



2024 Adult Basketball League Rules

Program Structure

A) Team Captains and Teams

- a. All Teams must designate a Team Captain and Co-Captain with their best contact information.
- b. Team Captains are responsible for any and ALL communication to their teams regarding the League.

B) Game Schedule

- a. League will be seven weeks with a single elimination League Tournament at the end of the regular season.
 - i. Tournament seeds will be based on regular season (tie breaker)
 1. League Standings
 2. Head to Head Results
 3. Points Allowed
 4. Points For
- b. Each team will play one game per league day.

C) Classification

- a. Adult Basketball Leagues will be classified as Recreation for level of play.

D) Roster Eligibility

- a. **ALL PLAYERS MUST BE 18 YEARS & OLDER**
 - i. Must be 18 years on first game date
 - ii. Age verification may occur at any time – please have appropriate photo ID with birthdate. i.e. driver's license, tribal ID, passport.
- b. Rosters may contain up to 15 players
- c. All players must sign roster before start of their first league game & submitted to Score Table staff.
- d. All Rosters are FROZEN at end of league games on week #3.
 - i. All additions or deletions to rosters can be made with League Supervisor during weeks #1-3.
- e. A player may NOT play on more than one team
- f. **All players must play a minimum of one game by week #3 and a minimum of two games by week #5** to be eligible for the League Tournament AND must have their own signature on the roster.
 - i. Line ups will be verified throughout the league games

E) Awards

- a. T-shirts will be awarded to tourney champs only

F) Gymnasium Policies & Occupancy

- a. Food and drinks permitted inside the gymnasium, please clean up after yourselves.
- b. **The Copper Sky facility will be closed during league games, access to gymnasium only.**

G) Officials and League & Facility Staff

- a. Officials and League & Facility Staff are the City of Maricopa employees
- b. Please do not try to persuade Officials during games to change calls, or persuade Staff to be lenient for gymnasium policies & occupancy guidelines
 - i. Any disagreements with any staff regarding any League policies can be denied entry into the facilities and participation in league games

Game Rules

A) Dunking

- a. **NO DUNKING!** NO exceptions.
 - i. Please communicate to teammates
 - ii. Players will receive a technical foul.
 - iii. Any player who damages the basketball backboards will be responsible for all damage costs.

B) Game Ball

- a. Size 29.5 for Men's & Coed
- b. Size 28.5 for Women's
- c. Basketballs will be provided by the City of Maricopa for games ONLY
- d. Teams must provide their own basketballs for warm-up

C) Rules of Play

- a. All games will be governed by the official basketball rules as adopted by the Arizona Interscholastic Association, with the exception of the special "house rules" adopted by the City of Maricopa.
 - i. Bonus will be one & one free throws at seven fouls and double bonus at ten fouls
- b. **No watches – jewelry is at the discretion of players & waive liability for any related injury**

D) Game Format

- a. Games will start on time OR two minutes after the previous game has ended
- b. Two 18-minute halves per game
 - i. Running clock except for last 1-minute of the 2nd half if score is within 10 points
- c. Time Outs
 - i. Teams may use TWO 30-second timeouts per half, no time-outs will carry over.
 - ii. Teams who attempt to take more than two timeouts per half will be penalized a technical foul
- d. Half Time
 - i. 2 minutes
- e. Overtime
 - i. Three-minute overtime if teams are tied at the end of regulation game time
 - ii. Running clock, except for last minute if score is within 10 points
 - iii. One additional 30-second timeout per overtime
 - iv. Time-outs from 2nd half will carry over into overtime

E) Mercy Rule

- a. A game will be called if any team is trailing by 40 points or more, at 10 minutes or less, of the second half.

F) Composition of Teams

- a. Teams will consist of five players on the court
- b. Game may start & end with four players, no less
- c. **Coed League Composition** – teams must have at least two females on the court at all times or one male on the court at all times (if all five players are present)
 - i. Legal composition with five players
 1. Two females & three males
 2. Three females & two males
 3. Four females & one male
 - ii. Legal composition with four players
 1. At least one female & three males
 2. Two females & two males
 3. Three females & one male
 - iii. Illegal Composition
 1. One female & four males
 2. Zero females & five males

G) Protests

- a. Player eligibility will be tracked throughout league games
- b. Protests made during game will not stop game clock

H) Team Line-Up

- a. Legible team line-ups must be submitted to score table before the start of each league game
 - i. **Legible line-ups must include eligible roster player's FULL NAME & jersey numbers.**

I) Substitution

- a. Unlimited substitution
 - i. Coed – must have correct team composition
- b. Subs check in at the score table and wait for officials to call them into game on a dead ball

J) Code of Conduct

- a. All teams will be provided with a Code of Conduct on first league day
 - i. All players must sign & adhere to the Adult Sports Code of Conduct
- b. Failure to abide by the Code of Conduct will result in consequences – including but not limited to technical fouls, ejections, suspensions and ban from the City of Maricopa Adult Sports programs. Teams, players, and spectators are responsible for their actions before, during, and after games.
 - i. Consequences may be carried over to other Adult Sports leagues or tournaments
 - ii. Any person(s)/team(s) ejected from a game must leave the facilities and parking lots immediately
 - iii. Any person(s) refusing to leave after ejection will be considered trespassing and Legal Authorities will be called.
- c. All participants, spectators, and Referees must demonstrate good sportsmanship

K) Technical Fouls

- a. Technical fouls will consist of 2 points being awarded and possession of the ball.
- b. Technical Fouls can be given to any player, team and their spectators while in the facility
 - i. If an individual player receives two technical fouls within one game, this will result in an automatic ejection with fines and a possible suspension.
 - ii. If an individual player receives a combined total of three technical fouls during the season, including league tournament, this will result in an automatic suspension for the remainder of season or league tournament.
 - iii. If a team receives a combined total of three technical fouls during one game, this will result in an automatic forfeit.
 - iv. If a team receives a combined total of four technical fouls during the season, including league tournament, this will result in an automatic suspension for the remainder of the season or league tournament.
- c. If player, team or spectator is given a **Technical Foul**, the player/team/spectator will be required to pay a **\$25 fee for re-admission to the game or gymnasium**.
 - i. Players who received a Technical Foul must exit the game for three game time minutes
 - ii. **Technical foul fees must be paid by next league game or tournament game**
 - iii. **Failure to pay the required Technical Foul fee will result in no games or entry, until the fee is paid.**

L) Forfeits – Please contact the League Supervisor or available City of Maricopa Staff for any forfeits (contact information located on last page)

- a. Teams will receive a loss for a forfeited game.
- b. Forfeited games will not be rescheduled.
- c. If teams do not have the minimum of four players at their scheduled game time, the game clock will begin for the 1st half. The team with the required number of players will be awarded two-points for every one-minute until the other team has the required four players.
- d. At the expiration of the 1st half, if the team does not have the required number of four eligible players, the game will be recorded as a forfeit.
- e. If neither team can produce enough players at the expiration of the 1st half, a double forfeit will be recorded and the game will not be rescheduled.
- f. **Teams will forfeit for use of ineligible players**
 - i. **Ineligible players** are players using assumed names, players 17 years old & under (all players must be 18 years on the first League day), players on a different team's roster, players not on rosters by end of week #3 or players who have not participated in the minimum two games by week #5 – one game minimum in weeks 1, 2 or 3.
- g. Teams shall receive a forfeit with no refund if misconduct occurs by any players or their spectators. Good Sportsmanship will be asked from all persons participating or attending League Games.

M) Refunds

- a. No refunds will be given unless the League is cancelled due to low team enrollment OR we are unable to facilitate the League due to scheduling conflicts or unforeseen reasons
 - i. Postponement of League will be considered first

- b. In the event the League Rules, Copper Sky policies are violated and a team is ejected from the League, the following refund formula will be followed:
 - i. Team(s) dropping from the League two days prior to first League Day will forfeit 20% of their registration fee
 - ii. Teams ejected after the start of the League will forfeit 100% of their registration fee.

N) Insurance

- a. The City of Maricopa does not provide player insurance
- b. PLAYERS PLAY AT THEIR OWN RISK
 - i. ALL PLAYERS MUST BE 18 YEARS OR OLDER

O) Sports Staff Contact

- a. For more information or to contact Sports Staff please visit <https://www.teamsideline.com/sites/maricopaaz/> and submit a "Contact Us" ticket.