



City of Scottsdale Parks and Recreation Division Adult Sports Basketball League Rules

Team Managers are responsible for informing all team members of the contents of this manual. The League Coordinator reserves the right to make adjustments or rule changes for league continuity.

LEAGUE POLICIES AND PROCEDURES

ROSTERS

Player Eligibility

- All players must be 18 years or older.
- All players must complete the roster enrollment process before beginning participation.
- Players may only play for one team per league/bracket.
- Use of an illegal player will result in forfeiture of the game.

Roster Requirements

- Basketball rosters must have between 5 and 12 enrollments.
 - Teams that fail to have a minimum of 5 players complete the roster enrollment process by the end of the regular season will not be scheduled for playoffs.
- Rosters will be frozen after the last regular season game. No roster changes will be allowed for playoffs.
 - Team Managers will be unable to add or remove players.
 - Players will be unable to complete the roster enrollment process.
- Intentionally falsifying roster information will result in a team being dropped from the league.

ROSTER CHALLENGE

Procedures

- Teams can request a roster challenge through the end of the first half of play.
- The Team Manager must request a roster challenge with the Site Supervisor.
- The game clock will not be stopped for a roster challenge.
- Challenged players will have 5 minutes to produce a photo ID. If the photo ID is not presented by the end of 5 minutes, the player will be declared illegal.
- Use of an illegal player will result in forfeiture of the game.
- Adult Sports staff or game officials can challenge a player's eligibility at any time.

Regular Season

- The Site Supervisor can check a player's photo ID to verify he/she is at least 18 years old.
- Team rosters are not available on-site during the regular season.
- To verify a player's eligibility, the challenging Team Manager must email a written roster challenge to adultsports@scottsdaleaz.gov no later than the close of the next business day. The challenged player's full name and team must be included.
- The League Coordinator will review the roster challenge and contact the Team Managers once a decision has been reached. The League Coordinator has the final decision over all player eligibility.

Playoffs

- Team rosters will be available on-site during playoffs.
- The Site Supervisor will check both a player's ID and the team's roster to verify the challenged player's eligibility.

FORFEITS

- Teams will be allowed a five-minute grace period at the beginning of the game if their team is unable to field the required number of players.
- If after five minutes a team still does not have the required number of players to begin play, the game will be declared a forfeit.
- No player may be picked-up to avoid a forfeit.
- Two or more forfeits may drop a team from the league without a refund and may prevent them from registering for future leagues.
- If you know in advance that you have to forfeit, please call the Adult Sports Office at 480-312-0227 so the opposing team, staff, and officials can be notified.

PROTESTS

- All protests must be made at the time of the infraction, prior to the next start of play.
- The Team Manager must notify the official and the Site Supervisor, who will resolve the issue on site.
- Protests may only be made for rule interpretations; an official's judgement call will not be considered.
- If an issue is not settled on site, the Team Manager must submit a written protest to the Adult Sports Office no later than the close of the next business day. *Protest Forms* are available from the Site Supervisor.
- The League Coordinator will review the protest and contact the Team Manager once a decision has been reached. The League Coordinator has the final decision over all league issues.

OFFICIAL SCORE

The scoresheet that comes to the Adult Sports Office is the official score unless it can be proven otherwise. Each team is responsible for ensuring the final score recorded on the scoresheet is correct.

CITY OF SCOTTSDALE PARTICIPANT BEHAVIOR POLICY

Any form of discrimination, abuse, and/or unacceptable behavior will not be tolerated. Unacceptable behavior includes, but is not limited to, the following:

- Any violation of federal or state law, or city ordinance.
- Deliberate or reckless disruption of any park activities or programs.
- Failure or refusing to obey park ordinance or park rules as directed by city staff or sign.
- Threatening or intimidating others through verbal abuse, profanity, obscene gestures, or other means
- Intentionally or recklessly damaging or defacing any park property or equipment, or personal property of others
- Fighting or other assaultive behavior.

SCOTTSDALE ADULT SPORTS BEHAVIOR POLICY

Scottsdale Adult Sports seeks to promote and maintain a fun, safe, and family-friendly environment. As a result, all players, coaches, spectators, staff, and officials are expected to act in a respectful and courteous manner towards one another. This policy extends to anyone at an Adult Sports playing site either before, during, or after a game.

Team Manager's Responsibilities

While each individual is responsible for his/her own actions, Team Managers will also be held responsible for the conduct of their team members, coaches, and spectators. Team Managers are expected to assist the Adult Sports Staff and game officials in maintaining a positive playing environment. To aid in this, only the Team Manager (or acting Team Manager) is permitted to confer with game officials and Adult Sports Staff.

Prohibited Behavior

The following actions are grounds for ejection, game forfeiture, and/or suspension:

- Inappropriate behavior
- Obscene language or gestures
- Verbal abuse
- Physical assault
- Verbal threats
- Threatening behavior
- Other violations of the City of Scottsdale Participant Behavior Policy

Unsportsmanlike Behavior

The following actions are grounds for ejection, game forfeiture, and/or suspension:

- Two (2) technical fouls of any kind received by a single player will result in that player's ejection from the game.
- Three (3) conduct technical fouls received by any combination of team members or coaches will result in game forfeiture.
- Players given a technical foul after the final horn has sounded will be ejected from the playing site.

ALCOHOL AND DRUG POLICY

- Players or coaches found using or noticeably under the influence of alcohol or drugs will be ejected from the game and playing site.
- Attempts to hide the identity of individual(s) using alcohol and/or drugs will result in the ejection of the Team Manager and forfeiture of the game.

EJECTIONS, GAME FORFEITURES, AND SUSPENSIONS

The Adult Sports Staff and game officials have the authority to eject any individual from the playing site and/or forfeit a game in response to violations of Adult Sports policies. The League Coordinator will review each case and issue a warning or probation or levy additional suspensions against individuals and/or teams as deemed appropriate based on the severity of the violation(s) or if violation of Adult Sports policies is repeated. Suspensions may vary from one game to an indefinite ban from any Scottsdale Adult Sports Programs. Please be advised that engaging in physical assault, fighting and/or threatening violence can result in criminal prosecution.

Procedures

- Ejected individuals must leave the playing site (including playing area, facility/park, and parking lot) within 5 minutes.
 - If an ejected individual remains at the playing site after 5 minutes, the game will be forfeited, and the individual's suspension will be extended.
 - In the cases where the environment becomes hostile or the ejected individual refuses to leave, the Adult Sports Staff may call Scottsdale Police to assist in trespassing the individual from the playing site. Refusing to leave the premises is considered trespassing.
- Ejected individuals will automatically be suspended for a minimum of two games (the game they were ejected from, and the following scheduled game).
- Ejected individuals are not allowed to participate in any Scottsdale Adult Sports program while serving a suspension.

Suspensions

For any suspension beyond the automatic two-game ejection, the City Parks and Recreation Manager will send a letter notifying the Team Manager and Co-Manager in the case of a team suspension and the Team Manager and the suspended individual of the suspension. This letter will include details of the incident(s) leading to the suspension, the length of time of the suspension, the consequences of violating the suspension, and the process for requesting reconsideration. For an individual suspension, this letter will be sent to the suspended individual by certified mail, return receipt requested and a copy will be sent by email or regular mail to the suspended individual and Team Manager. For a team suspension, this letter will be sent to the Team Manager by certified mail, return receipt requested, and a copy will be sent by email or regular mail to the Team Manager and Co-Manager.

Request for Reconsideration of Suspension

An individual who has been suspended, or a Team Manager whose team has been suspended, from the Scottsdale Adult Sports Program beyond the automatic two-game ejection may, within 20 days of the date of the suspension letter, submit a written request for reconsideration with any applicable supporting documentation to the Parks and Recreation Director. The Parks and Recreation Director will review the request, any supporting documentation, and the facts and circumstances relating to the suspension and determine to uphold, modify, or overturn the suspension. The Parks and Recreation Director shall provide the individual or Team Manager, as applicable, with a written notice of the determination within five City business days after receipt of the individual's timely written request for reconsideration. The Parks and Recreation Director's determination regarding the request for reconsideration shall be final and shall constitute an exhaustion of the individual's or team's administrative remedies. Additionally, any administrative decision to uphold, modify or overturn a suspension, shall have no bearing on whether an individual is prosecuted or investigated for assault, fighting or other criminal conduct.

The request for reconsideration process does not apply and is not available to individuals who have been arrested for violating a suspension or trespass warning.

AMPLIFIED MUSIC

Loud music is not permitted while playing in any City of Scottsdale League. Any music that interferes with or disrupts the game, as determined by the officials or Site Supervisor must be turned down upon request. All music must be family friendly and have clean language.

RISK MANAGEMENT

Injuries

- A player who is bleeding, has an open wound, or has blood on his/her uniform shall be directed to leave the game.
- Players should be in good physical condition to participate in this league. The City of Scottsdale does not carry insurance for league participants. Players participate at their own risk.
- Site Supervisors will provide basic first aid supplies upon request to treat injuries received while participating in an Adult Sports league game.

Jewelry

- Exposed jewelry including, but not limited to, wristwatches, bracelets, earrings, neck chains, rings, and pins may not be worn during the game.
- Other items judged dangerous by the official or Site Supervisor may not be worn during the game.
- Medical bracelets or necklaces and religious medals are not considered jewelry but must be taped to the body to avoid exposure.
- Players must remove jewelry or be removed from the game.

Non-Players, Equipment, and Warm-Ups

- Children under 18 years of age must be supervised by non-playing adults.
- For safety and liability purposes, any non-playing person (other than coaches and scorekeepers) must be at least five yards from the court boundary lines.
- Bags, balls, towels, keys, etc. must also be at least five yards from the court boundary lines.
- Stretching/warm-up activities are permitted in the lobby only.

BASKETBALL RULES

GENERAL INFORMATION

- The League Coordinator has the authority to change a team's division after league play has begun.
- The Site Supervisor shall be responsible for all gymnasium, lobby, and restroom activities, and has authority to make any decisions necessary to maintain order and continuity within the league.
- Rules not specifically covered in this manual will be governed by the current National Federation of State High School Associations (NFHS) Basketball rulebook.
- In the event of a disruption, one complete half of play will constitute an official game.
- Dunking is only allowed during A league games and is prohibited in any other league.
 - Players dunking the ball at any time will receive a technical foul and may receive a one game suspension if deemed necessary.

STARTING PLAY

- Game lineups with player names and uniform numbers must be given to the scorekeeper at least 5 minutes before the scheduled game time.
- A jump ball will be used to start a game.
 - In all other jump ball situations the teams will alternate possessions.
- Five players must be on the court, ready to play, at game time.
 - A team may play with the minimum four players if necessary to avoid a forfeit.

UNIFORMS

Uniform Requirements

- All players must wear the same color uniform.
- Permanent numbers must be on the front and/or back (preferably both).
 - Tape is not acceptable for number designation.
- Each player must have a different number.
- Three-digit numbers will not be allowed.
- Athletic shoes (no black soles) are required.

Players without Proper Uniform

- To properly record fouls, no more than one (1) player will be allowed to play without a number. This player will be designated as number zero (0).
 - Any additional players without a uniform number will not be allowed to play.
- Sharing uniforms is not allowed. Additionally, the number zero cannot be transferred to another player.
- The Site Supervisor will review uniform discrepancies.

TIME, TIMEOUTS AND OVERTIME

- Game length will consist of two 20-minute halves of running time.
 - The game clock will be stopped during the last two (2) minutes of the game when the difference in team score is less than 15 points.
 - Clock stops for injuries and time outs throughout the game.
- Each team receives 3 timeouts per game.
 - Only two timeouts carry over from the first half to the second half or into overtime periods.
 - Timeouts are a maximum of 45 seconds.
- Overtime periods will begin with a jump ball, and a two-minute stop clock will be in effect.
 - Regular Season: A maximum of one overtime period will be played. If the game is still tied after the first overtime, it will be recorded as a tie.
 - Tournament Games: A maximum of two overtime periods will be played. If the game is still tied after two overtimes, sudden death will be invoked (the next scoring possession wins).
 - Each team is allowed one extra timeout for each overtime period.
 - All fouls carry over into the overtime period and/or sudden death.

FREE-THROWS AND FOULS

During all free-throws, the clock will continue to run (except during the last two minutes of the game). Teams will be awarded free throws as follows:

Fouled in the act of shooting inside 3-point line	2 shots
Fouled in the act of shooting behind 3-point line	3 shots
Any deliberate or flagrant foul	2 shots
Any technical foul	2 shots, possession given to shooting team
7 th team foul in either half	1-and-1 bonus
10 th team foul in either half	2 shot bonus

STANDINGS AND TOURNAMENT SEEDING

Below is the list of tiebreakers that will be used to determine league standings and seeding for tournament brackets.

1	Winning Percentage
2	Head-to-Head
3	Head-to-Head Differentials
4	Common Opponents
5	Total Points Differential
6	Lowest Number of Forfeits

When creating tournament brackets, the League Coordinator reserves the right to move teams up or down a division to promote more balanced tournament play.