

**BASKETBALL RULES AND REGULATIONS
ARROYO GRANDE ADULT BASKETBALL LEAGUES
2019**

The following are local rules for the Arroyo Grande Adult Basketball League. CIF rules will cover all situations not mentioned in these local rules.

UNIFORMS AND PLAYER CONDUCT:

1. All players must have legally numbered jerseys (numbered on **BOTH front and back**). Jerseys must include a 1 or 2 digit number on the front AND back with no digit higher than “5” allowed (i.e. “4”, “10”, “32”, “55”). Technical fouls will be called on players without numbered jerseys (This will not count as a personal foul).
2. For player safety, all jewelry or other rigid items on the body, must be removed before games.
3. All players on any specific team must have jerseys of like color. Teams may be required to wear League supplied “pennies” if they do not have matching & numbered jerseys.
4. A player can participate on no more than two (2) teams.
 - A. For Spring League – a player may play on teams no more than two (2) levels below the highest division they participate in. Example - a B player can also play on a C-1 or C-2 team, but may not drop all the way to D-1.
 - B. For Summer / Fall Leagues – Upper Division players may NOT play in the Lower Division. Only one Upper Division player allowed on Middle Division teams
 - C. Teams in the C-1, C-2 Divisions for Spring League, may have no more than two (2) B Division players on their roster.
 - D. Players may not participate on more than one (1) team in the same division. Example - a player may not participate on two (2) C-2 teams.
 - E. Any eligible player may play in the Over 40 Division, no matter what other division they play in. They still may play in no more than two divisions in the League.
5. Any team which uses an illegal player will forfeit all games in which said player played.
6. Any player who plays on more than two (2) teams in the Arroyo Grande City League may be dismissed from the league.
7. Any player who receives two (2) technical fouls will automatically be removed for the remainder of the game. The player will be given one minute to leave the gym AND must also leave the school premises, or his team may forfeit the game. ****REFEREES MAY ISSUE TECHNICAL FOULS FOR UNSPORTSMANLIKE BEHAVIOR AFTER PLAYING TIME HAS ENDED INCLUDING BETWEEN GAMES.**
8. A player who is ejected, or disqualified due to two technical fouls, must sit out the next game for ALL teams he plays for. Additional suspension may be issued. If a player is ejected during the last game of the season, that player will carry a two game suspension into the next season.

9. Any player ejected twice during the season will be dismissed from the league. The player must petition the League Director for reinstatement into any future league play in the Arroyo Grande Adult Basketball League. Reinstated players will be dismissed from league play on the first subsequent ejection from a game.
10. Any person who strikes an official or scorekeeper will automatically be expelled from the league. Also, assault charges may be pursued.
11. Any player or coach who threatens and official or score keeper will be suspended from the League for a minimum of two games and may face further penalties.
12. By CIF rules, technical fouls are also counted as personal and team fouls. (This will not include technical fouls for improper uniforms.)
13. Technical fouls include an automatic five (5) minute bench time for the player involved (not including technical fouls for improper uniform). If a player receives a technical foul with less than five (5) minutes (9-8-08) remaining in the game, that player will be required to sit out the remainder of this game and the first five (5) minutes (9-8-08) of their next game.
14. Any player, coach or team personnel that gets into a physical altercation/fighting will be immediately ejected from the game and must immediately leave the gymnasium property. Players, managers or team personnel ejected for fighting will be suspended for the rest of the season, and must petition the League Director to be allowed back into the League for ANY future season. League Director has final judgement on penalties.

MANAGER RESPONSIBILITIES

1. Managers are expected to control their players. If a player continually harasses a referee, score keeper, or opposing team, the manager will be asked to control the player. If the player continues the harassment then the manager may be assessed a technical foul. After two technical fouls the manager will be ejected.
2. Each team must pay one referee the \$22 referee fee IN CASH before each game. MUST PAY FULL \$44 FEE FOR BOTH REFS IF YOU FORFEIT.

GAMES:

1. All games will consist of two (2) 20-minute running halves.
 - A. The clock will stop 60 seconds for all time-outs.
 - B. The entire first half and the first 18 minutes of the second half, the clock will not be stopped for any fouls or violations.
 - C. With two (2) minutes remaining in the second half the clock will stop on all referee's whistles.
 - D. The clock will stop for second half technical fouls.
 - E. If one (1) team is leading by 20 or more points entering the last two (2) minutes of the game, then the clock will not stop on dead balls.
2. Each team gets two (2) time-outs per half. First half time-outs DO NOT carry over to second half. Second half timeouts DO NOT carry over to overtime.
3. Grace time: There will be no grace time but teams may play with four (4) players. If at any time a team gets down to three (3) players, the game will automatically be forfeited.

4. FORFEITS: A team that forfeits **MUST** send a representative to the game and **PAY THE ENTIRE \$44 REF FEES.**

OVERTIME:

1. If a game is tied at the end of regulation time, a two (2) minute over-time will be played. The clock will stop on all officials' whistles and each team will get one (1) time-out. If the game is still tied, sudden death will prevail. The first team to score will win the game. In playoffs, two (2) minute overtime periods will be repeated until a winner is determined.

PLAYER ELIGIBILITY AND ADDING PLAYERS TO ROSTERS:

1. Managers are responsible for confirming their players' eligibility.
2. Use of an ineligible or non-rostered player may result in forfeiture of games involved.
3. Teams may add players to their rosters through the first half of the season. After the first half, teams may not add players unless there is a compelling reason such as a changed night of play, injury, shift change or relocation of a rostered player. **Second half player adds must be pre-approved by the league director.**
4. Players may sign add slips either at games or at the Recreation Services Office. Added players are eligible to play immediately.
5. Minimum age is 17 years. No current high school varsity basketball players will be allowed in the league. Players under 18 years old must complete a Parent Permission Form.
6. Players must play in at least three (3) league games to be eligible for playoffs. This may be waived by the League Director if a player is on the roster at the beginning of the season but is injured.

PLAYOFFS:

1. At the conclusion of the season, the 1st place seed will play the 4th place seed and 2nd place seed will play the 3rd place seed in the semi-finals to determine the two teams playing in the championship finals. The winner from the 1st vs 4th game will play the winner from the 2nd vs 3rd game in the championship finals.
2. If the Championship game is the same night as the semi-finals, the 1st place seed playing in the semi-finals chooses the timeslot of their semi-final game against the 4th place seed. Either 6:00/6:30 PM game or 7:00/7:30 PM game. The 2nd vs 3rd place game plays in the timeslot not chosen by the 1st place seed. Timeslot must be chosen immediately after last regulation season game.
3. If timeslot is not chosen by the 1st place seed, the default game time will be 6:00/6:30 PM game.
4. Playoffs for a team that changes divisions:
 - A. If a team moves up a division and is the second half winner in the upper division, then they will play off in the upper division and not the lower.
 - B. If the above situation occurs, then the second half champs in the lower division will playoff against the team in their division with the next best overall record from both halves.
 - C. If the same team wins both halves, then the team with the next best overall record from both halves will assume the second playoff spot.

5. If two (2) teams are tied at the end of a season, then the team that won the head-to-head game will be declared the champs.
6. Three teams tied:
 - A. If three (3) teams are tied at the end of a season, then head-to-head games will determine the winner of that half season.
 - B. If head-to-head game results don't determine a champion, then total point differentials among the three (3) teams involved will determine the champ.
 - C. If the point differential is the same for two teams, then the head-to-head game between those two teams will determine the champ for that season.

RULES:

1. We will be using CIF high school rules with local adaptations.
2. **Dunking is not permitted at any time.** This includes warm-ups, half-time, games, or any other time we are in the gym. This rule will be enforced in the following manner:
 - A. First Offense: Technical foul and league warning.
 - B. Second Offense: Technical foul and ejection from the game.
 - C. Third Offense: Technical foul, ejection from the game, and dismissal from the league for the remainder of the season. If the third offense occurs during the last two (2) games of the season, the dismissal will include the first five (5) games of the next season.
3. One-and-one free throws will be shot on the seventh (7th) team foul each half. Two (2) free throws will be awarded starting with the tenth (10th) team foul each half.
4. When either team has called a time out during a free throw situation, the clock will not re-start until the free throws are completed and the ball becomes live.
5. Intentional fouls result in two shots and the offended team receives the ball at the spot of the foul.
6. On free throws: players will NOT occupy the first space on each side of the lane, and all players except the shooter, may enter the key AFTER the ball is released by the shooter. The shooter must wait to until the ball hits the rim to enter the lane.

USE OF SCHOOL FACILITY:

1. All state laws concerning the use of school facilities must be complied with. This means **NO SMOKING OR ALCOHOL ON CAMPUS.** Failure to comply with these laws will result in forfeiture of games played. **THIS INCLUDES SPECTATORS FOR YOUR TEAM**
2. Only non-marking, tennis-type shoes are allowed on the gym floor. No hard-soled shoes or boots.
3. No food or drinks are allowed in the gym.

PROTESTS:

1. All protests must be brought up at the time of the conflict, and the scorekeeper notified. (Protest forms in the scorer binder). The Protest Form must be given to the Recreation Services Department in writing within one business day of the game in question accompanied by a \$25.00 protest fee. If the protest is allowed, the fee will be returned and the game may be re-played. The protest fee will not be returned if the protest is not allowed. Protests will be accepted on rule interpretation or player eligibility only.