



# HIGHLANDS RANCH

## COMMUNITY ASSOCIATION

# ADULT BASKETBALL

## League Rules

REGISTRATION, RULES AND PROCEDURES

Revised November 2022

HIGHLANDS RANCH COMMUNITY ASSOCIATION  
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## **SECTION I: GENERAL LEAGUE GUIDELINES & DETAILS**

1. **LOCATION AND RULES:** League division games will be played at the Eastridge Recreation Center unless otherwise specified. All participants are responsible for reviewing and understanding the rules and procedures outlined in this rulebook. Any rule not covered in this rulebook will follow official Colorado High School Basketball rules. **Officials have full discretion to interpret and apply the rules. Officials' decisions will be final, and results will not be subject to appeal.**
2. **PHILOSOPHY:** All sport programs offered by Highlands Ranch Community Association are based on having fun and participation. We realize there is a competitive situation when two teams are playing each other, but winning is not our primary goal. We expect captains, team members, and spectators to participate with this philosophy in mind. HRCA has a zero tolerance policy for captains, players, and spectators misconduct.
3. **ELIGIBILITY:** HRCA Adult Basketball is open to both men, women, HRCA Members, and program guests. Participants must be at least 18 years old at the time of the first league game for each season. The use of a non-eligible player shall result in a forfeit. Non-eligible players are defined as those not meeting the age requirement or those not registered properly before they participate.
4. **REGISTRATION PROCESS**
  - A. **TEAMS**
    - i. Team registrations are accepted for all levels of adult sports. Captains are responsible to pay a team fee. These fees are listed in the HRCA Activity Guide.
    - ii. Teams are required to pay a minimum of \$100.00 to hold a team's spot in the league. Full payment is due by the 2<sup>nd</sup> game of the season or games will be forfeited until full payment is received.
    - iii. Each player must complete and sign a waiver/code of conduct form before their first game. A new waiver form must be filled out before each season. Please inquire the scorekeeper about filling out the waiver/roster form.
    - iv. A team's registration will be considered complete once the full team fee has been paid. The Sports Department will double check to ensure that all team payments are correct.
    - v. **Players may be added anytime before the end of the regular season. Any player addition must be done through the Sports Department.**
      1. **Players must be on the active roster by the end of the regular season to be eligible to play in the playoffs.**
      2. **Any player that is not on the official roster is not allowed to play in the league.**
      3. **Before each player's first game, each player is required to show identification (i.e.; driver's license, HRCA member card) to the on-site HRCA Sports Staff when signing in.**
      4. **HRCA staff may ask to verify identification at any time throughout the season to ensure eligibility.**
    - vi. Participants may play on one team per league per day. Individuals may not appear on two Roster Forms on the same day/league. If an individual wishes to transfer to another team that is playing in the same league/day - the team captain must authorize the "release" of the individual by contacting the Sports Department 24 hours before game day. Once the individual has been released from the original roster by the team captain, the individual may be added to another team's roster provided the rosters are not "frozen". An individual may transfer onto another team once per season/league.
    - vii. Teams who participate in the current season will have access to priority registration for the following season barring any disciplinary repercussions that may include player conduct or forfeiture. **Teams who forfeit 2+ games**

**in a season will be allowed to register when the “new team” deadline becomes available.**

- B. FREE AGENTS (Individual players without a team)
  - i. Individual players that want to get onto a team should fill out the free agent sign up form on TeamSideline or call/email the Sports Department to get onto the free agent list
  - ii. Team captains will receive a list of available free agents upon request.
  - iii. If a team adds a free agent player, the captain must notify the Sports Department so that the free agent list can be updated, and the player can be added to the official roster.
  - iv. Free Agents are not guaranteed placement in the league.

## 5. **LEAGUE SKILL LEVELS**

(Divisions)

- A. Competitive: Players have solid fundamental skills and knowledge. Individuals are competitive and work well as a team
- B. Comp/Rec: Average to above average players looking for some competition.
- C. Recreational: Teams consist of a wide range of ages and playing experiences. Teams are not equally balanced with skilled and/ or knowledgeable players.
- D. “35+” Recreational: players who are 35 years of age prior to the first game of the season.

## 6. **GAME PROCEDURES**

- A. Players must check in with the supervisor’s table prior to each game. If a player shows up late they must check in with the supervisor’s table before being allowed on the court.
- B. Regular season structure will be round robin format. Team standings will be determined by winning percentage. Winning percentage is the number of wins divided by the total number of games.
- C. Two Certified Officials are provided per game through a local officiating contractor.
- D. The regular season will conclude with a single elimination tournament. The tournament will be seeded based on the total wins earned by each team during the regular season. **This tournament is not guaranteed and will not be made-up or refunded in the case of a cancellation by the Sports Department.** Tie Breakers will be determined with the following criteria:
  - i. Forfeits
    - 1. If a team in the tie breaker has forfeited, they will be dropped from the tie.
    - 2. If both teams have a forfeit then go to section 2.
  - ii. Head-to-Head competition
    - 1. If teams are tied the team with the better record in the head to head games between those tied teams will be given the higher seed.
    - 2. If the tie cannot be broken, the team with the fewest points against in all games played will be given the higher seed.
    - 3. If three or more teams are tied then go to step iii.
    - 4. A coin toss will be conducted by the Sports Department to break any remaining ties.
  - iii. If three or more teams are tied and they did not play each other the same amount of times then this procedure will be followed:
    - 1. Fewest points against in the head to head games played.
    - 2. Point differential: the teams with the highest positive point differential in all games will be given the higher seed. The most points a team can earn a game for this criteria is 25.
    - 3. A coin toss will be conducted by the Sports Department to break any remaining ties.

- E. Tournament champions will receive championship t-shirts for each member on their team roster or a discount on the registration of the following league.
- F. All schedules will be played as published unless modified by the Sports Department. Games will not be re-scheduled due to teams being short of players. Please monitor the online schedule as it is subject to change.

## **SECTION II: GAME RULES**

1. **UNIFORM POLICY:** Teams are required to supply like colored jerseys/t-shirts with numbers on the back. Numbers may not be taped on the jersey/t-shirt. All teams must comply with this policy on the first day of games. If a player does not have a number on the back of their jersey they are ineligible to play. If a player does not have the same color of jersey as the majority of players they are ineligible to play. If a team does not comply with the mandatory jersey rule they will be required to wear penny jerseys until acceptable jerseys are obtained.
2. **GRACE PERIOD/FORFEITS:**
  - A. Game time is forfeit time. Teams must have at least four (4) players present and checked in properly with the supervisor's table. Teams are allowed to start with four (4) and finish the game with three (3) players.
  - B. If the previous requirement can't be met, the team's captain **MUST** contact opposing team captain and Sports Department via phone and email to inform them of known forfeit within 24 hours before the game is to be played. Failure to do so will result in the following:
    - i. First Offense: One (1) warning from the Sports Department
    - ii. Second Offense: If failure of communicated forfeiture happens a second time, the guilty team will then be removed from the current game schedule and receive permanent forfeitures for the remainder of the current season and playoffs without refund of league fee
  - C. If a team has 3 or less players at game time, their opponent shall have the option of:
    - i. Ask for an immediate forfeit OR
    - ii. Start the game clock and allow that team up to 10 minutes to get 4 players before the forfeit is declared.
      1. The waiting time will be counted as game time and no play will occur.
      2. The team with all present players will receive one point for each minute that passes during the 10-minute wait period. For example, the team with all present players would receive 7 points if a team doesn't not show up until 7 minutes has passed. The game would then start with 13 minutes on the clock and the score would be 7-0.
  - D. As of 2023-**IF YOUR TEAM FORFEITS 2 GAMES IN A SEASON, YOU WILL NOT BE ELIGIBLE FOR PRIORITY REGISTRATION** and will have to await the "NEW TEAM" registration dates. The discretion to register teams with 2+ forfeits at priority deadline is available to the Sports Department but unlikely.
3. **PLAYING RULES**
  - A. Games will be played 5-on-5.
  - B. Games will consist of two 20-minute halves. The clock will only stop for timeouts and injuries. A two-minute break will be given for halftime.
  - C. Games will begin with a jump ball. Possession will alternate from that point on.
  - D. All games are scored by baskets. One (1) point is awarded for made free throws, two (2) points for shots made within the 3-point arc, and three (3) points for shots made beyond the 3-point arc. Scores are kept by scorekeeping table to be recorded on game score sheet and the scoreboard.
  - E. Each team will receive three (3) one-minute time-outs per game. Time-outs do not carry over into overtimes.
  - F. During regulation time the clock will stop in the last two (2) minutes in the 2nd half only if the score differential is ten (10) points or less. If the score differential becomes 11 or more the clock will continue to run. Inversely, if the score differential were to drop from 11 to 10 or less, stop clock will be reintroduced.

- G. In case of a tie game, there will be a three (3) minute overtime period. The clock will stop in the last one (1) minute on all dead balls. Each team will receive one (1) timeout per overtime period. Regulation period time-outs do not carry over. Personal and team fouls will carry over. Regular season games will end in a tie if still tied after two overtime periods. During playoffs, (3) minute overtime periods will be played until a winner is decided.
- H. Substitutions may be made during time-outs or during breaks in the action caused by an official's whistle.
- I. Over and back will be called at the solid black center line, regardless of court.
- J. Dunking is allowed; hanging on the rim is not (A technical foul will be called), unless it is for your or another player's safety.
- K. In the event that a flagrant, intentional, or technical foul is called, the opposing team will be awarded an automatic 2 points and possession of the ball.
- i. If a single player receives two technical fouls during one game, the player will be immediately ejected from the game and they must leave the facility. Please see the Discipline section for information on what happens if a player is ejected from a game and for season long technical foul limits.
  - ii. If a team receives three technical fouls in one game, the game will end and the game will be recorded as a forfeit by the team with three technical fouls. Please see the Discipline section for information on team technical foul limits.

### **SECTION III: DISCIPLINE**

#### **1. DISCIPLINE: The following disciplines apply to incidents before, during and after a game.**

- A. **Intentional blatant play resulting in injury:** (Examples: *Determined by the official/league staff that the player intentionally struck, attempted to strike, pushed/shoved or kicked another player, spectator, league/facility staff person or game official and caused injury/damage of some type*). Will result in (i.) and (ii.) and may result in (iii.), (iv.) or (v.) of the following penalties:
  - i. Immediate ejection from the game. The player must leave the facility before play is restarted or the team will forfeit the remainder of the game.
  - ii. Suspension from the next (2) two scheduled games for his/her team.
  - iii. Suspension from the league for the next (4) four scheduled games or the remainder of the season, whichever is longer.
  - iv. Temporary suspension from the league for a determined amount of time depending on the severity of the suspension (ex: 3, 6, 9 or 12 months).
  - v. Permanent expulsion from the league.
- B. **Intentional blatant play with intent to cause injury/damage** (Examples: *Determined by official/league staff that player had intent to cause injury/damage but did not cause injury/damage*). Will result in (i.) and may result in (ii.) of the following penalties:
  - i. Immediate ejection from the game. The player must leave the facility before play is restarted or the team will forfeit the remainder of the game.
  - ii. Suspension from the next scheduled game, or longer, for his/her team. Suspension length will be determined by the Sports Department after complete investigation of the incident.
- C. **Foul language or verbal abuse directed towards a game official, league player, or league/facility staff:** Will result in (i.) and may result in (ii.) of the following penalties:
  - i. Immediate ejection from the game. The player must leave the facility before play is restarted or the team will forfeit the remainder of the game.
  - ii. Suspension from the league for a minimum of one (1) game or longer. Suspensions will carry over to next season if they cannot be served for the current season because of number of games left to be played. Suspension length will be determined by the Sports Department after complete investigation of the incident.
- D. **Any player ejected twice during the same season:** Will result in (i.) and may result in (ii.) of the following penalties:
  - i. Suspension from the league for the next (4) four scheduled games or the remainder of the season, whichever is longer.

- ii. Temporary suspension from the league for a determined amount of time depending on the severity of the suspension (ex: 3, 6, 9 or 12 months). Suspension length will be determined by the Sports Department after complete investigation of the incident.
- E. **Three (3) technical fouls by the same team in the same game:** Will result in the following penalty:
  - i. Automatic forfeiture for that game.
- F. **If a team has been disqualified twice during the same season due to RULE E they may not be eligible to play in the post season tournament. (See Rule H.)**
  - i. If a team's playoff privileges have been removed, they may continue to participate in the regular season, so long as they do not reach the technical foul limit in accordance with Rule G.
- G. **Technical foul limit** – In conjunction with the above rules, any team that receives **7 technical fouls** during the league will be suspended from league play indefinitely. The Sports Department will determine the length of the team's suspension. Any player that receives **5 technical fouls** during any league will be suspended from league play indefinitely. The Sports Department will determine the length of the player's suspension. If a player receives **2 technical fouls** in one game, they will be suspended for the following game.
- H. **Ultimately, the final discipline for any violations of the above rules is at the Sports Department's discretion.**

## **SECTION IV: CAPTAINS, PLAYERS & SPECTATORS EXPECTATIONS**

### **1. CAPTAINS EXPECTATIONS**

- A. Team captains are responsible for enforcing suspensions. Suspended players found to have played during their suspension periods will result in an automatic forfeit for all games played. Captains will be informed of all suspensions for players on their team
- B. Captains are responsible to see that each player on the team reads and understands ALL rules and expected player conduct.
- C. Captains only may address an official for clarification of a call, but at no time may be disrespectful toward an official concerning his judgment.
- D. It is the captain's responsibility to control their team members and spectators before, during and after games.
- E. Failure to calm and remove an ejected player from the facility will cause the forfeiture of the game without prior warning. The Sports Department will not review protests involving this type of forfeit situation.

### **2. PLAYER & SPECTATOR EXPECTATIONS**

- A. Good sportsmanship is expected and must be maintained at all times.
- B. Any HRCA representative or Officials may eject any player or spectator without prior warning for any player conduct situation regardless of the severity of the situation.
- C. All grievances must be communicated through the Captain.
- D. Profanity or derogatory remarks will not be tolerated. See discipline section for penalties.
- E. No jewelry may be worn by players at any time during the game.
- F. No food or beverages are allowed in the gym as this can create a safety hazard.
- G. **WATER ONLY**