



Adult Basketball League

Rules & Regulations

League Administration

1. **Team Management:** Each team must designate a Team Manager responsible for communicating roster information to league organizers.
2. **League Classification:** All leagues will be classified as Recreation.
3. **Team Registration Fee:** The registration fee for each team is \$450.
4. **Roster Eligibility:**
 - a) All players must be 18 years of age or older as of the first game date.
 - b) Age verification may be conducted at any time. Players must provide a valid photo ID (e.g., driver's license, tribal ID, passport) upon request.
 - c) Maximum roster size is 14 players.
 - d) **Roster Freeze:** Rosters are frozen after Week 3. Additions and deletions are permitted during Weeks 1-3.
 - e) **Tournament Eligibility:** Players must participate in a minimum of 1 game by Week 3 and 2 games by Week 5 to be eligible for the league tournament. Lineups will be verified throughout the season.
5. **Facility Policies:**
 - a) **Food and Drink:** Food and drink are allowed in the facility, but please be mindful of trash and spills. If these issues become problematic, we may need to restrict food and drink in the future.
 - b) **Facility Access:** The Copper Sky facility will be closed to general access during league games, with access permitted only to the gymnasium. The entrance to the gym will be located on the west side of the building.
 - c) **Alcohol:** Alcoholic beverages are prohibited. Any player/ team that is found drinking or under the influence of alcohol before or during a game may be suspended indefinitely, which could result in being dropped from the league.



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- d) **Smoking/Vaping:** Use of tobacco products is strictly prohibited.

- 6. **League Officials:** Officials and League Staff are employees of the City of Maricopa. Interference with their duties is prohibited. Disagreements may result in denial of entry or participation. Umpire judgment calls are final and cannot be protested.

- 7. **Refund Policy:**
 - a) Teams withdrawing 2 weeks before the first league game will forfeit their registration fee.

 - b) Teams ejected from the league will forfeit their registration fee.

Code of Conduct

- 1. **General Violations and Sanctions:** Violations of the Code of Conduct may result in ejections, suspensions, and bans from City of Maricopa Adult Sports Programs. All participants must sign the Code of Conduct at the time of player registration.

- 2. **Ejected Player Penalties and Suspensions:**
 - a) Any individual (player, spectator, or team supporter) ejected from a game by an umpire/official or Site Supervisor will receive a minimum one-week suspension from *all* City of Maricopa leagues. This suspension will be served before the individual is eligible to participate in any City of Maricopa league. Following the suspension, the individual will be placed on probation for the remainder of the season in all leagues in which they participate.

 - b) A team incurring two or more ejections during a single season in a given league will be placed on probation and may be subject to indefinite dismissal from all City of Maricopa leagues.

 - c) Any player ejected twice during a single season in any City of Maricopa league will be removed from *all* leagues for the remainder of that season and may be subject to indefinite dismissal from all City of Maricopa leagues.



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- d) Suspended individuals are prohibited from being on-site at any City of Maricopa Sports League game or event for the duration of their suspension.
 - e) Any individual ejected from a game must immediately leave the premises. Refusal to leave constitutes trespassing and will result in an extended suspension. Law enforcement (police or Park Rangers) will be contacted in cases of refusal.
3. **Physical Assault:** Physical assault of an umpire/official, city staff member, player, or spectator by any player or team manager is strictly prohibited. Any individual found in violation of this rule will be ejected from the game and banned from all City of Maricopa sports programming. Furthermore, physical assault may result in legal prosecution.
4. **Fans:** Team Managers are reminded that they are responsible for the conduct of their team, supporters, fans, and children before, during, and after games. This includes unsportsmanlike remarks, gestures, and comments, as well as monitoring children (for their safety). Additionally, any act of vandalism, threats, or direct contact with game umpires/officials constitutes liability for prosecution.

League Play

1. **Rules of Play:** 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.
2. **Schedule and Tournament:** The regular season will be 7 games, followed by a single-elimination tournament. Regular season standings will determine tournament seeding using the following tie-breaker criteria:
 - a) League Standings
 - b) Head-to-Head Results
 - c) Points Allowed
 - d) Points For
3. **Number of Players:** Teams will consist of five players on the court.



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- a) The game may start & end with four players.
- b) 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).

1. Forfeits:

- a) A forfeited game will result in a loss for the forfeiting team. Forfeited games will not be rescheduled.
- b) Games will be forfeited if a team uses ineligible players (players not on the roster, underage players, or players who have not met minimum game requirements).
- c) Teams have a 5-minute grace period from the official game time start. If a full team is not present by the completion of the 5-minute grace period, the game will be declared a forfeit.

2. **Forfeit Points:** Teams that are forfeited against will receive 40 points for the game.

3. Game Length:

- a) Two 20-minute halves per game
 - i. Running clock except for the last 1-minute of the 2nd half if the score is within 10 points
- b) 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 with a technical foul
- c) Half Time:
 - i. Two minutes.
- d) Overtime: Three-minute overtime if teams are tied at the end of regulation game time.
 - i. Running clock, except for the last minute if the score is within 10 points
 - ii. One additional 30-second timeout per overtime
 - iii. Time-outs from 2nd half will carry over into overtime

4. Equipment Standards:



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- a) **Balls:**
 - i. Size 29.5 for Men's & Coed
 - ii. Size 28.5 for Women's
 - iii. Game balls provided
 - iv. Teams must provide their own basketballs for warm-up

Game Play Regulations

1. **Dunking:** NO DUNKING! NO exceptions.
 - a) Players will receive a technical foul.
 - b) Any player who damages the basketball backboards will be responsible for all damage costs.
2. **Mercy Rule:** A game will be called if any team is trailing by 40 points or more, at 10 minutes or less, of the second half.
3. **Substitutions:** Unlimited substitutions. Subs check in at the score table and wait for officials to call them into the game on a dead ball.
4. **Technical Fouls:**
 - a) **Penalty:** A technical foul results in two points awarded to the opposing team and possession of the ball.
 - i. Technical fouls may be assessed to players, team personnel, and spectators within the facility.
 - ii. **Player Ejection:** Two technical fouls in a single game result in immediate ejection, fines, and potential suspension.
 - iii. **Player Season Suspension:** Three total technical fouls during the season (including tournament games) result in suspension for the remainder of the season/tournament.
 - iv. **Team Game Forfeit:** Three total technical fouls in a single game result in an automatic forfeit.



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- v. Team Season Suspension: Four total technical fouls during the season (including tournament games) result in suspension for the remainder of the season/tournament.
- b) **Consequences and Fees:** A \$25 fee is required for the player, team, or spectator to re-enter the game or gymnasium following a technical foul.
 - i. Player Game Time Out: Players receiving a technical foul must exit the game for three game-time minutes.
 - ii. Payment Deadline: Technical foul fees must be paid by the next scheduled league or tournament game.
 - iii. Non-Payment: Failure to pay the required fee will result in exclusion from games and facility entry until the fee is paid.

5. Fouls:

seven (7)–nine (9) Team Fouls	
Shooting Fouls Made	Shoot one (1) Free Throw
Shooting Fouls Not Made	Shoot two (2) Free Throws
Common Fouls	Shoot one (1) and one (1) Free Throw
10+ Team Fouls	
All Fouls	Shoot two (2)

By adhering to these rules, we can ensure a fun, competitive, and safe environment for all participants.

We appreciate your cooperation and wish you a successful season!
