

**Thursday Night Basketball**  
**Memorial Park**



**LEAGUE RULES**

1. Each team must pay \$40.00 in exact cash prior to the start of their game. Games will not start unless both teams have paid the officials fees.
2. **ROSTER: Players may be added before the 1<sup>st</sup> game, roster will be finalized after the 5<sup>th</sup> game. Team manager is responsible for ensuring every player that plays in ANY game is eligible, and on the roster. Each player needs to sign the roster for themselves. Scorekeeper will provide a paper roster for the Team Manager.**
3. Forfeit time is 10 minutes after scheduled game time.
4. 4 players are a minimum to start. Teams may end the game with two players.
5. Games will be played in 2 twenty-minute halves. Regulation stop clock during the last 2 minutes of the 2<sup>nd</sup> half. A running clock will be used during the last 3 minutes of the 2<sup>nd</sup> half, if the point spread is 15 points or greater at the 2-minute mark. Clock will continue to run, if point spread is reduced to less than 15 points.
6. Tie games: 2-minute regulation overtime.
7. Bonus on the 7<sup>th</sup> team foul of each half and double bonus on the 10<sup>th</sup> team foul of each half.
8. 4 thirty-second timeouts per game. 1 timeout in overtime. There are non-cumulative.
9. All substitutes must check in at the scorer's table. Please do not just run out onto the court.
10. Every player gets five personal fouls before they are disqualified from the game. Technical fouls constitute a personal foul. Two technical fouls constitute an ejection from the game. Player(s) will not be permitted to play in their team's next scheduled game.
11. Shot clock will be in effect throughout the season. Violation will be possession turnover to the opposing team.
12. **Any team or player(s) verbally or physically abusing a player, referee, scorekeeper, or league supervisor will be automatically banned from further play in the Azusa Adult Sports Program.**
13. **Ejected players are automatically suspended minimally from their team's next game played. Pending the severity of the incident, suspension could be greater.**
14. **Roster check prior to the start of each game:** Each player's name and signature will be verified off the "official" league team roster. Positive ID may be required on a weekly basis. Failure to present ID upon request will result in immediate ineligibility.
15. **Any player ejected for any reason will automatically be suspended from his team's next scheduled game. Two ejections will result in that player being removed from the team roster. If the team captain or manager is ejected from any game, the game shall be an automatic forfeit against the ejected captain or manager's team.**
16. **The league and officials have a zero tolerance on foul language. This is your team's warning; second offense is a technical foul or possible ejection.**
17. All players must have matching jerseys with a permanent number. Any player without a jersey and permanent number will not play.
18. Players must remove all jewelry, including all piercings.
19. No dunking allowed. Dunking will result in a technical foul.
20. Awards-top team will receive their choice of t-shirts or trophies. Email to [Shane.Castellanos@azusaca.gov](mailto:Shane.Castellanos@azusaca.gov)
21. All players must be 18 years and older and not playing on their current high school basketball team to be considered eligible for all Azusa Recreation and Family Services Department Adult sports programs. Failure to comply will result in a forfeit of all games played with such player.
22. \*Please note schedule subject to change due to facility rentals.
25. Teams forfeiting a game will be responsible for both team officials' fees (\$80.00). If fee is not paid that evening, the \$80.00 must be paid to the Administrative Offices at Memorial Park -320 N. Orange Place. Prior to the teams next scheduled game.
23. **All players to be eligible to participate in the end of the season tournament must have participated in a minimum 4 league games.**