

City of La Puente
Recreation Services Department
(626) 855-1550

Adult Basketball Rules

ELIGIBILITY

Players must be eighteen (18) years of age prior to participating in the league. All players must have photo identification at each game. Identification acceptable to the City of La Puente includes Driver's License, California I.D. or employment I.D. with photo. **For playoff eligibility a player must be listed on the team's roster by the midpoint of the season and MUST play in at least two games in the second half of the season.**

RULES

National Federation of High School Association rules will be used. Included are the following.

- 1) Five (5) personal fouls will result in disqualification from the game.
- 2) Seven (7) team fouls in 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 half's: running time. The last two minutes of the second half shall be regulation time (stopped clock) whenever the point difference becomes ten (10) points or less.
- 5) **Time Outs:** Two (2) per half. Once team has clear possession of ball (example: after securing rebound or opposing team made a basket) if team has not advanced ball (dribble or pass) team calls a timeout. Once play resumes you may request for ball to be advanced to half court to inbound.
- 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 by the manager's meeting date, prior to the start of the first game. Any league or forfeit fees that remain outstanding after the manager's meeting will jeopardize that team's participation in the league. Refunds will

not be issued for any reason. Teams are responsible for paying \$25 to the game officials prior to the start of each game.

ROSTERS

Rosters shall be limited to a maximum of fifteen (15) players. Players may be added during the first half of the season by calling the league coordinator at least 48 hours prior to the start of your next league game. No roster changes will be accepted at the scorer's table.

All roster additions 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.

PROTESTS

1) A team wishing to protest an opposing player's eligibility must wait until he has entered the game. The coach must protest the eligibility of the player to the referee and City staff (scorekeeper) prior to the end of the game. The protest must be recorded in the official scorebook. City staff will then request to see the player's identification. Player shall provide pictorial I.D., then sign his full name and provide his home address and telephone number in the official scorebook. Any player not furnishing positive identification acceptable to the City staff may not be permitted to play and a forfeit may be declared. The league coordinator will make final determination on player eligibility protests prior to the next week's game.

2) An official protest will only be considered on a misinterpretation of a rule. The protest must be filed with the City staff (scorekeeper) immediately following the alleged misinterpretation of the rule (before the ball is put in play). A written protest must be filed at the **Youth Learning Activity Center, 503 Glendora Avenue, La Puente**, on the following day; prior to 5:00 p.m., a \$40 dollar fee must also be submitted. If the protest is upheld, the \$40 fee will be returned.

FORFEITS

A team must have five (5) players to start a game. If a team is short players at game time, the game clock will be turned on. For each minute it takes for the team to get its 5th player on the court, the opposing team will be awarded 1 point. A team may never participate with fewer than four (4) players. Game time is forfeit time! A team forfeiting a game will lose its \$50 forfeit deposit, and must submit a new \$50 deposit prior to their next game. If the new deposit is not received prior to the next game, that team will not be allowed to continue in the league, until the fee is paid.

Teams forfeiting two games in the same season may be dropped from the league with no refund of the league fees.

*Forfeit time rule will not be applied during playoff and final game days. Playoffs and final game forfeits will be determined by the referees & the coordinator's decision.

DUNKING

Dunking is permitted and subject to applicable rules.

TECHNICAL FOULS

Any player receiving two technical fouls in a game will be ejected from the game and subject to a minimum one-game suspension. Suspension length is at the discretion of the league coordinator and subject to the flagrancy of the foul.

DRESS

Indoor athletic shoes are mandatory. All teams must have reversible jerseys of the same color and type. No exceptions will be made. Jerseys must have a different number for each player. **Only one player per team may have a Jersey without a number; this player will be designated as number zero or double zero. Additional players without a jersey number will not be allowed to play.**

LEAGUE FORMAT & AWARDS

Refer to your league schedule.

LEAGUE CONDUCT

This is a recreation league, therefore badgering the officials and scorekeepers, 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.

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 shall immediately leave the gymnasium. 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) on any official, city employee, fan, or player, **that player will be permanently banned** from participating in the City of La Puente adult sports programs.

Each coach is responsible for the conduct of his/her players. Coaches are subject to suspension and/or removal from a game if the conduct of their players is not under control. Coaches are expected to discuss these player conduct rules with their players.

LEAGUE FEES

League Registration is \$300. This does not include the \$50 forfeit deposit fee, or the referee fees. League fees cover the cost of all equipment/supplies, championship team awards, SCMAF team registration, league scorekeeper and scoreboard, and all administrative services costs for the season.

Referee fees must be paid in full by both teams, prior to the start of each game. Referee fees will be given to the league scorekeeper. In the event of a team forfeit, the forfeiting team's \$50 deposit fee will be used to cover the referee costs. That team must submit an additional \$50 forfeit deposit fee at least 24 hours before the team's next game. Failure of submitting the \$50 forfeit deposit fee will be cause of removal of team from the league, and all league fees submitted to be forfeited.

The league registration cost does not include the SCMAF player's medical benefit fund. This is an additional optional team fee. Please contact the league coordinator if interested in attaining information for SCMAF player's medical benefit fund.

ACCIDENT REPORT & INJURIES

After any and all injuries, 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.

TIEBREAKING SYSTEM

If two or more teams are tied with the same record at the end of the regular season, the following tiebreaking system will be used.

1. Team's head to head record versus each other.
2. Total points scored throughout the season.
3. Total points allowed throughout the season.
4. Coin-flip.