



Adult Basketball League Rules

ELIGIBILITY

Players must be eighteen (18) years of age prior to participating in this adult league. **For playoff eligibility, a player must be listed on the team's roster by the midpoint of the season, and play at least three regular season game.**

RULES

CIF High School rules will be used. Any rule/regulation that are not listed below will be up to the decision of the League Coordinator. Included are the following:

- 1) Five (5) personal fouls will result in disqualification from the game.
- 2) Seven (7) team fouls in one half, results in a one-and-one situation.
- 3) Ten (10) fouls in a half will result in a double bonus situation (two shots).
- 4) **Game Time:** two (2) twenty (20) minute halves: running time. The last two minutes of the second half shall be regulation time (stopped clock) when the point difference is ten (10) points or less.
- 5) **Time Outs:** Two (2) per half, per team.
- 6) **Overtime:** Three-minute period with regulation time (stopped clock) used during the final minute. One (1) additional time out per overtime period. As many extra periods as necessary should be played to break a tie.
- 7) On free throws, players may enter the lane after the shooter has released the ball.

FEES

All fees are due prior to the start of the first game. Any league fees that remain outstanding after the first game of the season will jeopardize that team's participation in the league. Refunds will not be issued for any reason. League registration fees include referee fee for each week during the season.

ROSTERS

Rosters shall be limited to a maximum of fifteen (15) players **(Only 12 awards will be given out at the end of the season).** You are **allowed** to have 15 active individuals on your roster but **we will be only be given awards and accessories to 12.**

Players may be added and dropped during the first half of the season by contacting the league coordinator at least 24 hours prior to the start of your next league game. In order for a Player to be

eligible for the second half of the season and playoffs they must be on the official roster with information and signature filled out prior to the mid point of the season. Players on official roster must also have completed individual waiver form on file prior to the mid-point of the season. No roster changes will be accepted at the scorer's table. All roster additions/subtractions are subject to approval of the league coordinator. An official team roster must be completed (full name, address, telephone number and signature) and on file at the time of the team's first game.

DUNKING

Dunking is permitted. However, excessive hanging on the rim after a dunk attempt is subject to a technical foul. Any player that receives a technical foul for excessive hanging on the rim in three separate games is subject to an automatic one game suspension.

FORFEITS

Game starting time will be strictly enforced. A team must have a minimum four (4) players to start a game. If a team has only four (4) players at game time, the game will begin, and the team will play 4v5 until the team short players has its fifth player on the court.

A team cannot start a game with only three (3) players or less. If a team only has three (3) players or less at the start of the game, a ten (10) minute grace period will be given. Ten (10) minutes will be counted down off the game clock. The opposing team will receive two (2) points for every minute, until the team short of players has at least four (4) players to play.

If the shorthanded team does not have a minimum four (4) players at the end of the ten (10) minute grace period, the game will be called a forfeit. A team may never participate with fewer than four (4) players. A team forfeiting a game will not be refunded for any league fees for any games missed.

The final score will be 10-0 to the winning team for tie breaker purposes.

DRESS

Indoor athletic shoes are mandatory. Teams must be uniformed and wear jerseys or shirts of the same color and design. Teams uniformed in look, includes jerseys/shirts must match and therefore must all be a solid design, or must match if there are any stripes and/or pattern design in the jerseys. Jerseys/shirts must have a different number for each player permanently affixed to them.

Only one player per team may have a jersey without a number; this player will be designated as number zero or any other number that isn't the same as the number worn by another team member.

Each team member that does not have the correct color team jersey/shirt or have the same number on their jersey/shirt will receive a team technical upon entry into the game. Any player that receives a technical for uniform violations in three separate games is subject to an automatic one game suspension. All team uniforms are subject for approval by the league coordinator.

TECHNICAL FOULS

Any player receiving two technical fouls in a game will be ejected from the game and must leave the facility immediately. Ejected players are subject to a minimum one-game suspension. Suspension length is at the discretion of the league coordinator.

TIE-BREAKING SYSTEM

If two or more teams are tied with the same record at the end of the regular season, the following tie breaking system will be used. 1. Winning Percentage 2. Team's head to head record versus each other. 3. # of forfeits . 4. Team's head to head points allowed versus each other. 5. Total points allowed amongst tied teams . 6. Coin-flip.

LEAGUE CONDUCT

This is a recreation league, therefore badgering the officials, scorekeepers and city staff, fighting, foul language, flagrant fouls and other unsportsmanlike conduct will not be tolerated.

Individuals ejected from a game will be subject to a minimum one-game suspension. Any player ejected from two games during the same season will automatically be expelled from the league for the remainder of the season.

Any player ejected from a game for fighting shall immediately be suspended from further participation, pending a review of the circumstances. The suspended player may not return to the gym until the suspension has ended. Any ejected player must immediately leave the facility. Any undue delay in doing so shall result in forfeiture of the game by his team and the player shall be suspended from playing for the remainder of the season.

If a player deliberately places their bodily fluids, (i.e. blood or spit) on any official, city employee, fan, or player, **that player will be permanently banned from participating** in the City of Dublin adult sports programs. **Each manager is responsible for the conduct of his/her players and/or fans. Managers are subject to suspension and/or removal from a game if the conduct of their players/fans is not under control. Managers are expected to discuss these players conduct rules with their players**

ACCIDENT REPORT & INJURIES

After any and all injuries, players must immediately notify the league scorekeeper, and have them fill out an accident report. First Aid supplies will be available for minor cuts and/or bruises. If additional emergency medical attention is needed please notify the league scorekeeper or any city employee in the building immediately.