



2026 ADULT BASKETBALL RULES AND REGULATIONS

ONLY WATER ALLOWED IN THE GYM.

PLEASE DO NOT BRING FOOD OR SOFT DRINKS INTO THE GYM. THIS APPLIES TO PLAYERS AND SPECTATORS.

1 LEAGUE MANAGEMENT

PROGRAM COORDINATOR: Eva Daliana | W: 541-754-1706, C: 503-877-2224 | eva.daliana@corvallisoregon.gov

- A. The Program Coordinator has final authority to make decisions pertaining to all basketball league rules, regulations, and schedules; to act in the best interest of the City of Corvallis; and to make decisions in the spirit of competitive balance and fair play.
- B. Upon registering as a team in leagues coordinated by the City of Corvallis, each team and all participants agree to abide by Parks and Recreation's rules and regulations.
- C. Parks and Rec staff and officials may stop, postpone or cancel any game due to weather, unsafe conditions or other circumstances that may jeopardize participant safety in anyway, including games in which player behavior is deemed out of control.
- D. Parks & Recreation is not responsible for player's valuables. Please store them securely.
 - 1. If you need to check our lost & found outside of game times, contact the Program Coordinator, NOT Linus Pauling Staff. A time may be scheduled to check our items, if needed, before the next day of games.

Parks & Recreation Sports Management TeamSideline Page:
<https://www.teamsideline.com/sites/Corvallis/home>

1.1 FEES

- A. All teams must pay the league entry fee at the time of registration.
- B. Deadline to request a refund: Five (5) business days prior to the first game of the season.

1.2 TEAM CLASSIFICATIONS

- A. The Program Coordinator has full authority to take measures they deem necessary to create balance among the leagues in order to involve as many teams as possible in the program. The primary goal is to create divisions that are evenly balanced and enjoyable.
 - 1. Past team performance may be considered during league composition.
 - 2. Number of returning and new players may be considered during team classification.

2 ELIGIBILITY AND PARTICIPATION

2.1 PLAYER ELIGIBILITY

- A. All players must be at least 18 years of age and out of high school. High School students are not eligible to play in the adult league.

2.2 ROSTERS

- A. To be eligible, players must be added (invited) and “enrolled” on the official team roster through TeamSideline prior to playing in any league games. Failure to comply subjects a team to forfeiture of games in which ineligible player(s) participated.
 - 1. **Initial roster deadline is the Friday before your first pre-season game; November 28th, 2025.**
 - 2. Teams must have a minimum of 5 players on their roster. Rosters are not limited to a maximum number.
 - 3. New players may be added to rosters after the initial roster deadline date through TeamSideline.
 - 4. **The final deadline to add new players is Sunday, February 15th, 2026.** After the deadline, appeals to add players solely for replacing injured team members must be submitted to the Program Coordinator.
 - 5. [TeamSideline “How To” Document for Managers.](#)
- B. **Team Composition** – A team consists of 5 players, but may start with a minimum 3 players on the court. Less than 3 players will be a forfeit.
 - 1. There are no required gender ratios for this program.
 - 2. All players must be on the team roster in TeamSideline to participate.
- C. Participants may only play on one (1) team in the program. Players are allowed to play on a weekday league team and a Sunday league team.
- D. If a player decides to transfer to another team, the team managers must agree. A written release from the previous team manager and must be submitted to the Program Coordinator.
- E. Ineligible Player: A team using an ineligible player(s) will automatically forfeit the game. Only players that are listed on the team roster are allowed to play in the program.

3 TEAM RESPONSIBILITIES

- A. Each team is required to designate two (2) people as their game captains. During the game, they are the only ones who can speak with the officials.
- B. P&R will provide basketballs for warm-ups.
 - 1. Team Captains will agree on a basketball for the game.
- C. If there is a score discrepancy, it must be resolved by the designated captains before the officials leave the floor. Once officials leave the floor, the score is final.
- D. When the game is over (clock runs out) no one may question the officials about the games. Any player, manager, or coach doing so may be suspended pending a ruling from the Program Coordinator.
- E. **All players must have the same color uniforms with a number** on the back, front or both.

1. If a team does not have matching uniforms they will be required to wear pinnies or jerseys provided by the program.

4 LEAGUE PROCEDURES

The Oregon State High School Association rules govern league play.

4.1 GAME LENGTH & SCHEDULES

- A. The league shall consist of a round robin schedule with games played once a week. Schedules will be posted on TeamSideline.
- B. Each team will be allowed a minimum of 5 minutes to warm-up before their game.
- C. Games will be played with two (2) twenty (20) minute running clock halves. The clock will only stop on time outs, technical fouls, player injury, and the final two (2) minutes of the second half, if the point differential between the teams is ten (10) points or less.
 1. Half time will be two (2) minutes.
 2. There will be no shot clock.
- D. Each team will have two (2) time outs per half. Each time out is 30 seconds long.
- E. Teams must have at least three (3) players to start a game and can play a game with less than five (5) players without it being a forfeited game.
 1. Players arriving late would enter the game during a dead ball situation.
 2. If the late player's name was not in the scorebook before the game, then a technical foul will be called.
- F. Team Fouls: At 7 in the half players shoot 1:1. At 10 in the half, players shoot 2.
- G. Forfeit time is game time.

4.2 OFFICIALS & SITE LEADERS

- A. Selection of Officials - Officials shall be assigned by a contracted Official's Coordinator.
 1. The official shall be final authority during game period.
- B. Each gym will have a Site Leader/Scorekeeper who will be in charge of the program in that gym. The Site Leader reports to the Program Coordinator.

4.3 STANDINGS & PLAYOFFS

- A. Final standings shall be determined on a win/loss record. In case of any tied records, the tie-breaker will be determined by:
 1. Winning Percentage
 2. Head-To-Head
 3. Head-To-Head Differential
 4. Total Points For
 5. Total Points Against
 6. Total Points Differential
 7. Lowest Number of Forfeits
 8. Coin Toss
- B. At the end of the regular season, there will be a playoff to determine the champion for each division. Playoffs are a single elimination bracket.

- C. For playoffs, all players must be listed on a TeamSideline roster by the deadline and should present a photo I.D. to the Site Leader before each game. In case of non-compliance, the player won't be eligible for that game.
 - 1. Accepted forms of ID include a driver's license, school ID, or passport. The ID must have a full name, photo, and be current (not expired).
 - 2. Please arrive early to allow time for these checks.
 - 3. Players not listed on your roster or do not have a valid ID will not be allowed to play.
 - 4. Team rosters will be available on-site for clarifications regarding player eligibility.

4.4 FORFEITS, POSTPONEMENTS, PROTESTS

- A. Notify the other team manager and the Program Coordinator at least 24 hours in advance that your team is going to forfeit a game.
- B. There shall be no postponement of games unless made by the Park and Recreation Department. In case of snow or freezing rain, please call 541-766-6921 after 3 p.m. to check status of your game.
 - 1. If games are canceled due to weather or school closure, they will be rescheduled if possible.
- C. Protests must be filed in writing with the Park and Recreation office, or emailed to the Program Coordinator, no later than 24 hours after the game in question.
 - 1. Protests may not be filed on an official's judgment, but only on rule interpretation.
 - 2. A protest must be made to official and scorekeeper at the time of infraction.
 - 3. Written protests must include names of teams, date, game quarter, score, and explanation of action leading up the misinterpretation.

5 BASIS FOR DISQUALIFICATION

- A. Use of obscene or profane language during games or directed at someone in the facility.
- B. Any player or manager showing unsportsmanlike conduct toward other players, officials, scorekeepers, site leaders or spectators will receive a technical foul.
 - 1. If a player receives two (2) technical fouls for unsportsmanlike conduct, they will be ejected from that game, MUST leave the facility immediately and will be suspended for a minimum of the next two games.
 - 2. If there are three (3) unsportsmanlike technical fouls on one team, in one game, that team will forfeit the game. If it occurs again, they may be dropped from the program for the remainder of the season.
 - 3. The Program Coordinator will make the final decision on how many games a player is suspended.
- C. If a player(s) intimidates an official, they will be ejected from the current game, MUST leave the facility immediately and they will be suspended for at least two games. The intimidation will be at the discretion and judgement of the official. If officials feel that bodily harm could come to them, they will remove themselves from the game. The team or teams that are at fault shall forfeit the game or finish officiating their own game.
 - 1. The definition for intimidation is when the official feels that bodily harm could come to them.
 - 2. The Program Coordinator will make the final decision on how many games a player is suspended.

- D. Any player striking an official will be ejected from that game, MUST leave the facility immediately and will be suspended from further league play for that season.
- E. **Dunking is allowed DURING THE GAME ONLY.** Dunking is prohibited during warmups or after the game.
 - 1. If a player dunks or hangs from the rim before the game, they shall begin the game with a technical foul. If a player receives a second technical foul for any reason, they will be ejected from that game, MUST leave the facility immediately and will be suspended for a minimum of the next game.
 - 2. If the player dunks after a game, they will begin the next game with a technical on their score record.
- F. Destruction of property at the site of league play.

6 USE OF FACILITY

- A. Participants or spectators are not to enter the building before the Site Leader arrives.
- B. Participants or spectators are not to leave the gym, loiter or run in the halls.
- C. There will be NO SMOKING anywhere on the school premises.
- D. **Do not bring food and soft drinks into the school building. ONLY WATER IS ALLOWED IN THE GYM!**
- E. Regulation athletic shoes must be worn. Please check shoes to be sure they do not leave marks on the floor.
- F. Use of School Facilities - We are fortunate to have the excellent support of the 509J School District, school and administrative staff. Therefore, we must exercise care and not allow the facilities to be misused.
 - 1. Any problems that you might encounter concerning the use of the facilities should be reported to the site leader and Program Coordinator immediately.
 - 2. We hope that by adhering to these few simple rules, our working arrangement with the School District will be enhanced, thereby providing us the best recreation program possible.

7 MISCELLANEOUS

- A. Notify the Program Coordinator of any potential scheduling errors. The Parks and Recreation Department will make every effort to resolve logistical issues.
- B. Blood Rule: When blood is visible, the game will be stopped to allow for quick dressing of wounds. Wounds must be covered and no blood can be visible before player may return to play.
- C. Wearing jewelry is discouraged for safety reasons.
 - 1. Players must tape, cover or remove jewelry during active participation if the official identifies a safety hazard.
 - 2. Casts (plaster, metal or other hard substance or any other item deemed dangerous by the umpire) may not be worn during the game.
- D. Play at your own risk. All players are responsible for their own insurance coverage. The City of Corvallis does not provide accident insurance for league participants or spectators.