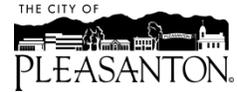




# CITY OF PLEASANTON ADULT BASKETBALL LEAGUE RULES AND REGULATIONS



## **Introduction**

Welcome to the City of Pleasanton Community Services Department Adult Basketball Program. The information and rules below are specific to our league and it is expected that all team managers are familiar with and abide by them. The City of Pleasanton is also a participating agency in the Sports Association of Northern California Recreation Agencies (SANCRA). It is the team manager's responsibility to ensure that all players have read through the rules and regulations and abide by them.

## **Basic Rules**

2014-2015 National Federation of State High School Associations rules shall govern play, except for the following rules established by the City of Pleasanton Community Services Department.

1. **Rosters:** A player may participate in the league only if that player's name, address, phone number and signature appear on the official team roster or an official Add/Drop Form has been submitted. Each player's signature must be authentic and cannot be signed by proxy or any other person. All players must be eighteen (18) or over to participate in the league. **Roster changes may be made up until the third week of the season. Player and manager must complete a Player Add Form to be turned into the monitor prior to game time by the third week of the season.**
2. **Line-Up Form:** Team Managers are responsible for submitting line-ups to scorekeeper ten (10) minutes prior to game time. Line-ups should include first and last names and numbers. Line-ups are available at the scorekeepers table.
3. **Uniforms:** Team members are required to wear numbers on their shirts. Numbers must be large enough to be visible by the referee and scorekeeper. All players' numbers must be in digits of five or under. All jerseys should be alike in color. Players without numbers will be allowed to play but the team incurs a two point penalty for each player playing without a proper number. All jewelry must be removed prior to the start of the game.
4. **Players:** A team must have a minimum of eight (8) and a maximum of twelve (12) players on the official roster. Four (4) players are required to start the game. A game may not continue with less than (4) players.

**Player Conduct:** Any player ejected from a game for unsportsmanlike conduct (fighting) is automatically suspended for one (1) year from the date of ejection. Any player or coach who is dismissed from two (2) games during league play will be dismissed from all participation for the remainder of the league, including play-offs. If the second ejection occurs at a player's last game, they will not be eligible for the first two (2) games of the next season. Player is automatically ejected from a game if he/she receives two (2) technical fouls in a game.

- Ejected player will also be suspended from his team's next league game (minimum).
- Ejected player must immediately vacate the gymnasium and school grounds or his/her team will be disqualified. Serious unsportsmanlike behavior will lead to a player or team's removal from the league.
- Any player who receives three (3) or more technical fouls during the season will be disqualified from further league play.

- Three (3) team technical fouls will result in forfeiture of the game by the offending team.
- Any team receiving more than six (6) technical fouls during the season will be disqualified from further league play (and playoffs), and forfeit their league fees.

5. **Players participating on a high school, junior college or college basketball team are ineligible to play.**

6. **Forfeits:** In the event of a forfeit, due to lack of players, the team who had enough players is declared the winner by a score of 10-0. A team cannot gain a playoff berth by benefiting from a forfeited game. This rule is in effect only in situations where playoff contenders in a league standing must be determined on point differences between teams that are tied.

7. **Timing Regulations:**

If a team does not have enough players at game time, the official clock will run for five (5) minutes to give a grace period and time for additional players to show up. If a team still has only 3 players present after the five (5) minute grace period, the game will officially be declared a forfeit.

League games will be played as regulation contests in the event that only one (1) official is present. The game will be played in halves of twenty (20) minutes, with a running clock. Stop clock timing will be used in the last two (2) minutes of the game, provided there is less than a fifteen (15) point difference in the score.

Five (5) minutes between halves. Each team will be allowed two (2) one-minute time-outs per half. Referee may stop the clock under unusual situations at their discretion.

Games tied at the end of regulation time will continue for a two minute overtime period, with stop clock timing used. If the game is still tied at the end of the first overtime period, there will be a second overtime period, same rules as the first overtime will apply. If the game remains tied after the second overtime period, it is officially declared a tie game (Exception: Playoff and Championship games will play through all overtime periods until a winner is determined).

8. **Protests:** Upon the completion of a protested game, the manager must submit a written explanation of the protest, citing the specific improper ruling, to the League Director within 24 hours of the game. A check for \$50 must accompany the protest (refunded if the protest is deemed valid, forfeited if not). The League Director will then investigate the matter further and alert both team managers with a final ruling within 3 business days.

9. **No smoking or alcoholic beverages allowed on school property.**

10. **Playoffs:** Playoffs for each league will be held the week directly following the conclusion of regular season play (see schedule for specific date and format).

11. **The City of Pleasanton reserves the rights to re-assign teams to different divisions of play that are deemed to be in the best interest of the program.**

**PLAYER CODE OF CONDUCT**  
**SPORTS ASSOCIATION OF NORTHERN CALIFORNIA**  
**RECREATION AGENCIES (SANCRA) EAST BAY**

The following "Player Code of Conduct" has been adopted by all Municipal Agencies within S.A.N.C.R.A. and will be strictly enforced by League Directors in the Bay Area. A suspension in one city will result in notification of all member cities and these cities may honor this suspension. This code of conduct applies to players, managers, coaches, and spectators. A player suspended in one program will result in a suspension for all other City of Pleasanton Sports Leagues.

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

MINIMUM PENALTY: Warning by the official.

MAXIMUM PENALTY: Removal from the game.

**B. 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.

**C. 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 Director. Such person shall remain suspended until his/her case has been reviewed by the League Director.

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

MAXIMUM PENALTY: Suspension for two league games (or weeks) and placed on probation for the remainder of the season.

**D. 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 Director. Player shall remain suspended until his/her case has been considered by the League Director.

MINIMUM PENALTY: Suspension for one game (week) and placed on probation for the remainder of the season.

MAXIMUM PENALTY: Suspension from one calendar year and placed on probation upon returning to league action for one season.

**E. 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 Director.

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

MAXIMUM PENALTY: Suspension for the remainder of the season.

**F. NO PLAYER SHALL:** Be guilty of using unnecessarily rough tactics in the play of the game against the body or person of an opposing player. Officials are required to immediately suspend players from further play and report such player to the League Director.

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

MAXIMUM PENALTY: Suspension for one calendar year.

**G. NO PLAYER SHALL:** Appear upon the field of play at any time in an impaired condition. Officials are required to immediately suspend player from play and report them to the League Director for further consideration.

MINIMUM PENALTY: Suspension for two weeks and placed on probation for remainder of the season.

MAXIMUM PENALTY: Suspension for the remainder of the season.

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

MINIMUM PENALTY: Suspension for two weeks and placed on probation for remainder of the season.

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

**I. NO PLAYER SHALL:** Be guilty of a physical attack as the aggressor upon any player, official, spectator. Officials are required to immediately suspend player from further play and report such player to the League Director. Such player will remain suspended until his/her case has been considered by the League Director.

MINIMUM PENALTY: Suspension for two weeks and placed on probation for remainder of the season.

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

***Special Note:*** Any player who violates the "Player Code of Conduct" while already on probation for a previous incident will face double the penalty than described above.