. **NO PLAYER SHALL:** Discuss with an official in any manner the decision reached by such official except the manager or captain.

MINIMUM PENALTY: Warning by the official.

MAXIMUM PENALTY: Removal from the game and suspension from two league games.

5. **NO PLAYER SHALL:** Be guilty of using unnecessary rough tactics in the play of the game against the body or person of an opposing player. Officials are required to immediately suspend player from further play and report such player to league supervisor.

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

MAXIMUM PENALTY: Suspension for remainder of season, plus two years.

6. **NO PLAYER SHALL:** Be guilty of physical attack as an aggressor upon any player, official or spectator. Officials are required to immediately suspend player from further play and report such player to the league supervisor.

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

MAXIMUM PENALTY: Suspension for life and/or assault charges filed.
7. **NO PLAYER SHALL:** Be guilty of an abusive verbal attack upon any player, official or spectator. Officials are required to immediately suspend player from further play and report such player to the league supervisor. Player shall remain suspended until his case has been considered by the league supervisor.

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

MAXIMUM PENALTY: Suspension for remainder of season, plus two years.
8. **NO PLAYER SHALL:** Appear upon the field of play at any time in an intoxicated condition. Officials are required to immediately suspend player from play and report name to the league supervisor for further consideration.

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

MAXIMUM PENALTY: Suspension for remainder of season.
9. **NO PLAYER SHALL:** Be guilty of gambling upon any play or the outcome of games with any spectator, player or opponent. Officials are required to report violation of this rule to the league supervisor.

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

MAXIMUM PENALTY: Suspension for the remainder of the season.
10. **THE TEAM IS:** Responsible for the conduct of its fans and supporters. If the conduct of its fans and supporters becomes abusive towards opposing team members or any league officials, they place the team in jeopardy of forfeiting the game.

MINIMUM PENALTY: Warning by the official.

MAXIMUM PENALTY: Forfeiture of the game.
11. **NO PLAYER OR TEAM SHALL:** Be guilty of **REPEATEDLY** violating minor league rules or behave in a manner that is disruptive to the smooth operation of the league and who's general conduct is, although not flagrant, undesirable to the standards of the adult sports program.

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

MAXIMUM PENALTY: Suspension for remainder of season, plus one full year.

12. **NO TEAM SHALL:** Be guilty of breaking the rules in the "Team and Player Code of Conduct." In any situation where the rules are broken and individual offenders cannot be determined (i.e., a major fight), then the league supervisor can take disciplinary action against the teams as a whole.
13. The team and team manager are charged with the responsibility of their team members. Any player who refuses to abide by the penalty levied against him by the officials or District representatives, places his team and team representative in jeopardy of losing the game by forfeiture and suspensions.

RULES

The City of Walnut Creek Adult Basketball League is an N.F.S.H.S.A. League and follows their rules with the following exceptions:

1. Each game will consist of (2) twenty-minute halves. The clock will run at all times, except for the last two (2) minutes of **the second** half which are stop time. The clock will stop for all time-outs.
 - a. If at the 2:00 minute mark at the end of a game, a team is behind by **twenty (20)** or more points, the clock will continue to run at all times for the remainder of the game. As a mercy rule, stop time will be dropped.
2. One overtime period of 2 minutes will be played if teams are tied at the end of regulation play, if still tied, one additional 2 minute overtime period. If still tied, sudden death, first team to score will be declared the winner. The overtime period will begin with a jump ball. During play-offs, overtime periods will be three (3) minutes in length with the same time constraints as in regulation play. If a winner is not determined at the end of the first overtime period, additional overtime periods will be played until a winner is determined.
3. Each team receives three (3) full time-out per game. Each team receives one (1) additional non-cumulative full time-out per overtime period.
4. A player is automatically ejected from a game if he receives two (2) technical fouls. A player who accumulates four (4) technical fouls during a season is out for the remainder of the season.
5. Four (4) players are needed to start **and continue** a game. Revised Winter 10-11
6. **GAME TIME IS START TIME.** A five minute allowance will be given, but the time spent waiting is taken off game time. After 5 minutes, the game will be called a forfeit. All times are determined by the official's watch and scoreboard. If four players are at the gym, the game must begin—waiting for a fifth player is not allowed.
7. Dunking is permitted **ONLY** during the game.

8. **All teams must have common colored uniforms with numbers are required! All must have a minimum of eight inch numbers on the back. Legal basketball numbers required no numbers sequenced above 5 allowed. PENALTY for players NOT wearing a valid team jersey-TECHNICAL FOUL**

- two free throws per infraction

This rule will be enforced starting with the 4th league game.

9. Any player receiving a technical foul before or during a game for unsportsmanlike conduct is required to be removed from play for "3" three consecutive minutes. That player may not return to play until the penalty has been served. The scorekeeper will tract the time on the game clock.
10. All games will be played at Tice Valley, Walnut Creek Intermediate and Foothill Community Gymnasium's.
11. Please leave the gym promptly after the last game.

12. All children in the gym **MUST** be supervised by an adult and be seated in the stands. Any children running around will lead to a warning by the offending team, followed by a team technical foul awarded to the Team Manager/Coach. If the children continue to be a problem, the game will be forfeited.

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