



# SIENNA ADULT COED BASKETBALL LEAGUE RULES

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## **LIABILITY**

All participants in the league assume the risk of injury. Sienna Residential Association, its volunteers, and employees shall not be liable for injury to person, loss or damage to personal property arising from or in any way resulting from participation in the league. Participants have released Sienna Residential Association, its volunteers, and employees upon submittal of registration.

## **TEAMS & GAMEPLAY**

### **1. ROSTERS:**

- a) Rosters shall not exceed ten (10) players, including a designated team captain. A team must have at least 7 players, with a minimum of 3 women per team. There **must** be at least 2 women on the court per team at **all** times.
- b) You **MUST** be a 21 & up Sienna Resident in order to play in the Adult Basketball League.
- c) Sienna ID's **WILL** be checked prior to the start of each game. Any player who fails to show their ID prior to the start of games will be deemed ineligible, and they will not be able to play until they are able to provide an up-to-date Sienna ID. There will be absolutely **NO** exceptions to this rule. Please bring your ID on game days.
- d) Team Captains will be required to turn in their team's roster 2 weeks prior to the start of the team's first game of the season. If names and IDs do not match the information on the team roster, the player(s) in question will be deemed ineligible and will not be able to play. If any team is caught trying to utilize players not on the roster, the game will result in an automatic forfeit.

### **2. EQUIPMENT:**

- a) **Jerseys:** Teams **MUST** have reversible jerseys with a white (home) and colored (away) side. (This includes first week of games as well)
  - a. Numbers are required on both the front and back of jerseys. Tape-on numbers will not be permitted. Numbers must be legible for the referees.
  - b. Players will **NOT** be allowed to play without a jersey, no exceptions.

- c. No hard-soled shoes will be permitted. Any player wearing non-conforming footwear (i.e. anything other than basketball shoes) will not be allowed to participate.
- d. No jewelry (including rings, earrings, watches, necklaces), wristbands (exception: sweatbands), etc. will be allowed to be worn during games or practices.

b) **Game Ball:** Game ball will be provided by Sienna Recreation

### 3. GAME LENGTH:

- a) Games will consist of two 20-minute halves.
- b) The clock will be running with exception of:
  - a. The last two minutes of each half.
  - b. Free throws and timeouts.
  - c. Game officials may use their discretion to stop the clock for injury, ball retrieval, etc.

**4. POINT SPREAD RULE:** If one team is ahead by fifteen (15) or more points during the last two (2) minutes of each half, the clock will remain a running clock, except for time-outs and free throws.

### 5. DUNKING:

- a) Dunking is allowed in games; however, players **may not** hold onto the rim. Players holding onto the rim (even briefly) will be assessed a **technical foul**.
- b) Dunking is **NOT** allowed during dead balls or warmups. Anyone who dunks during warmups or after the whistle has been blown will be assessed a **technical foul**

**6. TIMEOUTS:** Each team shall be allowed **three (3)** one-minute timeouts **PER GAME**. In the case of overtime, each team shall be allowed **one (1)** additional one-minute timeout. Timeouts from regulation play do **NOT** carry over into overtime period.

**7. OVERTIME:** If the score is tied at the end of regulation play, a 2-minute overtime period will be played. Clock will run continuously with the exception of the last 30 seconds. If the score is still tied after the first overtime, a sudden death overtime will be played. (First to score a point wins)

## 8. SPORTSMANSHIP

All persons associated with the Sienna Adult Basketball League will be held to the highest standard in terms of sportsmanship. This includes **EVERYONE** in attendance (i.e. players, spectators, guests, etc.)

- a) Abusive language from any person(s) will not be tolerated. This includes excessive criticism towards referees, taunting, unruly/excessive behavior, etc. Game officials and gym monitors have been authorized to assess one (1) single warning to any team captain, player or spectator determined to be verbally abusive. A second infraction will result in immediate ejection from the gymnasium. Failure to leave in a timely manner will result in a suspension from league activities, the duration of which is to be determined in a collaborative effort between the gym monitor on-site during time of said altercation, officials on-site during time of said altercation, and league administrator.
- b) Sienna Residential Association has a strict no hate policy. If a person(s) is caught using derogatory language, berating/making fun of another individual, or anything deemed as hate speech, they will be ejected from the league for the **rest of the season**, without a refund. (to be determined in a collaborative effort between the gym monitor on-site during time of said altercation, officials on-site during time of said altercation, and league administrator).
- c) Any type of fighting or instigation (taunting) is grounds for an immediate ejection (without warning) and in cases where fighting is involved, **a LIFETIME BAN in ALL league activities**. This rule applies to **all involved**. (to be determined in a collaborative effort between the gym monitor on-site during time of said altercation, officials on-site during time of said altercation, and league administrator).

## 9. FORFEITURE

The following situation may result in forfeiture (resulting in a score of 1-0):

- a) Having fewer than 4 players to start the game
- b) Playing with unregistered players or players not on the team's roster. Absolutely **NO PERSONS** that are not registered Sienna Adult Basketball League members will be allowed to participate in any game play, be it a legal game or a forfeiture situation. **Non-league players are NOT allowed on the court during league-sanctioned events. Sienna ID's will be checked prior to the start of every game.**
- d) Unsportsmanlike conduct by players, team captains, or fans (to be determined in a collaborative effort between the gym monitor on-site during time of said altercation, officials on-site during time of said altercation, and league administrator).

## 10. FOULS

- a) A player shall be removed from the game after committing his or her 5th foul (personal and technical fouls combined) or after committing 2 technical fouls.

- b) After seven (7) team fouls, each resulting foul will result in a 1-1 foul shot situation. After 10 team fouls, each resulting foul will result in a 2-shot foul situation. Fouls while in the act of shooting will result in a 2-shot foul situation.
- c) Any player who is assessed two technical fouls in a single game (and, by rule, is also ejected from the game) is also ejected from the gymnasium.

## **11. PLAYOFF SEEDING TIE BREAKERS**

Any time a season ends with teams sharing the same record the following tie breaker process will be utilized:

- a) **If 2 teams are tied:**
  - a. **Head-to-head record against each other will be the first tie breaker**
  - b. **If the teams did not play each other, then average points allowed will determine the higher seed.**
  - c. **If teams are still tied at this point seeding will be determined by coin flip.**
- b) **If more than 2 teams are tied:**
  - a. **Average points allowed will determine the seeding.**
  - b. **If teams are still tied at this point seeding will be determined by coin flip.**

## **12. GAME PLAY RULES / GUIDELINES**

League play will follow **UIL (University Interscholastic League)** game play rules with the exception of those explicitly stated herein. Any other interpretations are at the complete discretion of game officials, league officials and gym monitors.

These rules are subject to change at the league administrator's discretion.