



**CITY OF SURPRISE
PARKS AND RECREATION**

**City of Surprise Parks and Recreation Department
Rules and Guidelines for
Adult 5-on-5 Basketball League**

Welcome all coaches, participants, and fans to the Surprise Parks and Recreation Department Adult Basketball Program. This program is based on the recreational philosophy of fun and exercise for all individuals involved. We hope that you will enjoy your recreational basketball experience in our program, just as we are looking forward to cooperating and communicating with you throughout the season. All questions or problems should be directed to Ian Wallace, Recreation Coordinator at 623.222.2271.

PROGRAM INFORMATION

LEAGUE FORMAT: Leagues will play a 7-game regular season. Final standings will determine the league winner. Upon conclusion of the regular season, a single-elimination tournament will be held.

AWARDS: Individual awards will be given to the first place team of the regular season and the first place team of the tournament.

CLASSIFICATION: This is an “OPEN REC” league.

COMMUNICATION: Unavoidable game cancellations due to facility problems may cause games to be rescheduled. *THE SURPRISE PARKS & RECREATION DEPARTMENT RESERVES THE RIGHT TO ADJUST THE LEAGUE FORMAT OR SCHEDULE DUE TO LOSS OF FACILITIES.* It is the responsibility of each manager to maintain regular communication with the league coordinator for updates, rescheduling games, rulings and standings.

REGISTRATION INFORMATION: The first two days of registration are reserved for teams returning from the previous season. Registration for all leagues is on a first-come, first-served basis.

RULES AND REGULATION POLICY STATEMENT: The City of Surprise Parks & Recreation Department reserves the right to change any rules or regulations during the season whenever due cause warrants a change. If a change is made, all team managers affected by the change will be notified. In addition, the Recreation Department reserves the right to add additional rules and regulations when they will benefit the program.

The City of Surprise does not provide individual accident insurance for its participants. It is recommended that all players acquire individual or team insurance. The Surprise Parks & Recreation Department urges all coaches and/or participants that incur an accident/injury situation during a game to report the incident to the gym supervisor immediately so that appropriate reports can be created.

LOST OR STOLEN ITEMS: The Parks & Recreation Department is not responsible for lost or stolen items. Check with the gym supervisor at the facility where you are participating for misplaced equipment.

LEAGUE POLICIES

ALCOHOL: The consumption of alcoholic beverages and smoking/vaping of tobacco or marijuana is prohibited in all City of Surprise buildings and public meeting places. Any participant or spectator who appears to be under the influence of alcohol or drugs will be ejected from the game/gym. If the individual refuses to leave the premises, the team will automatically forfeit the game, and the police may be notified.

CONDUCT:

1. When registering your team, it is understood that you are participating in a RECREATION program. The intent of City of Surprise recreation leagues is for players to have fun and enjoy themselves. Participants are expected to demonstrate sportsmanship before, during and after all activities sponsored by the Surprise Parks & Recreation Department.

Should an official feel that player(s) are demonstrating unsportsmanlike conduct or their conduct is detrimental to others around them, they will be penalized for their misconduct. At no time shall any player verbally or physically abuse a City of Surprise staff, which included the officials. An official at any time may require a player(s) to sit out a designated number of minutes. An official may call a Technical Foul on the player(s), or eject player(s) right away depending on their discretion.

2. The officials will penalize unsportsmanlike conduct by a player, coach, substitute or team spectator. If there is a flagrant conduct violation, the officials will penalize the team by removing the offending player(s) from the game, and they will be ejected from the gym. Any spectator or team follower may also be removed from the gym. Failure to comply with official's direction to leave the court or gym can result in forfeiture of the game. A player or team can also be dropped from the league if they become a problem. Coaches and players will be responsible for their team followers and must make every effort to control them.

3. The Code of Conduct attached to the end of these rules should be understood by all coaches/managers and players. It is the coach's responsibility to make sure that their players fully understand the consequences they will suffer if these rules are violated. When a player is listed on the roster, it will be understood that they will be informed, by the manager, of all rules and regulations as well as the Code of Conduct.

4. Players ejected from a game must leave the gym immediately. Any player ejected faces up to a two-game suspension. More severe consequences may follow for fighting or excessive foul language, prolonged ejections. Additional action may also be taken, including but not limited to, probation or total suspension. The Parks & Recreation Department reserves the right to determine the length of the probation and/or suspension. Each incident will be reviewed, and a decision on the length of the suspension will be made in a reasonable amount of time.

5. Profanity will not be tolerated (this includes casual profanity). Guilty parties are subject to a technical foul and possible ejection from the game.

6. All technical fouls will be counted as one of the five disqualifying fouls. Any player who receives their second direct technical foul during the game will be ejected. Any player who receives three direct technical fouls during a season will be suspended for 8 games (one season). Participants must control their actions at all times. Example of direct technical fouls includes misconduct, fighting, abusive language, rough play, etc. Examples of indirect technical fouls include not reporting to the table, not being on the line-up card, etc.

LEAGUE STANDINGS: The gym supervisors/officials will keep league standings. If teams are tied in the standings, head-to-head competition will determine the final standings. Tournament seeding will be based on league standings at the end of the regular season.

PLAYER ELIGIBILITY: All players must be 18 years of age or older to participate. Players may have their name on one basketball roster only. All players are required to have a current ID in their possession at all times. Identification information should be consistent with roster information provided by the team manager. **ELIGIBILITY CHECK:** A team manager may request an eligibility check. All players on BOTH teams are then required to show their ID to the staff for roster verification. If a player cannot produce identification, does not meet the age requirement, is on more than one roster, or is not on the team's roster, they will be considered an illegal player. The illegal player will be ejected from the game, and the team using the player will forfeit the game. All decisions made by the gym supervisor/official will be considered final. Further action may be taken by the league coordinator if necessary.

PLAYING TIMES: Teams must be available to play at any of the scheduled game times. Game time is forfeit time.

PROTESTS: Only protests of ineligible players(s) and rule interpretations will be accepted and considered valid. Protests involving the judgment of an official will not be considered. Team managers will be the only ones allowed to protest.

ROSTERS: Each team's roster is due at the site before their first game. Roster additions and deletions will take place at the gym sites on the forms provided by the league supervisor/official. All roster deletions and additions must be made no later than the end of a team's last game of the regular season.

SUPERVISION: The Surprise Parks & Recreation Department will provide a gym supervisor for each site. Any questions/inquiries during game time must be directed to the gym supervisor through the team captain/manager. The supervisor's decision on any matter is final. If the supervisor deems necessary, the matter may go to the league coordinator for further review.

USE OF FACILITIES: It is the responsibility of all participants to respect these premises. The following rules must be followed:

1. No food or beverage will be allowed in the gyms (except water)
2. Absolutely no smoking in the gyms
3. All trash must be deposited in trash cans
4. Consumption of alcohol is not permitted on City facilities. It is illegal and may result in prosecution.
5. Children must be supervised at all times

GAME TIME AND RELATED PROCEDURES

1. Game time is forfeit time. There will be no grace period awarded to any team, in any league for schedule games. Teams must have a minimum of four players to begin a game. It is the team's responsibility to be at the gym before the scheduled start time.
2. League games will consist of two 20- minute halves with a continuous running clock. A stop-and-go clock will be used during the last two minutes of the second half only. A maximum of five minutes will be allowed at half time.
3. Line-up cards must be turned into the official scorekeeper, first and last names, prior to 5 minutes before game time.
4. Teams must wear the same colored jerseys/shirt with numbers on the back. Any combination of one and two-digit numbers may be used.

LEAUGE RULES

Current AIA rules will be in effect with the exception of the following:

1. Any player who receives three (direct) technical fouls any time during the season will be suspended from all league play for 8 games (one season).
2. Teams will be seated, when possible, as a group on each side of the scorekeeper, providing the scorekeeper with full vision of the entire court.
3. Substitutes must report to the scorekeeper, kneeling in front or to the side of the table.
4. For legal substitutions the officials on the court will either signal verbally or with a wave of the hand for subs to enter. Remember, the buzzer is only a signal to the officials that a sub wants to enter. Subs must wait until signaled in before going on the court.
5. No street shoes will be permitted on any gym floor. Players will not be permitted to wear footwear that marks the gym floor. Playing barefoot is prohibited.
6. All players must wear either shorts or sweat pants. Street clothes are not to be worn. Teams must have shirts of uniform color and be numbered on the back.
7. While a game is in progress there will be absolutely no warming up. This includes dribbling on the side.
8. Teams are to furnish their own warm-up balls. The gym supervisor will provide a game ball.
9. If one team is ahead by 15 points or more any time during the final two minutes of the second half, the stop-and-go clock will not be used.
10. A player fouls out after receiving five personal fouls. Direct technical fouls are counted as personal fouls towards the five disqualifying fouls. Direct technical fouls count towards the team's fouls for the bonus.
11. Games, which end in a tie at the end of regulation time, will be settled by a five-minute overtime period(s). The first three minutes of the overtime will use a running clock and the last two minutes of the overtime will use a stop-and-go clock.
12. Teams will be allowed four time outs, two time outs per half. One extra time out will be given to each team with every overtime period. Time outs are not to exceed one minute. Time outs will not be accumulative.
13. Knee braces are permitted as long as they will not injure other players should they come in contact with the brace. Metal hinges must be covered so that sharp edges are not exposed.
14. Jump ball situations other than the start of the game and each overtime period, teams will alternate taking the ball out-of-bounds by a throw-in. The team not obtaining control of the jump ball will start the alternating possession procedures.

15. Any shot made (with both feet) behind the three-point line will count as three points. The official's judgment will determine whether the shooter was behind the three-point line or not. Official's judgment is final.
16. **DUNKING OR HANGING ON THE RIM WILL NOT BE PERMITTED AT ANY TIME DURING THE SEASON.** Any player that dunks at any time before, during or after the game will be automatically issued an ejection from that night's game. The team the player is participating on will also forfeit the game regardless of the score.
17. Taunting/trash talking by an individual towards another player(s) are prohibited. Any person who displays these tactics will be given a (direct) technical foul.
18. All technical fouls (direct or indirect) will result in two points automatically awarded to the opposing team, plus they will receive the ball out-of-bounds. Teams will not shoot technical foul shots.
19. *Foul Shots:* There will be no foul shots awarded for any person during the first half and the first 18 minutes of the second half. On the SEVENTH team foul of each half, one point will be awarded for every foul except player control fouls, with the team being fouled retaining possession of the ball. On the TENTH foul of each half, two points will be automatically awarded with the team being fouled retaining possession of the ball.
 - a. *Common Fouls:* On all common fouls, the offended team will be awarded the ball out-of-bounds at the spot nearest to where the foul occurred.
 - b. *Player Fouled While Shooting:* When a player is fouled in the act of shooting and the shot is missed, his/her team is automatically awarded one point and the ball out-of-bounds and the nearest point of infraction. If the basket is made, the goal will count, and one foul point will be awarded to the team. The opposing team will then receive the ball out-of-bounds under the basket.
 - c. *Player Fouled While Shooting Three Point Shot:* Same as above, exception being his/her team is automatically awarded two points.
 - d. *Intentional Fouls:* Two points will automatically be awarded, plus ball out-of-bounds.
 - e. *Flagrant Fouls:* Flagrant fouls will be considered a technical foul. Two points will automatically be awarded, plus the ball. The player committing the foul will be ejected from the game.

DURING THE FINAL TWO MINUTES OF THE SECOND HALF...

- f. *Foul:* All fouls, except player control, will be penalized by a foul shot. If you are fouled, you will shoot free throws, but you will not be awarded the ball out-of-bounds.
- g. *One & One Bonus:* Common fouls shall be penalized by the one & one bonus rule if the offending team has committed its SEVENTH foul of the half; the team in control of the ball retains possession. If the offending team has committed its TENTH foul of the half, two free throws will automatically be awarded for this foul and all other fouls that occur for the remainder of the half.
- h. *Intentional Fouls:* Shoot two free throws, plus ball out-of-bounds.
- i. *Flagrant Foul:* Any flagrant foul will be considered a technical foul. Two points will automatically be awarded, plus the ball. The player committing the foul will be ejected from the game.



CODE OF CONDUCT

The Code of Conduct will be enforced before, during, and after all league or tournament play. All rules will be strictly enforced. The term “individual” includes the following: coaches, manager, player, fan or spectator. A team manager is responsible for the conduct of its individual players or spectators. Misconduct will result in the penalty of an individual and/or team for all City of Surprise leagues and tournaments. The term “official” includes the following: referee, scorekeeper, league director, facility staff and/or City staff.

- a. **No individual shall** at any time lay a hand upon, shove, strike or threaten to strike an official or individual.
 - a. Minimum Penalty: Banned from game and/or playing area with a two-game suspension. Maximum Penalty: Banned from the City of Surprise adult sports programs and assault charges may be filed.
- b. **No individual shall** be guilty of objectionable demonstration of dissent by throwing a ball or any other forceful actions.
 - a. Minimum Penalty: Warning by official. Maximum Penalty: Removal from the game and playing area.
- c. **No individual shall** question any call made by an official. Discussions will be accepted through the coach/manager only.
 - a. Minimum Penalty: Warning by the official (Direct Technical). Maximum Penalty: Removal from game and/or playing area.
- d. **No individual shall** be guilty of using unnecessarily rough tactics in the play of the game.
 - a. Minimum Penalty: Ejected from game and playing area with a two-game suspension. Maximum Penalty: Banned from City of Surprise adult sports programs and/or assault charges may be filed.
- e. **No individual shall** be guilty of a physical attack as an aggressor upon any individual. Officials are required to immediately suspend the player from further play and report the incident to the league director. Such player shall remain suspended until an advisory board and/or City staff has reviewed the incident.
 - a. Minimum Penalty: Suspension from two games and placed on probation for remainder of the season. Maximum Penalty: Banned from City of Surprise sports programs and/or assault charges may be filed.
- f. **No individual shall** be guilty of an abusive verbal attack upon any official or individual on or off the playing court.

- a. Minimum Penalty: Suspension from two games and placed on probation for remainder of the season. Maximum Penalty: Banned from City of Surprise sports programs and/or assault charges may be filed.

- g. **No individual shall** use profane, obscene or vulgar language in any manner at any time on or off the playing court.
 - a. Minimum Penalty: Warning by official/league director. Maximum Penalty: Ejected from game and suspended for two games and probation the remainder of the season.

- h. **No individual shall** appear on the court of play at any time in an intoxicated condition or under the influence of any type of drug, which will infringe upon his or her safety or the safety of others.
 - a. Minimum Penalty: Ejected from game and suspended for two games and probation the remainder of the season. Maximum Penalty: Banned from City of Surprise adult sports programs.

- i. **No individual shall** be guilty of damaging, destroying or stealing City and/or school property.
 - a. Minimum Penalty: Compensation for damages and two-game suspension. Maximum Penalty: Banned from City of Surprise adult sports programs.

- j. **No individual shall** be guilty of any demonstration of unsportsmanlike conduct before, during or after league or tournament play.
 - a. Minimum Penalty: Two-game suspension. Maximum Penalty: Banned from City of Surprise adult sports programs.

The severity of the infraction will determine the penalty. The penalty could fall between the minimum and maximum. Additional action may also be taken in all cases. City staff will determine the penalty within a reasonable amount of time.

Team Name _____ Team Manager _____

Signature _____ Date _____