

El Dorado Hills Community Services District - Recreation Department

Adult 5x5 Basketball Rules

Last revision 1/2022

Manager Responsibility:

The team manager is responsible for his/her players knowing these rules and regulations, and the Code of Conduct. It is imperative that all players will be so informed. Any questions regarding these rules and regulations or Code of Conduct should be directed to the Field Supervisor or the Recreation Coordinator.

Eligibility of Players and Teams:

1. Team managers are responsible for turning in a correct and accurate roster. Each team may carry a maximum of 12 players. Only players who have signed the team roster will be considered eligible to play.
2. Fees need to be collected by managers and submitted to EDHCSD with the roster. Fee covers costs associated with referees, scorekeepers, planning, gym supervision, playoffs, and awards to league champions.
3. Players may be added up to the fourth game without an additional charge. After the fourth week, players may be added for a \$10 fee, payable at the time of addition. Teams may not exceed the maximum number of 12 players at any time.
4. All players must carry a driver's license or other photo I.D. of themselves while participating in their game. Social Media pages do not count as photo I.D. Failure to show proper proof of identification will result in the immediate forfeiture of the game. This I.D. check maybe carried out by a scorekeeper, Field Supervisor, or Recreation Coordinator at any time. The manager from the opposing team may request a check of a player's eligibility once in any game.
5. Home team is listed first on the schedule and will sit to the left side of the scorekeeper. Each team must be a different color. If a team has a reversible jersey the scorekeeper will determine what color each team will be. Home team will not be required to wear white. All players on a team must have identical uniform shirts with one or two-digit numbers on the back. (Front and back are desired) No players shall have the same number. Players will be unable to play without proper uniform. Numbers may be handwritten as long as they are large enough and clearly legible.
6. A player may play on only one team in the league.
7. All players are required to read and adhere to the Player Code of Conduct.

League:

Each league will be comprised of anywhere between four (4) to eight (8) teams, playing a seven (7) game season. A scorekeeper will be provided. Each manager is responsible for turning in a complete line-up, with players' first name and last initial, to the scorekeeper 10 minutes prior to game time.

All games employ the two referee system.

Game balls will be furnished by the District, or at the discretion of the referees.

Schedules:

All league schedules and standings will be available online. The address to check your schedules is www.teamsideline.com/eldoradohills. All communications with managers will originate from this site. Be sure to give EDHCSD an accurate email, and a secondary email, if possible.

Champions:

The top four teams will play in the playoffs. The #1 seed vs. the #4 seed and #2 seed vs. #3 seed.

Winners will face off in the championship game. The higher seed will be the home team.

- Players must play in a minimum of 3 games to be eligible to play in the play-off games.

There will be a roster check of each team before the playoff games. Players are required to produce a photo I.D. Social Media pages do not count as photo I.D. Any player who does not do so will not be allowed to play. No excuses of any kind will be accepted.

If there is a tie for any playoff position, head to head results will be used as the first tiebreaker. If still tied, point differential in those head to head games will be used to determine position.

League champions will be awarded individual awards, generally T-shirts, up to the size of their final roster, a maximum of 12.

Rules:

Official National Federation High School Basketball Rules for the current season shall cover all situations except those included in the following pages:

1. Gym Supervisors and officials assigned to games shall have complete charge of the gym and will have the power to remove players, coaches, or any other person from the bench or the gym for misconduct, delay of game, or any other reason deemed necessary for the good of the league. Any disrespect shown to an official, gym supervisor or scorekeeper will result in that player being ejected from the game. Repeat offenses will result in that player being suspended from the league indefinitely by the League Director.
2. Team Managers are required to have a representative from their team to assist with submitting rosters (separate piece of paper w/names and numbers of players) to the scorekeeper ten (10) minutes prior to game time.
3. Home team is listed first on the schedule and will sit to the left side of the scorekeeper. Each team must be a different color. If a team has a reversible jersey, the scorekeeper will determine what color each team will be. Home team will not be required to wear white. All players on a team must have identical uniform shirts with one or two-digit numbers on the back. (Front and back are desired.) No players shall have the same number. Numbers may be handwritten as long as they are large enough and clearly legible. No taping of jerseys allowed. Players will be unable to play

without proper uniform.

4. Teams may start a game with four legal players
5. Games will consist of two 20-minute running halves, with five minutes between halves. The clock will stop for time-outs. The clock will be stopped during the last two minutes of the second half and during any overtime if the score is within 15 points.
6. Each team is allowed two (2) time outs per half (non-cumulative). All time outs will be one minute in length. One additional time out per overtime period will be allowed.
7. Games do not end in a tie. Overtime is a three-minute period of regulation, stop clock under one (1) minute. Double Overtime is Sudden Death. Next point wins!
8. During a free throw attempt, rebounding players lined up on the key may enter the key on the release of the ball by the shooter. The free throw shooter and players behind the 3 point line may not pass their respective lines until the ball touches the rim.
9. Any player who commits his/her 5th foul is automatically disqualified from further play for that game. He/she may not under any circumstances, remain in the game.

Technical/Flagrant Fouls:

1. When a team/player receives a technical foul the other team receives 2 free throws and the ball out of bounds.
2. Dunking is allowed only during a live-ball game situation. No dunking, grabbing or hanging on the rims is allowed during any dead ball time which includes warm ups, half time or after a game concludes. Violation could result in a technical foul for that player and any penalty that results from receiving a technical foul.
3. Any player ejected from a game will immediately vacate the gym and not return for the remainder of the evening. Failure to do so will cause the game to be declared a forfeit. Player is automatically suspended from the next scheduled game (possible multiple games depending on the severity) as a result of this ejection. If two or more players are ejected for fighting the players must vacate the gym on three-minute intervals. The game will be suspended until all ejected players have left the gym.
4. Any player who commits a flagrant foul must immediately vacate the gym. A flagrant foul is recorded as a technical foul and is treated as such. A player committing a flagrant foul is also suspended for the next scheduled game.
5. Any suspended or ejected player cannot attend game(s) during the suspension period even as a spectator

Forfeits:

1. Teams must notify Recreation Coordinator by business day Friday before their Sunday game if the plan to forfeit.
2. If a team is not ready to start with four legal players at scheduled game time, the game will be forfeited to the opposing team.
3. Teams winning games due to a forfeit will be allowed 50 points per game when determining places.

Protests:

Protests must be declared by the manager to the referee and scorekeeper before the next legal play. Any manager who wishes to contest the eligibility of any player may do so during any part of any game. Manager must notify the Field Supervisor or Recreation Coordinator of his or her intention. The roster will be brought out and the player will be checked.

Protests on judgment calls by an official will not be allowed. Protests regarding rules or regulations only will be heard. To file a protest other than player eligibility requires a verbal notification to the referee and scorekeeper. A written protest, specifically describing the incident, rule infraction, and any other detail along with \$25 protest fee must be received before 5:00pm of the next business day. Be as specific as possible. Details left out of your written protest may cause the protest to be denied. Written protests may be turned into the Field Supervisor or Recreation Coordinator. If the protest is upheld, the fee will be returned and the game may be replayed from the point of the protest, or the game result may be rectified by decision of the Field Supervisor or Recreation Coordinator. If the protest is not upheld, the game results will stand, and the \$25 fee will not be returned.

Miscellaneous Information:

1. Persons or players participating in any activities sponsored by the El Dorado Hills Recreation Department are not covered in any way for personal liability or property damage.
2. The scorebook running summary score shall be the official score at any and all times throughout the game regardless of the score indicated on the scoreboard.
3. Players will refrain from drinking alcoholic beverages before or during game. Player will be asked to leave if player has been drinking prior to the game. Failure to leave will result in suspension and forfeit of that player's team game.
4. Children are not allowed on the basketball floor. If you do bring your children an adult must accompany them at all times and they must be in the stands.