



**CITY OF DAVIS  
COMMUNITY SERVICES DIVISION**

**ADULT BASKETBALL LEAGUE RULES & REGULATIONS**

**Manager's Responsibility** - The manager is responsible for their players knowing these rules. All players will be assumed to be so informed. Any questions regarding these rules should be directed to the official or the Program Coordinator.

**RULES AND REGULATIONS**

I. **League Participants**

- 1-1 All players participating in any City organized league game must be registered on the appropriate team roster with their personal signatures. Players who participate without signing the roster are subject to a two (2) game suspension. Team managers may also be subject to a one (1) game suspension for allowing a non-signed player to participate. The game will also be recorded as a forfeit. Women may play on Men's teams.
- 1-2 **A player shall be eligible to play in only one (1) team per night and only one (1) team per season** (Exception: Players from the Monday 18+ D2 league may play on one (1) other team from a different night). A player may change team's mid-season but must be released by his original manager. If a player is released by their original manager, he/she is then considered a new player and shall abide by Rule 1-4 regarding new players entering the league. A release may be obtained by having the original manager submit written notification to the Program Coordinator in charge of Adult Basketball.
- 1-3 Players who do not reside within the Davis Unified School District and/or Davis City limits are subject to a non-resident fee. The fee is due and payable at the time of registration. Any new or added on non-resident players must pay the fee at the Community Services Division office within one (1) working day after they have played. Please do not pay the scorekeeper or official. Both the team manager and the non-resident players who do not adhere to this policy are subject to a one (1) year suspension from Davis Basketball.
- 1-4 After the start of league play, new players may be added to team rosters only with the provision that the new player shall submit a signed individual roster form to the Community Services Division office or scorekeeper prior to or on the day he/she desires to play. All players are subject to approval by the League Coordinator.
- 1-5 Players must be at least 18 years of age to participate in the Adult Basketball Leagues.
- 1-6 Any player found using false information in order to play will be suspended from all City of Davis Basketball play for one (1) year.
- 1-7 The Program Coordinator reserves the right to move teams and/or players from one



league to another at any time during the season in the interest of better competition and fairness. Program Coordinator will notify teams/players they intend to move.

## II. Local Playing Rules

- 2-1 Games shall consist of two (2) twenty (20) minute running halves with stop time being used in the last two (2) minutes of the half. The clock will not stop if either team is up by 15 or more points. Teams will be allowed two (2) one minute time-outs per half. Unused time-outs may not be carried over to the second half. Half-time shall be five (5) minutes long.
- 2-2 A one (1) minute interval shall precede any overtime periods. Each overtime period shall be two (2) minutes using stop time. Each team will be allowed one (1) thirty (30) second time-out per overtime period. Unused time-outs from regulation may not be carried over to overtime periods.
- 2-3 Teams may start the game with four (4) players. Teams may not continue play with less than four (4) players for any reason or the game is a forfeit. A player who has fouled out or been ejected may never reenter the game.
- 2-4 Only players who are officially on the team's roster may enter a game. Unregistered players will be given a two (2) point technical foul and will be disqualified from the game.
- 2-5 All team members must have the same color basketball jersey or t-shirt with a different permanent (no taped-on) number for each individual player clearly marked on the front or back (if a player does not have a number a sharpie will be available to write a number on their wrist). All players must wear appropriate clothing at all times and will be removed from a game if in violation of this rule.
- 2-6 Dunking is permitted during league play only. There will be no dunking during warm-ups, time-outs or at half-time. Any such violation will lead to a technical foul on the violating team.
- 2-7 A player will be disqualified from the game for the following:
  - a. Five (5) personal fouls.
  - b. Two (2) technical fouls (uniform violation NOT included).
  - c. ANY flagrant personal foul.
  - d. ANY flagrant technical foul.
- 2-8 Technical fouls will be dealt with in the following manner: A player who receives his first technical of the season will be automatically suspended from play of that game for a five (5) minute "cool off period". If that player receives a second technical during that game he will be automatically suspended from the remainder of that game and his next scheduled game. If a player receives his second technical of the season in a different



game, he will be automatically suspended from play from that game for ten (10) minutes. If a player receives his third technical of the season in a different game, he will be automatically suspended from play from that game for twenty (20) minutes. Any player who receives four (4) technical fouls in a single season will be automatically suspended from play for the remainder of the season. Any player who receives two (2) technical fouls in a single game will be automatically suspended from the remainder of that game and his next scheduled game.

- 2-9 Any player who is disqualified from a game (except for 5 personal fouls) will be automatically suspended from his/her next league game.
- 2-10 Any player who is disqualified from two (2) games during the season will be automatically suspended from playing in the league for the remainder of the season.
- 2-11 A jump ball will be utilized to start the game. Beginning with the first possession of the game, all held balls will result in the teams alternating possession. An arrow at the scorekeeper's table will indicate who will get the next possession. Teams will switch baskets for the second half of the game.
- 2-12 All players must report in at the scorekeeper's table in person and may only enter the game when the referee's whistle permits and the ball is dead.
- 2-13 Free-throws will not be shot during games except for the last two minutes of a game. EXCEPTION: Free-throws will not be shot during the last two (2) minutes of a game if either team is leading by fifteen (15) or more points (points will be awarded as they are during the rest of the game). Players may move from their position on the release of the ball. Free-throw situations will be dealt with as follows:
- A. Fouls committed **during the act of shooting**:
    - 1. If the shot is successful, an automatic three-point play will be awarded.
    - 2. If the shot is unsuccessful, one point will be awarded to the shooter and his team will also be awarded the ball at half court.
  - B. **One-and-one and double bonus** situations:
    - 1. During bonus situations (7 team fouls), one (1) point and the ball will be awarded to the offended team. In double bonus situations (10 team fouls), two (2) points will be awarded to the offended team and possession of the ball will be given to the offending team.
  - C. During the final two minutes of the game, official NCAA rules will be observed (i.e., all shooting fouls will be shot and the rule changes above will not be in effect).
- 2-14 No technical fouls will be shot. All points will be awarded automatically. All technical fouls will result in two (2) points.



### III. Protests

All protests must be made immediately and before the next live ball situation. Only protests that deal with rule(s) interpretations by officials or ineligible player(s) will be considered.

Protest Procedure:

- 3-1 Reason for protest must be an interpretation of rule(s) by official(s) or ineligible player(s).
- 3-2 Both official and both scorekeepers must be informed immediately and before the next live ball situation that a protest is being made and for what reason.
- 3-3 A written protest plus a \$25.00 deposit must be submitted to the Community Services Division Office, 23 Russell Blvd, by 5:00 p.m. the following working day. The \$25.00 deposit will be returned if the protest is valid and is upheld.

### IV. Code of Conduct

- 4-1 NO player or spectator shall:
  - a. Refuse to abide by an official's decision.
  - b. Direct derogatory or profane language or obscene gestures towards an official, other players or spectators at any time during a game or while on the school premises.
  - c. Play in an unnecessarily rough and/or reckless manner as determined by the game officials.
  - d. Appear on the court in an intoxicated state as determined by the game officials.
  - e. Smoke, consume alcoholic beverages, use any tobacco product or eat food in the gymnasium and/or have alcohol on the school grounds at any time.
  - f. Physically hit or push another player, official or scorekeeper.
  - g. Wear inappropriate clothing.
- 4-2 It is the responsibility of the team manager and players to assist the officials in controlling a player on their team who is not abiding by the Code of Conduct.
- 4-3 Spectators are expected to conduct themselves in a respectable and responsible manner. It is the responsibility of the team manager and players to assist the officials in controlling the behavior of any excessively abusive or unruly fans as determined by the game officials. Officials may eject excessively abusive fans or spectators from the gym.

### V. Violations of the Code of Conduct

The degree of the infraction of this code of good sportsmanship shall, in the official's and Program Coordinator's judgment, draw a minimum penalty of a one (1) game suspension or a maximum penalty of suspension for the remainder of season. In severe cases, possible suspension and removal from all municipal leagues (basketball and softball) for one (1) year



may result. Any player or spectator guilty of physically hitting another player, official or scorekeeper will be immediately suspended from all City of Davis Adult Basketball League play for the remainder of the season, regardless of who started the altercation.

#### SPECIAL NOTE:

1. Any player being placed on probation for the remainder of the season and reported again for violating the Code of Conduct may be suspended for the remainder of the season.
2. Any player removed from a game will have two (2) minutes to leave the playing floor. Such player may also be directed by the official to leave the gym immediately. Failure to do so can result in a forfeiture of the game and the suspension of said player for the remainder of the season.
3. Players who have been suspended from play may be barred by the Program Coordinator from attending the game(s) from which he/she has been suspended.
4. Any infraction and subsequent penalty given by the City of Davis will be transmitted to all other municipal basketball league directors in the area.
5. Suspensions from play may be appealed. A written appeal must be submitted to the Community Services Program Coordinator in charge of Adult Basketball within one (1) work day of the infraction.

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