



## ADULT BASKETBALL RULES

Revised 1/30/13

- ❑ The Town of Castle Rock offers a non-sanctioned basketball program for the recreational enjoyment of the participants. The Town of Castle Rock Athletic staff is the sole governing body of this program.
- ❑ The Town of Castle Rock reserves the right to reclassify a team at any point in the season in order to maintain a fair balance of league competition.
- ❑ The Town of Castle Rock Parks and Recreation Department also reserves the right to expel any participant or team from the league for reasons of conduct, failure to observe rules, regulations, and procedures.
- ❑ Written or verbal notification of such actions will be provided to the individual and/or team manager.

NOTE: The Town of Castle Rock Leagues will be governed by the 2012-2013 CARA and Colorado High School Activities Association rules with following clarifications, modifications, and additions. Teams are responsible for knowing the rules.

### PLAYER ELIGIBILITY

1. All players must be 18 years of age at the time of registration and be of the gender for the league their team is in. Current rostered college and/or high school varsity players may not play. For 30+ league, all players must be at least 30 years of age by the first scheduled league game.
2. **Players may only play on one team within the same league. Players may not play on a Recreation and Competitive level team during the same session.**
3. Rosters must be signed and submitted before the start of each team's first league game. Additions may be made until the mid-point of the season. After this time no additions may be made.
4. Players must be on the regular season roster to participate in CARA tournaments. **(Minimum 2 games played before the start of the Tournament).**
5. Players must have a picture ID (Drivers License, Military ID, or state photo ID) with them when they play. Checks may be made on rosters and your ID will be used to determine identification. Teams may request the supervisor to check a player's ID if they question their eligibility. If this request is made, all ID's will need to be shown. League supervisors may also make this request at any time if a player's eligibility is in question.
  - a. A player may go to a near-by place (car or their bag) to retrieve their photo ID.
  - b. If any player refuses to or cannot show proper identification the game will be declared a forfeit. Managers are encouraged to tell their players to bring their ID to ALL games.
  - c. Player eligibility protest and forfeits are not retroactive to games played before the protest.
  - d. Any team may protest a player's eligibility but must do so when the player first enters the game.

## ROSTERS

1. A complete team roster is required for all teams, to be submitted to league official before start of first league game. For 30+ league, all players **MUST** present ID with birthdate at the first game. Any additional players added to the roster must present ID before playing also.
2. **Players may be added to the roster until the last game of the regular season. In order to be eligible to play in pool play and/or end of season tournament, all players must have played in a minimum of (1) regular season game.**

The following procedures must also be followed:

- a. The player must sign the roster before they enter the game.
  - b. Once the league starts, if you need to add players to your roster you may make those additions with the supervisor at your gym, up to the roster limit of twelve players.
  - c. Roster Additions: A team may not add players to their roster after last game of the regular season of the season. Exceptions to this rule would be a serious injury to a team member- keeping them out for the remainder of the season. **The Athletic Supervisor must approve any exception.**
3. The responsibility of the team coach/manager is to make sure all of their players have signed the roster and read the rules.
  4. A complete competitive roster team from a previous season may not participate in the Rec Level at any time. Individual players are welcome with the league coordinator's discretion. A first violation in this rule will result in a forfeit for every game that individual participates in. A second violation will result in a dismissal of the league and a one-year suspension.

## RULES

### 1. Clock:

A. Games will consist of two 20-minute halves.

B. The clock will stop as follows:

1. The last two minutes of the game, **IF** there is a difference of **9 points or less**. Once the clock stops, it will stop for the remainder of the game regardless of the score.
2. Major injuries and anytime at the discretion of referees and/or supervisor.
3. Charged time outs.
4. Half time breaks will be 3 - 5 minutes long, depending on how we are doing with time during the game day.

## Forfeit Policy

***Upon the occurrence of a forfeited game without 24-hour notification to the Athletics Department (303-814-7449), the team that forfeited will be fined \$50.00. This is the cost of one game. This fine will be paid to the captain of the opposing team. The check must be brought to the Athletics Department at least 2 days before the team's next scheduled game or that team will be removed from the league and future participation in Castle Rock Parks & Recreation Adult Athletic activities. If the team that was "forfeit upon" has an opportunity to play a game or scrimmage during the time slot of the forfeit, the \$50 fine cannot be imposed.***

### 2. Game Times/Forfeit Rule/Modified Game Rule

A. If a team 4 players at game time (and the other team has at least 5), their opponent shall have the option of:

1. Ask for an immediate forfeit.
2. Start clock and allow that team up to 10 minutes to get 5 players before the forfeit is declared.
3. Play 4 on 4 the entire game or until the opposing team gets five players.

**\*\*NOTE:** The waiting time will be counted as game time and no play will occur.

B. **Modified Game Rule-** If a team has 3 players at the start of a game and the other team has 5, the team that has 5 players has the choice of taking an automatic win by forfeit (\$50 then due from other team) or let the team with 3 players borrow 1 or 2 of their players, or use another player(s) in the league to play the game. If the team with 5 players agrees to do this and the game is started, **THE TEAMS CANNOT TURN BACK AND PLAY A REGULAR GAME ONCE THIS IS STARTED.** Given this, it is recommended that if teams are considering to do this, that they **WAIT 10 MINUTES** before starting the game this way. The following provisions apply if game is played like this:

1. If team that had enough players to play this game wins this game, they get credited with a full win. If this team loses, they only get credited with a .5 game loss. The opposite to this provision applies to the team that **DID NOT HAVE ENOUGH PLAYERS** for a “normal” official game to be played.
2. If by the end of the season for league placing, for tournament seeding, and/or for final standings, the team that had enough players to start a game(s) and lost a “modified game” during the season and suffered a loss (.5 loss in standings), if this loss keeps them from placing in the 1 or 2 seeds or league end standings, the .5 loss will be discarded and replaced with a **FULL** win.

C. Teams cannot be forced to start before the scheduled game time, however, with consent of coaches, officials and site supervisor; games may be started early.

D. If both teams have only 4 or 3 players at game time, an **OFFICIAL GAME** may be played, but both teams must play the entire game with the same amount of players (unless a player fouls out during the game).

3. Overtime:

Games during the regular season that are tied at the end of regulation shall be concluded as follows: **One** two-minute OT period will be played to determine a winner. The “two-minute” stop clock rule will apply and each team will be awarded (1) time out each over time period. Time outs from regulation game cannot be carried over. If game is still tied at the end of the overtime period, game will end as a tie. Tournament games that are still tied after the 1<sup>st</sup> overtime- additional (1) minute overtime period(s) will be played until winner is decided.

4. Time-outs:

- 1) Two one-minute time-outs per team will be allowed each half. Time outs cannot be carried over from 1<sup>st</sup> to 2<sup>nd</sup> half and/or into OT period(s).
- 2) During each OT period each team will get 1 time out.

5. Uniforms/Jewelry/Other Equipment:

A. Each team must have similar colored/style of jerseys with 4-inch minimum **numbers on the front AND back of each shirt. Players will not be allowed to play without numbers on front AND back or in a jersey that is not of the same color/style.**

1. Teams will have until the 2<sup>nd</sup> week to get their uniforms in order.
2. S&S Sports can get reversible jerseys at a reasonable rate. We strongly recommend the reversible jersey so there is not a conflict in colors.

C. Players cannot share jerseys. No tape on the jersey.

D. Players are to remove any jewelry or other equipment that may be potentially hazardous to themselves or other players. Players not removing any jewelry or hazardous equipment will be removed from the game immediately and will not be allowed to return until permitted by the officials and/or league supervisor. If Jewelry is seen on the court a Technical Foul will be awarded.

E. Non-marking rubber sole gym shoes must be worn to participate.

**Players not conforming to Rule 5 a-d will not be able to participate.**

6. Correctable Errors:

**When approaching the officials and/or the scorekeeper for a correctable error, you must do so in an appropriate and reasonable manner.**

- A. The coach of either team may request a time out to have the error corrected. If the error is correctable, the coach/team will not be charged with a time out. If the coach is wrong, or if the error is not correctable, he will be charged with the timeout.
- B. Correctable Errors:
  - 1. Time remaining
  - 2. Score given to the wrong team, or not credited properly.
  - 3. Fouls given to the wrong player team.
  - 4. Wrong player at the free throw line.
  - 5. Possession arrow pointing the wrong direction.
- C. If the discrepancy cannot be found/resolved, the referee shall accept the record of the Parks and Recreation scorebook. Unless the referee has knowledge which permits him/her to decide otherwise.
- D. It is the responsibility of each coach/team to verify the official scorebook, regarding fouls and score, prior to the start of the second half or overtime.

7. Dunking:

Dunking will be allowed at the Castle Rock Middle School on the **MAIN BASKETS ONLY** and only during the game. Team(s) are responsible for payment if any damages occur to any of the equipment as a result of a dunk. **Dunking is not allowed at Castle Rock Recreation Gymnasium. PENALTY for dunking before or after a game at Mesa Middle or Castle Rock Middle Schools or at any time at Castle Rock Recreation-TECHNICAL FOUL (plus no basket at CRRC if during a game)- Guilty player is suspended from further play in current game and receives a minimum one game suspension. Continued violation of this rule could result with the player(s) or team being suspended for the rest of the season and forfeiting all games and fees.**

8. Mercy Rule

If a team is ahead by 30 points with 10 minutes or less remaining or 20 points with 5 minutes or less remaining in the last half of a game, the game will be complete and the officials will leave the floor. The players from both teams may continue to play (scrimmage) or occupy the court for further practice until the remaining time left on the game clock has expired.

9. Technical, Flagrant & Intentional Fouls:

- a. Will NOT be shot. Team will automatically receive two points and the ball out of bounds.
- b. Unsportsmanlike technical and intentional fouls shall include the following and will result in: Two points awarded to opposing team plus ball and **possible ejection from the game. (Refs & Site Supervisors have final say in the matter. The league administrator may impose further penalties after the fact, based on the severity of the incident.)**
  - ie. Un-sportsmanlike conduct.
    - aa. Being disruptive of the game.
    - bb. The use of abusive language, in any manner, will not be accepted.
    - cc. Harassment or violence toward the game's Referees and Scorers is zero tolerance.
    - dd. Verbal abuse by spectators.
    - ee. Malicious intentional fouls.
- c. **NO JEWELRY is to be worn.** A player wearing jewelry onto the court will be charged with a Technical Foul.
- d. **FIGHTING** of any kind will result in technical plus **automatic suspension from league. Player(s) involved will be on probation for all Castle Rock Recreation sports/leagues for a minimum of two years.**
- e. Any player ejected from a game will be suspended for (1) additional game.
- f. Any team receiving three (3) technical and/or malicious intentional fouls during a game will forfeit that game.  
EXCEPTIONS: Any administrative, "failure to report" BENCH and/or jewelry technical fouls will not apply.

- g. Players not checking in with the scorer's table will receive a bench technical for the team's first offense and an individual technical for all other offenses thereafter.
  - h. Any player and/or coach who has been ejected from two different games for unsportsmanlike conduct is out of the league for the remainder of the current season. They could also receive other penalties through the Player's Code of Conduct.
  - i. There will NOT be a technical foul assessed for adding a rostered player to the scorebook once the game begins. However, if a player enters the game before being listed in the scorebook once the game begins, a two point ADMINISTRATIVE TECHNICAL FOUL will be assessed.
10. Bonus & Foul Quota:  
The bonus rule (one and one) shall be shot on the 7<sup>th</sup> team foul anytime during the 1<sup>st</sup> and 2<sup>nd</sup> half. Double Bonus (2 shots), will be shot after 10 team fouls are recorded for each half. Fouls from the 2<sup>nd</sup> half will carry over into OT period(s).  
A player fouls out on their 5<sup>th</sup> personal foul, or will be removed after their 2<sup>nd</sup> technical foul.  
**If player(s) foul out, leaving team with less than (4) players, the game is officially over. A team cannot at anytime play with less than (4) players in the game.**
11. 3 Point Shot:  
The 3-point shot will be used in gyms that are properly marked with the High School three-point line. Three free throws will be awarded to players fouled while taking unsuccessful 3-point shots.
12. The gym supervisor is authorized to call technical fouls, eject players, declare forfeits and recommend suspensions.
13. All teams will observe all Douglas County School facility rules, which include:
  - a. Parking is only allowed in the front parking lot (south side). NO PARKING IN THE FIRE LANES.
  - b. Entry and exit of the building is only permitted from the east side doors.
  - c. The gymnasium and the adjacent hallway are the only areas of the building where CRCRC players and personnel are allowed to be. (Bathrooms are located in this hallway).
  - d. Food and/or drinks of any kind are not allowed in the school or Castle Rock Recreation gymnasiums.
14. When an injury occurs where blood is evident and flowing, the injured player must be removed from the game, blood flow stopped and cleaned up, as well as any uniform that was contaminated must be removed and replaced. If a player is unable to comply, the player must be removed from the game, but can re-enter later in the game, once the blood is cleaned up.
15. Ties in final standings will be broken in the following order:
  - a. Teams with forfeits will be dropped to the bottom of the tied standings.
  - b. Head to head.
  - c. Point differential head to head.
  - d. Total points scored by affected teams.
  - e. Coin flip.

### CANCELED GAMES

If the schools are closed due to bad weather, the Parks and Recreation Department programs will be cancelled for that night at that facility. Call the Castle Rock Sports Information Line at 303-660-1364 for information regarding these cancellations. The games may be played at Castle Rock Recreation, but if not will be rescheduled according to gym availability. It is the coach's responsibility of each team to contact the Athletic Staff @ 303-638-4084 if cancellation and/or make-up game information is not given on the sport info line.

## *League Player's Code of Conduct*

Player is defined as a player, coach, spectator, manager, sponsor, or anyone affiliated with the team. The Players Code of Conduct applies before, during, and after the game. Improper behavior will not be tolerated.

1. **No Player Shall:** At any time lay a hand upon, push, shove, strike or threaten to strike any official, supervisor or staff member.

**Penalty:** Player will be suspended for one full year from all Town sports and for three years from the sport in which the incident occurred, from the date of the incident.
2. **No Player Shall:** Be involved in a physical altercation with another player, which includes any pushing or fighting behavior.

**Penalty:** Player will be ejected from the current game, receive a minimum two game suspension to be served on the immediately succeeding games and be placed on probation for all team sports, for a minimum of one year from the date of the incident.
3. **No Player Shall:** Show verbal abuse or unsportsmanlike behavior towards any official, supervisor, player or staff member.

**Penalty:** Player will be ejected from the current game, receive a minimum one game suspension, and be placed on probation for all Town sports for a minimum of one year from the date of the incident.
4. **No Player Shall:** Appear in an intoxicated condition upon field/court of play at any time.

**Penalty:** Player will be removed from the field/court of play for that game and receive a minimum one game suspension to be served on the immediately succeeding game.
5. **No Player Shall:** Speak any foul language that offends anyone. The language does not have to be directed towards another person.

**Penalty:** Player may be warned or ejected as a result. Continued violations will result in suspensions.
6. **Officials and Staff are empowered to WARN, EJECT, and recommend SUSPENSIONS for all players for any misconduct or violation of rules.**
7. **Any player ejected must immediately leave the field/court of play, spectator area, and facility. Failure to do so will result in a forfeit.**
8. **Anytime a game gets unruly, the officials, supervisors, or any Parks and Recreation Staff has the authority to stop the game. This game will be reviewed by the Athletic Supervisor and a decision will be made in one week about possible forfeit(s). The coaches will be notified within seven days of all actions taken.**
9. **Any team having three or more team players ejected from a game shall be penalized with a forfeit for that game.**
10. **All suspensions carry an automatic PROBATION. Once a player has been placed on probation, their conduct will be evaluated throughout the remainder of the season, including any playoffs, or tournaments. Further conduct violations during the same season will be reviewed by the Athletic Supervisor and additional penalties may be assessed. These penalties could include suspension, forfeits, and/or forfeiting all fees paid to date.**
11. **All players will abide by the official's, supervisor's or staff member's decision including decisions concerning a team's conduct.**
12. **No alcohol consumption or smoking on the field of play, in any indoor facilities, or on any Douglas County School Property.**
13. **Players must wear a team jersey that has a permanent number that is visible and not a duplicate of any other players numbers. Team jerseys must be of the same color and style of jersey!**

There are no appeals for Player Code of Conduct Violations!!!!