

## **Games will be played utilizing S.C.M.A.F. basketball rules with the following modifications:**

- Once placed in a league, a team will remain there for the entire season. There will be no movement of teams after league play has started. The decision to move teams is at the discretion of the Adult Sports Office.

## **SCHEDULES**

- Schedules will be played as published, unless modified by the Adult Sports Office. If your team cannot make a regularly scheduled game, please inform the Adult Sports Office at least 24 hours prior to game time. A loss will be recorded in the standings, but no forfeit fee will be required.

## **TIE-BREAKERS**

- Head to head record in league play (2 way ties only).
- If teams split head to head competition, head to head point differential will be the deciding factor. If their head to head totals are the same then the total point differential throughout league play will be the deciding
- Total point differential (offensive points) throughout league play for 3 way ties.

## **AWARDS**

- Prize ( value of \$100.00 ) for 1<sup>st</sup> place in league play.
- Awards will be based solely on league play.

## **PLAYER ELIGIBILITY**

- All players must be 18 years of age.
- **Participants in Redlands may not have participated in or be listed on the rosters of any Professional, AAU, Collegiate, Junior College athletic activities either currently or two years preceding the league (unless given permission from the Adult Sports Office to play in a Competitive league only). No player may be on any High school athletic roster whether they are in season or off season.**
- Players attempting to play under an assumed name or age, or a player who is not on the original roster or has not been added properly may cause their team to forfeit the game.
- After game time, only rostered players are eligible to play. **There will be no adding players after the scheduled game time.**
- **All players must provide identification at the request of the Adult Sports Office.**

## **ADDITION/DELETION OF PLAYERS**

- Players can be added to the team roster from the first game through the third (3rd) league game by **completing** an Add/Delete form (provided by the scorekeeper) and returning the completed form to the scorekeeper **prior to game time.**
- **All add-delete forms must be filled out completely, correctly and legibly. Any add-delete form that is not completely, correctly and legibly filled out will be deemed invalid and the player will not be added to the team's roster.**

- Do not at any time allow a player to participate in a game who is not on the original roster or has not been added properly and completely. The use of players that are not on the original roster or who have not been added properly and completely prior to game time may cause your team to forfeit the game.
- No players may be added during the grace period or after the game has started.

## PLAYER CONDUCT

- Good sportsmanship is expected at all times.
- Profanity, derogatory remarks and taunting will NOT be tolerated. Players who engage in said acts may be warned (the referee or league officials are not required to warn players and may eject any player on the first offense). If warned and the behavior continues, the player will be ejected from the game.
- Fighting and physical abuse of any type is inexcusable and will not be tolerated. Players involved in any type of physical confrontation will be suspended for at least one game up to expulsion from the league, depending on the severity of the situation. Decisions on punishment for fighting is solely at the discretion of the Adult Sports Office and is not subject to appeal. No refunds for expelled players.
- Please be aware that fans/spectators are considered part of a team for player conduct purposes. Therefore, they are bound by the same code of conduct as participants and teams are responsible for their actions. Players who become spectators must abide by the same code of conduct. **Any player who becomes a spectator before, during or after a game, is still considered a player.**
- ANY PLAYER WHO ACCOSTS OR THREATENS A REFEREE, LEAGUE OFFICIAL, OR ANY CITY OF REDLANDS EMPLOYEE, MAY BE BANNED FROM ANY CITY OF REDLANDS SPORTS LEAGUE. THE PENALTY FOR SUCH ACTS IS AT THE DISCRETION OF THE ADULT SPORTS OFFICE OR THE CITY OF REDLANDS RECREATION BUREAU AND IS NOT SUBJECT TO APPEAL. (NOTE: Criminal charges may also be filed against a player who threatens or physically accosts any referee, league official, or City of Redlands employee.)

## EJECTIONS

- Any player ejected from a game may be suspended for a minimum of one (1) game (the next scheduled game). Upon a second ejection, that player may be suspended for the remainder of the season or longer.
- League officials may eject a player from the game and if deemed necessary, the gym. If ejected from the gym, that player has two (2) minutes to leave the premises or the game will be ruled a forfeit.
- League officials may eject any player, coach or manager without prior warning for any player conduct situation regardless of the severity of the situation.
- No appeals will be considered for any players that have been ejected from a game.

## FORFEITS

A game will be ruled a forfeit and a forfeit will be required if any of the following apply:

- A team fails to field the required number of players (4 rostered players) by the end of the grace period.
- If neither team is ready to play, it will result in a double forfeit.
- A team fails to provide 24 hours notice prior to canceling a scheduled game.
- A team fails to provide the officials fee at game time.
- Any player or manager consumes any alcoholic beverages during the game.
- A team uses an ineligible player or players, including unrostered or suspended players or any player who is deemed ineligible according to the rules for tournament and championship games.
- Continued delay of the game.
- Continued harassment of officials, players, managers, city personnel or spectators.
- In the opinion of the official, a manager does not control the actions of his/her team.

- **All forfeited games will be recorded with the winning team receiving their point per game average and the losing team receiving 20 points less than winning team.**
- **Any team that is unable to field enough players to play a legal game will receive a loss in the standings and the game will NOT be rescheduled regardless of when the notification is given.**

## PROTESTS

Managers should be thoroughly familiar with the procedures listed below to file a formal protest.

- At the time of the incident, the manager must immediately notify the official, scorekeeper and the manager of the opposing team that the game is continuing under protest.
- Judgement calls are not protestable, **only** misinterpretations of the rules and player eligibility can be protested.
- Player eligibility may not be protested after the end of the game.
- All protested games will be completed from the point of protest at the end of the season and only if league standings are affected.

## GRACE PERIODS

- There is a five (5) minute grace period beyond game time for teams who are unable to field at least 4 players.
- If agreed upon by the opposing team, an additional five (5) minute grace period may be granted to teams unable to field enough players at the end of the initial grace period. Granting a second grace period will result in a 15 minute first half.
- The grace period is not to be used for chronically late teams/players. If at game time a team has four (4) players, they will be required to start the game with four and play the game with four until a fifth rostered player shows up or for the duration of the game.

## LINE-UPS

- The team manager must either submit a line-up to the scorekeeper or write their team line-up in the scorebook for the scorekeeper five (5) minutes prior to game time.
- Line-ups must have first and last names and numbers of all players participating in that game.
- A team must start the game at the end of the grace period if that team has at least four rostered players. More rostered players may enter the game at anytime throughout the game. If a team has no substitutes to replace disqualified or injured players, it must continue with fewer than 5 players. When there is only 1 player participating for a team, the team shall forfeit the game, unless the game officials believe that the team has an opportunity to win the game.
- All players are required to show I.D. prior to the start of all play-off games at the request of the Adult Sports Office.

## TIME LIMITS

- Games will be played in two (2) twenty (20) minute halves with a running clock, unless a second grace period warrants a first half.
- The last two minutes of each half will be regulation clock.
- Please be aware that with the exception of the last two minutes of each half the clock will not stop except for injuries or extenuating circumstances beyond the control of the teams. If a team wants to stop the clock, it is their responsibility to call a time-out.

- Half time is five minutes.
- The clock will continue to run in the last two minutes of the second half if a team is ahead by 20 or more points.

## **OVERTIME PERIODS**

- Overtime periods are 3 minutes.
- Regulation clock will be in effect during the last 2 minutes.
- No game will end in a tie. Therefore, overtime periods will be played until there is a winner.

## **TIME OUTS**

- Two (2) time outs per team, per half.
- One time out for each overtime period, per team.
- Time outs **are not** carried over from the first to second half, from regulation to overtime periods, or from overtime to overtime.

## **UNIFORMS**

- **All teams must have shirts of the same (or very similar) color with permanently attached numbers on the front and/or back of the shirt.**
- Each player who does not have a permanently attached jersey number will be deemed ineligible to play until the problem is rectified. The jersey number must be an iron on number or permanent ink, but **NO TAPE**.
- Each player must have an unique number for their team. There will be NO duplicate numbers allowed.
- Players **will** be allowed to participate in the PRACTICE GAME without proper uniforms.
- Players may not wear any kind of jewelry during the game. Please remove any jewelry prior to the start of the game. Players may not wear hats or bandanas during the game.

## **DUNKING**

- Dunking is only allowed during games. Any player that dunks before a game will be ejected from the game and suspended for at least one additional game. If a player dunks after a game, that player will be suspended for the next TWO league games. If that same player dunks a second time (at any point of the season) they will be suspended from the league up to expulsion from the league depending on the severity of the situation.
- Dunking is defined as any shot thrown down or dropped in the basket from above the rim in which the player makes contact with the rim. The decision on whether a player touched the rim is up to the officials.

## **FOUL SHOTS/FOULS**

- Bonus is in effect on the 7<sup>th</sup> team foul of each half.
- After the 10<sup>th</sup> team foul of each half, every foul shot will be a two (2) shot foul or Double Bonus.
- A player fouls out of the game upon obtaining a 5<sup>th</sup> personal foul.
- A technical foul counts as a personal foul as well as a team foul.
- Any player receiving 2 technical fouls, one flagrant technical foul, or any combination of the two, will be ejected from the game.
- All technical fouls are two (2) shot foul and the shooting will receive the ball at half court.

- A team may finish the game with less than five players if there are no substitutes to replace disqualified or injured players.

### **Starting and Stopping Shot Clock**

- a. The 24-second clock will start when a team gains new possession of a ball which is in play.
- b. On a throw-in, the 24-second clock shall start when the ball is legally touched on the court by a player.
- c. A team in possession of the ball must attempt a field goal within the amount of time determined after gaining possession of the ball. To constitute a legal field goal attempt, the following conditions must be complied with:
  - (1) The ball must leave the player's hand(s) prior to the expiration of the clock.
  - (2) After leaving the player's hand(s), the ball must make contact with the basket ring. If it fails to do so a violation has occurred.
- d. A team is considered in possession of the ball when holding, passing or dribbling. The team is considered in possession of the ball even though the ball has been batted away but the opponent has not gained possession. No 3-second violation can occur under these conditions
- e. Team control ends when:
  - (1) There is a try for a field goal.
  - (2) The opponent gains possession.
  - (3) The ball becomes dead.
- f. If a ball is touched by a defensive player who does not gain possession of the ball, the shot clock shall continue to run.
- g. If a defensive player causes the ball to go out-of-bounds or causes the ball to enter the basket ring from below, the shot clock is stopped and the offensive team shall be awarded the ball on the sideline for a throw-in. The offensive team shall have only the unexpired time remaining on the shot clock in which to attempt a field goal. If the shot clock reads 0, a violation has occurred, even though the horn may not have sounded.
- i. If an official inadvertently blows his whistle and the shot clock buzzer sounds while the ball is in the air, play shall be suspended and play resumed by a jump ball between any two opponents at the center circle, if the shot is unsuccessful. If the shot is successful, the goal shall count and the whistle is ignored. It should be noted that even though the official blows his whistle, all provisions of the above rule apply.
- j. If there is a question whether or not an attempt to score has been made within the time allowed, the final decision shall be made by the officials.
- k. Whenever the shot clock reads 0 and the ball is dead for any reason other than an Illegal Defense violation,

kicking violation, punched ball violation, personal foul or a technical foul by the defensive team, the allotted time have expired even though the horn may not have sounded.

### **Putting Ball in Play after Violation**

If a team fails to attempt a field goal within the time allotted, a violation shall be called. The ball is awarded to the defensive team at the sideline, nearest the spot where play was suspended.

### **Resetting Shot Clock**

a. The shot clock shall be reset when a special situation occurs which warrants such action.

b. The shot clock shall remain the same as when play was stopped, or reset to 10 seconds, whichever is greater, on all technical fouls or delay of game warnings called on the defensive team.

**EXCEPTION:** Fighting foul

c. The shot clock is never reset on technical fouls called on the offensive team.

**EXCEPTION:** Fighting foul

d. The shot clock shall be reset anytime the following occurs:

(1) Change of possession

(2) Illegal defense violation

(3) Personal foul

(4) Fighting foul

(5) Kicking the ball or blocking the ball with any part of the leg

(6) Punching the ball with fist

(7) Ball contacts the basket ring of the team, which is in possession of it.

### **SUBSTITUTIONS**

- Any player wishing to enter the game must check in at the scorekeeper table, wait at the table and be waived into the game by the official.
- Your courtesy is appreciated in giving the scorekeeper adequate notice when substituting. In addition, please do not inhibit the view of the scorekeeper when waiting to enter the game.
- Substitutions may enter the game at any dead ball, after the officials summons them on. Subs do not have to wait until the final free throw, but may enter at any time before any of the free throws.

## **Blood Rule**

- Any player who sustains an injury that results in bleeding or blood on them must exit the court immediately. The player will not be allowed back onto the court until the bleeding has been stopped and the area of the bleeding is covered to the satisfaction of the officials or league officials.

## **Post Season**

- Post-season play will consist of a single elimination tournament.
- All timing, players conduct and league rules apply during play-offs.
- All players participating in post-season play must have played in at least half of all league games as a registered and legal player.