



Adult Basketball League Rules

PREAMBLE

The City of Ukiah Basketball Leagues are organized for the health and recreational benefits of the citizens of Ukiah and the greater Ukiah area. Their purpose is to promote and increase community interest in basketball.

The league will try to insure interest by providing an organized schedule of fast, clean, and competitive basketball games throughout the season. We will require the respective teams' personnel, their manager, coaches, and players to share this responsibility.

ARTICLE I - League Organization

1. League organization and operation will be the responsibility of the Recreation Department.
2. Teams must play all games as scheduled by the Recreation Department. Teams do not have the authority to reschedule games.

ARTICLE II - Game Schedule

1. We will play games at Alex Rorabaugh Center Gym AND Eagle Peak Gym, unless otherwise scheduled.

Game schedules are subject to change due to gym availability, weather, or other unforeseen circumstances.

ARTICLE III - Game Rules

The Official High School Federation Rules for the current season will be used to govern play with the following additions and exceptions:

1. Leagues Rules

- a. Teams must have a minimum of five players to start a game.
- b. 20-Minute Half (s) - The game clock will only be stopped for team time-outs and injuries. **The clock will continue to run for foul shots taken during the first eighteen minutes of each half. The clock will be stopped for foul shots and out of bounds during the last two minutes of each half.**
- c. Each team will receive two time-outs per half and one time-out per overtime. Time-outs do not carry over to next half or overtime.
- d. The clock will run during the administration of technical fouls during the first eighteen minutes of each half. Possession will NOT change after the administration of technical fouls. Technical fouls will result in ONE free throw for the opposing team and 10 minutes on the bench for the offending player.
- e. Hockey-style substitutions may not be used. Players may enter game after checking in with the scorer's table and being waived in by the referee.

f. Half-time will be three minutes.

g. Overtime - each extra period will be two minutes, played with a stopped clock. (just like the last two minutes of each half).

h. Free Throws- Once the ball is released by the shooter the players on the key can move in to get the rebound. (Note: the shooter has to wait to cross the free throw line until the ball hits the rim).

i. With less than two minutes in each half, team fouls for both teams will increase to 5 if they haven't already accumulated 5 or more. Bonus (1and1) begins at 7 team fouls and Double Bonus (2 shots) begins at 10 team fouls.

j. Teams may advance the ball to the 28' mark when inbounding the ball out of timeout called in the called in the back court.

ARTICLE IV - Game Time

Game time is as listed on the official league schedule. A team forfeits the game if they cannot field a team **5** minutes after the official start of a game. That team must pay a forfeit fee of \$40.00 to the league *prior* to playing another scheduled game. *Note:* In the case of a "double forfeit", both teams get losses.

ARTICLE V - Forfeits

1. Each team will be required to pay \$40.00 for the first forfeit and \$50.00 for any second forfeit, before they will be allowed to continue league play. Three forfeits, and the team is dropped from the league. ****NOTE: A forfeit will count as 1-1/2 losses ****

2. Fines:

a. All fines must be paid before a team can participate in the next league game.

b. Any game missed because of nonpayment of fine will be counted as a forfeit.

ARTICLE VI - Original Players Roster

1. Each team will be allowed to carry as many players as necessary on their roster. However, if your team comes in first place, 10 awards will be given. Players' names and addresses must be submitted to the Recreation Department along with a team's entry at the first scheduled game.

2. At no time will a player on the roster of one team be allowed to change to a roster of another team.

ARTICLE VII - Player Eligibility

1. All players must be eighteen years of age. Officials may require any player to produce valid ID at any time in order to confirm name and age.

2. An illegal player in a game, or games, will cause that team to immediately forfeit all games in which the player participated. Additionally, the player will be suspended for at least the remainder of the season.

3. Players must play in at least three (3) regular season games in order to be eligible for the playoffs.

ARTICLE VIII - Supervision

1. Referees' responsibilities will be the starting and play of the game, plus the conduct of players in the game or on the bench, as stated in the Player Code of Conduct.

ARTICLE IX - Equipment/Uniforms

1. The Recreation Department will supply game balls. The teams must each provide their own practice balls, and uniforms. Practice balls must be held at all times by the respective managers, who are held individually responsible for all of their own equipment. Game balls will be retained for game use only.

2. **Teams are required to have jerseys with numbers.**

ARTICLE X - Protests

1. The only protests recognized by the Recreation Department are those pertaining to player eligibility. Such protests will be considered if filed in writing within twenty-four hours following the game being protested, and accompanied by a \$25.00 protest fee. This fee will be returned if the protest is upheld. **All protest must be stated at the game to the officials and notated by the official scorekeeper.**

ARTICLE XI -Awards and Championship Play

1. Individual awards will be given to ten (10) members of the team winning the playoffs.

2. Team awards will be given out for first and second place as determined by the playoffs.

3. The top 4 teams will qualify for the playoffs (single elimination).

a. In case of a tie in the final standings, the following criteria will be used, in order, to decide the winner:

1. Best record head-to-head among tied teams (forfeits are 1.5 losses)

2. Point differential head-to-head among tied teams

3. Most points scored in all league games

4. Least points allowed in all league games

ARTICLE XII - Conduct

1. The City of Ukiah Adult Sports Player Code of Conduct will be interpreted and enforced by the Recreation Department and all decisions will be final. **Any decision concerning an exception or situation not covered by the rules below will be the responsibility of the Recreation Department.**

2. No player, manager, spectator or coach will at any time, push, strike, or threaten to strike an official, scorekeeper, or gym attendant before, during, or after any game. Penalty: immediate removal from the gym, automatic suspension from the league and/or from all City recreation programs.

3. Any player who strikes or attempts to strike another player will be suspended from the league for a minimum of two games. The length of suspension will be based upon the incident that occurred and the player's prior behavior. The player may also be suspended from all City recreation programs.

4. Suspension Definition - Any player that has been suspended is not eligible to play and is considered an illegal player. Any player who is on suspension at the time of sign-ups is not eligible for the season. A player that is on suspension may not appear on any team roster. Any manager who uses a suspended player may also be suspended from the league. Suspended players are also not allowed in the gym as a spectator or coach.

5. Technical Fouls

a. When a player receives a technical foul, he or she will be removed from the game for 10 minutes (game clock time). The scorekeeper will inform the player when they can go back into the game. The opposing team will shoot ONE free throw, possession will not change.

b. If a player from Team A receives two (2) technical fouls for un-sportsmanlike behavior, he or she will be ejected from the game and gym. Penalty: Minimum one game suspension.

c. If Team A receives three (3) technical fouls for un-sportsmanlike behavior the game will be forfeited.

d. On the third technical foul for un-sportsmanlike behavior of the season, a player will be suspended from the league for the remainder of the season.

e. Any team that is assessed four (4) technical fouls for un-sportsmanlike behavior during the season will be put on probation for the remainder of the league. **If the team receives a 5th technical foul, it will be removed from the league immediately (this includes playoffs).** This rule will stand even if the team never forfeits a game under the "three un-sportsmanlike fouls in one game rule."

f. **If a player is ejected from a game, he or she has one minute to leave the gym.** If the player does not vacate the premises within that minute, the team will forfeit the game (forfeits count as 1 ½ losses).

ARTICLE XIII - Liability

1. The City of Ukiah does not assume any legal or moral obligation to care for a player who is injured while participating in the City League Basketball Program.

The City of Ukiah is also under no obligation nor is responsible for lost or stolen articles.