

**CITY OF IRVINE
COMMUNITY SERVICES – ATHLETICS
2014 WINTER ADULT BASKETBALL LEAGUE BYLAWS**

MANAGERS: PLEASE SHARE THIS INFORMATION WITH YOUR PLAYERS

The City of Irvine will not assume responsibility for injury. **EVERYONE PARTICIPATES AT THEIR OWN RISK.** (Team medical benefit packages are available on a seasonal or calendar year basis).

RULES

Official High School Federation Basketball Rules will govern play with the following changes and clarifications:

- A. Playing Time:** The games will consist of two (2), twenty (20) minute halves. The clock will be running time, except for:
1. **Last two (2) minutes of the second half, unless point spread is 10 points or more.**
 2. Team or official time outs.
 3. Last minute of overtime.
- Overtime periods will be three (3) minutes in length. Last minute of overtime will be stop clock. If the game is still tied after two (2) overtimes, the third overtime will be sudden death; the first team to score will be the winner.
- B. Time Outs:** Five (5) time-outs per game, maximum of three (3) may be used in the second half, one (1) additional time-out for each overtime period. Time outs must be called by the officials only. The scorekeepers can not stop the clock until the officials ask them to. Players asking the scorekeepers for a time out will not be granted.
- C. Uniforms:** All players on each team must have jerseys of a similar color with a **permanent (NO TAPE) 4 x 6 number on the front, back, or both. NO EXCEPTIONS! Players without similar colored uniforms or uniforms without numbers will penalize their team 5 points, per player, on the scoreboard prior to the start of the game. This rule will be enforced. There is a 2-week grace period at the start of the season before this rule is in effect.** If a player arrives late, this penalty can be enforced after the start of the game and only when this player enters the game. If both teams have the same color of uniform, the home team has the choice of color.
- D. Warm-Up Time:** No extra time will be given for warm-up or practice. While games or high school practice are in progress, there is to be no shooting at side court baskets. Penalty shall be a bench technical (2 shots) for first shot seen. After the first shot, identified shooters will be suspended from game. Unidentified shots will result in bench technicals (2 shots) (see Fouls and Ejections)
- E. Free Throw Violation:** **The free throw shooter and all other players not in a marked lane space must remain behind the free throw line until the ball hits the rim. Failure to do so will result in a violation.**

F. Conduct: Managers are responsible for player and spectator conduct.

G. Rescheduled or Make-up Games: Games that are postponed will be made up either at the end of the season or on a Friday night, if time allows. If time does not allow, the game will only be made up if it has a bearing on first or second place. **MANAGERS SHOULD CALL THE LEAGUE OFFICE AT 724-6659 WITHIN TWO (2) WEEKS OF THE POSTPONEMENT TO LEARN THE STATUS OF THE GAME.**

H. Absolutely no dunking allowed: Player(s) will be assessed a technical foul for any dunk or attempted dunk shot. This is also enforced during warm up, halftime, or after the game clock has expired. The second attempted dunk will result in an ejection.

ELIGIBILITY

A. Players must show valid photo I.D. to Community Services staff and sign the roster/indemnification/waiver form prior to participation in his first league game. Failure to sign the form before playing will result in the use of an illegal player and upon protest, the game shall be forfeited. All players must be listed, and have signed the team roster prior to the start of the 7th game of the season for Sunday, Tuesday, Wednesday, and Thursday leagues, and by the start of the 6th game of the season for the Monday league.

B. All players must sign the score sheet prior to participation in each game.

C. Players must be at least eighteen (18) years of age on or before the first league game.

D. All players must have a picture ID available at all games.

- a. If you feel the player(s) may not be on the roster on file with Community Services, you must notify the game official prior to the ball becoming live, that the game is being played under protest. The league office will investigate and make a decision within 48 hours. Once you have placed a protest, please continue to play the scheduled game.
- b. Another option for protesting a game, is to notify the league office. The protesting manager has until 5:00 p.m. on the **first** City business day following the contest to file a written protest (email to: fbaklarz@cityofirvine.org or delivered to Civic Center-Community Services, second floor) with the Athletics Dept. No fee will be required at this time; however, the program staff reserves the right to charge a protest fee (\$20) if this procedure is abused.

ROSTERS

- A. Roster additions may be made after your team's Irvine point total has been verified and prior to your seventh (7th) league game. Rosters will expand to 22 players. No deletions will be permitted. Each player must be listed on their team's roster prior to the start of the 7th game of the season, and they also must provide a signature next to

their name before playing in any league game. Any player who participates in a league game without being added to their team's roster will be deemed an "illegal" player, and that team will forfeit any game(s) played with said player. The opposing team manager has 24 hours to contact the league office to protest an "illegal" player. Managers can do so via email or phone call to league office. See Eligibility section for more information. Monday leagues have until the start of the 6th league game to add players to their rosters.

B. Teams may have a maximum of two (2) women on the roster.

SPORTSMANSHIP

- A. Players shall not use profane, obscene, or vulgar language in any manner, at any time.
- B. Any player who verbally abuses an official or staff member before, during, or after a game shall be suspended immediately from playing for a length of time determined by the league office.
- C. Any player, who physically abuses (push, shove, strike, touch) or threatens to push, shove, strike an official or staff member before, during, or after a game, shall be permanently banned from participation in adult sports with the City of Irvine, and can be legally prosecuted for assault.
- D. Any player guilty of fighting may be suspended up to 10 games. The instigator of a fight may be suspended up to one year.
- E. Alcohol is not permitted. Any player, team spectator, or manager of a team consuming alcoholic beverages at the gym will cause the team to forfeit game and may result in the player or team being suspended from the league. Any player, who in the referee or staff's opinion is intoxicated, will not be allowed to play in the game.
- F. Players shall not wear equipment, which in the referee's judgment, is dangerous to other players. This includes headwear, jewelry, and knee braces with exposed metal. Flat wedding bands may be covered with tape.

FOULS AND EJECTIONS

- A. **ALL TECHNICAL FOULS ARE TWO (2) SHOTS AND BALL OUT OF BOUNDS.** Technical fouls also count as personal fouls and team fouls.
- B. Technical fouls on bench personnel or spectators will be charged to the manager (2 shots) or bench player if identified.
- C. **DUNKING IS NOT ALLOWED ANYTIME DURING WARM-UPS, GAMES OR AFTER GAMES.** Technical foul on player. If a player dunks during the game, no points will be scored, a technical foul will be assessed with the other team shooting 2 free throws and getting the ball out of bounds. If a player dunks after a game, the free throws may be

shot if they can determine the final result or if there is no impact on winning or losing the game, the player may be suspended for his next game. If same player attempts a dunk, or dunks for the 2nd time, he is automatically ejected from the game.

- D. On a player's second technical foul, player is ejected from the game. The foul carries a penalty of two (2) free throws and loss of ball.
- E. Players can be ejected anytime while at gym site, including before, during or after scheduled game. Two technical fouls are not necessary for an automatic ejection.
- F. **Players who are ejected from the game may lose playing privileges up to two (2) scheduled games deemed appropriate by league office, but may attend as a spectator.**
- G. **Players who are ejected from the facility lose playing privileges for the next two (2) scheduled games and may not attend those games as a spectator.** Player must leave the facility within three (3) minutes or risk their team forfeiting.
- H. Any player who is ejected twice in one season will lose playing privileges for the remainder of current season, and will be on probation for one (1) additional season.
- I. **If any foul is called a flagrant foul by the official, the player is ejected from the game and banished from the gym. The player must sit out a minimum of the next two (2) games and cannot attend as a spectator.** The foul carries a penalty of two (2) free throws and loss of ball. (If a player has been ejected from the game because of two (2) technical fouls, and a third technical is called on that player while on the bench, that player is then banished from the gym. Same penalties and punishments as above).
- J. **Any player who receives a total of 3 technical fouls during one season will be suspended from playing.** The league office will determine how many games the suspension shall last.

FORFEITS

- A. Game times are as scheduled and will not be changed, except when unforeseen circumstances necessitate a change. Teams must have four (4) rostered players to play a game. At game time, the manager with less than 4 players will be asked if he wants to forfeit or not.

If the answer is no, the game clock will start. For each minute (full or partial) that runs off the clock, the team that has enough players will shoot two (2) free throws. For every two shot penalty, 1 team foul will be added to the team foul total. When 5 minutes of game time has elapsed and a team still is short players, the game is forfeited. No time outs may be used during this time period.

- B. If a team forfeits a match without notification to the league office, they must **pay a \$50 forfeit fee at Community Services by the end of the season.** If a team forfeits a

second time in the same season, they will be assessed the **\$50 forfeit fee**. If the forfeit fee is not paid, it will be added to the next season's league fee and if not paid, will cause the team to be excluded from the new season. If a team forfeits two (2) games in succession, they're subject to being dropped from the league with no refund. **The forfeit fee policy will be enforced for all reasons of "no show" or not enough players.**

AWARDS PROCEDURES

A. League champions will receive awards.

B. League champions will be determined by overall best league record. If two or more teams are tied for overall best league record, the following is the order of the tie break system;

1. Head-to-Head record between tied teams will determine league champion.
2. Point differential between tied teams in their head-to-head games against each other**.
3. If any teams are still tied, the team(s) who forfeited any game(s) during the course of the season will be disqualified.
4. If teams are still tied, league champ will be determined by the team with the lowest "points scored against" average during the season. Forfeited games thrown out.
5. League coordinator has sole and final discretion in awarding the league championship based on the foregoing.

****NOTE: If any team tied pursuant to the above forfeited a game in head-to-head games, such forfeit will disqualify that team from being awarded the higher place due to point differential in head-to-head games between tied teams.**

GYM RULES

- A. No food, drink, gum, or smoking in gym.
- B. Do not move bleachers or sit on them when they are stacked against the wall.
- C. Wear only rubber-soled athletic shoes in gym (no black-soled shoes).
- D. No "dunking" allowed.
- E. Washroom facilities, not locker rooms, are available for public use.
- F. Any rowdy or inappropriate behavior will eliminate gym availability and will cause program to be terminated with no refunds.

WE ARE GUESTS IN ALL BASKETBALL FACILITIES AND ANY ABUSE COULD RESULT IN OUR LOSING THE PRIVILEGE OF FUTURE USE. PLEASE RESPECT THE FACILITIES.

**CITY OF IRVINE
BASKETBALL LEAGUE SITES**

<u>SCHOOL</u>	<u>ADDRESS</u>	<u>CROSS STREETS</u>
Irvine High School	4321 Walnut Ave.	Culver and Yale
Beckman High School	3588 Bryan Ave.	Bryan and Culver
Woodbridge High School	2 Meadowbrook	Alton and West Yale Loop
University High School	4771 Campus Drive	Campus and Culver
Northwood High School	4515 Portola Parkway	Portola and Yale
Concordia University	1530 Concordia West	Ridge Route and University