



**HIRCA**  
**S P O R T S**

# **ADULT BASKETBALL**

## **League Rules**

**REGISTRATION, RULES AND PROCEDURES**

**HIGHLANDS RANCH COMMUNITY ASSOCIATION**  
**9568 S. UNIVERSITY BLVD**  
**HIGHLANDS RANCH, CO 80126**

[www.hrcaonline.org](http://www.hrcaonline.org)

**Patrick Gojan, Sports Programs Supervisor:** [Patrick.Gojan@hrcaonline.org](mailto:Patrick.Gojan@hrcaonline.org) 303-471-8869  
**Brooke Ballard Sports Coordinator:** [Brooke.Ballard@hrcaonline.org](mailto:Brooke.Ballard@hrcaonline.org), 303-471-8838  
**Jacob Armbrust, Sports Programmer:** [jacob.Armbrust@hrcaonline.org](mailto:jacob.Armbrust@hrcaonline.org), 303-471-7039

## **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. The use of a non-eligible player shall result in a forfeit. Non-eligible players are defined as those not registered properly before they participate.
  4. **REGISTRATION PROCESS**
    - i. Captains must register the teams prior to the registration deadline and **are responsible** for paying the team fee in the form of a lump sum. Individual payments for team registration will **not** be accepted. These fees are listed in the HRCA Activity Guide or online.
    - ii. Either full payment or a non-refundable deposit of \$100.00 can be made at the time of registration. The \$100.00 non-refundable deposit will be used to hold your spot and applied to your team registration fee and the remaining balance is due prior to the 1st game. If payment is not made, the team must forfeit the next game and will not be allowed back in the league until payment in full is received.
    - iii. Each player on the team must complete and sign the roster at the beginning of their first game. All players must sign a roster and have their I.D. checked by an official or sports department before playing. Official or sports department must be present during this time.
    - iv. Players may be added to the roster until the last game of the regular season to be eligible to play in the playoffs. After the final regular season game, the roster will be frozen as it pertains to playoff eligibility.
    - v. 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.
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- 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**

- 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. "30+" Recreational: Designed for players who are 30 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. In the event of a cancellation by the Sports Department, the tournament will not be rescheduled or refunded.

### **Tiebreaker Procedures:**

#### **i. Forfeits**

- 1. If a team involved in the tiebreaker has forfeited a game, that team will be removed from the tie.
- 2. If both teams have forfeited, proceed to Section ii.

#### **ii. Head-to-Head Competition**

- 1. If two teams are tied, the team with the better head-to-head record between the tied teams will receive the higher seed.
- 2. If the tie cannot be broken through head-to-head results, the team with the fewest points allowed in all games played will receive the higher seed.
- 3. If three or more teams remain tied, proceed to Section iii.
- 4. If a tie still remains, a coin toss conducted by the Sports Department will determine the higher seed.

#### **iii. Three-Team (or More) Tiebreaker**

If three or more teams are tied and have not played each other an equal number of times, the following procedures will apply:

- 1. Fewest points allowed in head-to-head games played among the tied teams.
- 2. Point differential in all games played. The team with the highest positive point differential will receive the higher seed.
  - o The maximum point differential credited per game is 25 points.
- 3. If a tie still remains, a coin toss conducted by the Sports Department will determine the higher seed.

- E. Tournament champions will have a choice between a championship t-shirts for each member on their team roster (up to 10) 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. 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. Penny jerseys will not be provided after the 3<sup>rd</sup> week of games. After 3<sup>rd</sup> week of games player without jersey will be ineligible. League staff reserve the right to prohibit apparel displaying inappropriate, disruptive, or unsportsmanlike content.
  
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 the 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 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.

## 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**