



## CAPITAL CITY BASKETBALL RULES & PROCEDURES

### 1. General

The *Athletics Office* utilizes city recreation centers for its basketball program.

To continue the use of these facilities, the following rules must be followed:

- a. Managers, coaches, players, and spectators are restricted to gym areas only.
- b. No outside food or drinks allowed in any gymnasium or recreation center.
- c. Athletics Office has the right to change, alter, and cancel games as they see fit.
- d. Athletics Office has the right to change, alter, and modify rules as they see fit.
- e. Alcoholic beverages and smoking are prohibited at any recreation center.
- f. Violation of these rules will result in the termination of the use of these facilities and subsequently the basketball program.
- g. Any team who forfeits a game, for any reason will be unable to win their league championship.

### 2. Team Manager's Responsibilities Include...

- a. Registering each participants email for waivers, and code of conduct
- b. Updating the roster **on-site** after the addition of new players before your next scheduled game.
- c. Conduct of their players, coaches, and spectators.
- d. Distributing all pertinent information (rules, schedules, updates, etc...) to all players. All information will be given out via e-mail and the website ([www.capitalcitybasketball.com](http://www.capitalcitybasketball.com)/[www.facebook.com/pardathletics](http://www.facebook.com/pardathletics))
- e. Ensuring all players are dressed in **matching** colored uniforms with numbers. All players must have unique, permanently **affixed** numbers on their jerseys. Any player who does not meet these requirements will not be able to participate during that scheduled game.
- f. Ensure that each player has their jersey tucked in, and keeps it tucked in the entire game.
- g. Submitting written protests to the Athletics Office within 24 hours of the game in question.
- h. The winning team's manager should submit scores, via email, to the league coordinator within 24 hours of the end of the game.

### 3. Roster Policy

- a) Managers/Coaches are required to enroll each participant **on-site** to ensure that they receive the waiver, and code of conduct. This format of player cataloguing will serve as the team's roster for the season. Teams must re-enroll each season.
- b) Each player will check in with the scorekeeper and sign a sign-in sheet upon arrival. This will serve as your official roster.
- c) Each participant will still need to show valid ID prior to the start of each game. This procedure will be used to confirm names submitted on roster.
- d) Up to 20 players can be listed on a team's roster.
- e) Roster will LOCK after week 6
- f) Coaches have the ability to add, delete, or change information on their roster; however, the new player's info must be submitted on-site before the start of the game. You may not substitute an active player for a suspended player.
- g) "Pick-Up" players who are not on official rosters will be allowed to play; however, it is the responsibility of the Manager/Coach to submit the player's information to the Athletics Office by the scheduled game. Failure to do so will result in a forfeit and possible suspension of your team from league play depending on situation.

### 4. Check-In/Identification Policy

- a) Scorekeepers will check-in players according to roster. Players are required to show the official a valid ID. Driver's licenses, ID card, student ID, and work ID, will be acceptable as long as ID has player name and picture.
- b) Players who fail to show proper ID **WILL NOT** be allowed to play.
- c) **ALL PLAYERS WHO ENTER THE GAME MUST CHECK-IN.**
- d) Players who arrive late will be allowed to play, however they must check-in during a timeout, at halftime, or in between quarters. Failure to do so will result in a forfeit for team.
- e) "Pick-Up" Players must be included on the roster that is given to the officials during check-in and player must show proper ID.
- f) Players can choose to receive a player card issued by the Athletics Office. Please call **(512) 978-2670** for more information or contact us by email **pardssoftball@austintexas.gov**.

### 5. Player Eligibility

- a) An official roster will be required of teams. A player may play on any team, on any given night. A player may **not** play on two teams in the same night and division. Exception: Rosters will be adhered to for *NFHS* Metro, Regional, and State Championship play.
- b) Minimum age to play is 16 (with a Parental Consent Form filled out and on file).
- c) Female players may play on a men's team regardless of previous playing experience
- d) No eligibility protests will be accepted.

### 6. Conduct of Coaches and Players

- a. Unsportsmanlike conduct will not be tolerated.

- b. **Zero Tolerance Policy for profanity, taunting, and “trash talking”.** Any player, coach, and/or manager will be ejected for the use of such. There will not be a warning and it is not protestable. The player may or may not be replaced. **A team may drop to a minimum of 4 players – less than 4 will constitute a forfeit.**
- c. No dunking allowed before, during or after the game. This rule will be enforced by the officials, scorekeeper, and/or recreation center staff. Violation will result in immediate ejection from the game and gymnasium/recreation center.
- d. Players, managers and/or teams will be held responsible and accountable for any property damages incurred at recreation centers.
- e. Any action resulting in a technical foul will be penalized by:
- f. **First offense:** two free throws
- g. **Second offense:** ejection

## 6. Ejections

- a. Any player who is ejected from a game will serve an automatic 8 day suspension.
- b. The official may take immediate action i.e. forfeit the game and/or require the offending player(s) to leave the gym, etc.
- c. The week long suspension will be in effect until the suspension is completed. Any byes, rainouts and/or other acts of nature that do not permit a team from playing could result in a longer suspension for the player. This will be determined by the Parks and Recreation Department.
- d. The league coordinator must be notified within 24 hours of any ejections made by officials or Recreation Center staff.
- e. Acts involving violence (verbal or physical) will be dealt with on a case-by-case basis and appropriate punishment will be dealt with by the league coordinator, based on the severity of the actions.

## 7. In the event the player exhibits extremely dangerous or threatening behavior:

- a. The Parks and Recreation Department will determine the suspension of the player. This could include multiple games/weeks suspension and/or probation. It will be the decision of league coordinator.
- b. This suspension is subject to appeal upon request.
- c. In the event a team/team member physically or verbally abuses an official or a City employee, said player(s) or team may be ejected immediately and will not return to play until contacted by the Parks and Recreation Department.
- d. Any player, who desires to appeal, must notify the Program Manager in writing of his intention to do so within 48 hours after receiving notice of disqualification. A team or team member may be disqualified for any of the following: unsportsmanlike conduct, abusive language, throwing bat/ball in anger or disgust, intentional delay of game tactics, rough tactics against opposing player, intentional spiking, fighting, or playing while intoxicated.
- e. A team or player disqualified from league play may appeal to the Program Manager or his appointed agent who shall determine if a fair meeting was held and equitable decision reached. The decision of the Program Manager or appointed agent will be final.
- f. If a fight occurs before, during or after the scheduled game, at the recreation center, the players involved in the fight will be ejected immediately and

suspended until a meeting is held with the player(s), manager(s) and league coordinator. A fight is a confrontation involving one or more players, coaches or other team personnel wherein (but not limited to) a fist, hand, arm, foot, knee or leg is used to combatively strike the other individual.

- g. The league coordinator must be notified within 24 hours of any ejections made by officials or Recreation Center staff.

## 8. Equipment

- a) Only rubber soled shoes will be allowed on all gymnasium floors.
- b) Teams are required to have two sets of jerseys – light and dark.
- c) Each player must have a unique, permanently affixed number.
- d) The home team will wear light colored jerseys. The visiting team will wear dark colored jerseys.
- e) Teammates cannot share jerseys or wear the same jersey number.
- f) Players violating the jersey requirements will not be allowed to participate in that scheduled game.
- g) Teams **MUST** furnish their own regulation sized ball, for each game.

## 9. The Game

- a) 2 Referees and 1 Scorekeeper will be scheduled for each game.
- b) The Scorekeeper will keep the official running score and the clock.
- c) Game time is forfeit time. Exception: A team may start and end with four players. If the fifth player arrives, a **timeout** must be called before he or she can be added to the official score sheet and enter the game.
- d) All team players and coaches who are not in the game must remain on the bench.
- e) Incase of inclement weather or playing conditions, 30 minutes or more played will constitute a complete game. Officials will make the final judgment on court and/or playing conditions.

## 10. Blood Rule

**When a player incurs a wound that causes bleeding, the officials must stop the game and instruct the player to leave the game to clean and dress the wound. A player with blood on his/her uniform must also leave the game; the affected part of the uniform must be changed before the player is allowed to return to the game.**

**Current NFHS rules will be used with these exceptions:**

**GAME CLOCK:** An official game shall consist of two 20 minute halves with a **running** clock. A running clock stops for only team timeouts, official timeouts, and player injuries. A *NFHS* regulation clock will be used the last 2 minutes of the second half. A regulation clock will stop for all whistles the last two minutes of second half.

**HALF TIME:** A 4 minute halftime will be observed.

**TIMEOUTS:** Each team will be allowed four timeouts per game, two per half. Timeouts not used in the first half **WILL NOT** carry over to the second half.

**OVERTIME:** Each overtime will consist of a 3 minute period with a running clock. The clock will stop for all whistles during the last minute of the overtime period. Each team will be given 1 extra timeout.

**POINT A HEAD RULE:** A point a head rule of 20 points will be used in all adult basketball games. If a team is up 20 points in the last 2 minutes of the game, the clock will continue to run until the team behind gets back inside the 20 point mark. Like the rest of the game, the clock can be stopped by a timeout.

**SHOT CLOCK:** A shot clock will **not** be in effect for any *NFHS* Regional or State Basketball Tournament.

**3 POINT FIELD GOAL:** The 3 point field goal rule will be in effect for all regional and state tournaments. Distance will conform to the current *NFHS (High School)* specifications.

All basketball rules covered on these pages shall apply to both regional and state tournaments for each specific basketball division.

ACKNOWLEDGMENT OF RECEIPT AND UNDERSTANDING OF  
CAPITAL CITY BASKETBALL RULES AND PROCEDURES

I acknowledge that I received a copy of the Capital City Basketball Rules, NFHS Rules, NFHS and Roster Policy information, I understand that I am personally responsible for reading and abiding by these procedures and the standards of behavior contained therein, including any revisions that are emailed to me.

I am responsible for my team's actions will insure that they abide by these procedures and standards of behavior.

As indicated by my signature below, I agree to accept, endorse, and abide by these and all City of Austin policies, guidelines, and procedures.

Print Name: \_\_\_\_\_

Signature: \_\_\_\_\_

Date: \_\_\_\_\_