

CITY OF ANAHEIM BASKETBALL RULES

Sec. 1 OBJECTIVE

To offer a wholesome competitive program that is primarily concerned with safety, fair play, sportsmanship, and recognizes the various skill levels of the participants. All teams will comply with the rules and regulations of the Anaheim Community Services Department.

Sec. 2 ADMINISTRATION

All leagues will be played under the C.I.F. basketball rules with certain exceptions noted herein, insofar as such the rules do not violate polices and regulations of the Anaheim Community Services Department. All departmental decisions on illegal players and basketball rule interpretation are final – no appeals will be allowed.

Sec. 3 LEAGUE FEES

1. No refunds will be granted after a team has played its first scheduled league game.
2. A fee of thirty dollars (\$30) per team is due to the officials in cash with exact change prior to the beginning of each scheduled game in order to play. The City of Anaheim Community Services Department will schedule two (2) officials per game; however, a regulation game may be played with one (1) official working the game. If only one (1) official is present a fee of fifteen dollars (\$15) per team must be paid to the official prior to the beginning of each scheduled game. If an official arrives after the start of the game, ten (\$10) per team must be paid to that official. Any official arriving after the start of the second half will not receive payment from either team. **IT IS THE RESPONSIBLTY OF EACH TEAM TO MAKE SURE THE CORRECT AMOUNT IS PAID TO THE OFFICAL(S). NO REFUNDS WILL BE GIVEN.**
3. Registration balances are due by 5 p.m. the day following the second game of the season. Any team who does not pay their balance by the deadline will be dropped from the league without refund.

Sec. 4 LEAGUE INFORMATION

1. Weekday games will start between 6:15 p.m. and 9:55 p.m. Sunday games will start between 2:00 p.m. and 9:20 p.m.
2. All teams are guaranteed to be scheduled to play at least ten (10) games. Playoff games are included in the guaranteed games. In the event that a season must be shortened and a team does not play its full number of games, a refund will be given for each game not played.
3. Games are played at East Anaheim Gymnasium, Downtown Anaheim Youth Center, Ponderosa Park Family Resource Center and West Anaheim Youth Center, but games may be played at other gymnasiums as needed. Maps to each gymnasium can be found at teamsideline.com/anaheim.
4. In the event that a team changes managers during the season, the new manager must notify the League Director of the change immediately at (714)765-3961 or email bwallace@anaheim.net or email anewton@anaheim.net or (714)765-5290.
5. Smoking and vaping are not permitted in the gymnasium or its surrounding areas.
6. Only rostered players and coaches are allowed in the team bench area.
7. Team managers must provide an active, and regularly monitored, email address and phone number for important league information and updates.
8. League standings, statistics, schedules, and team rosters will be posted at teamsideline.com/anaheim.
9. Prior to the start of your first game of the season, a team roster must be submitted to the scorekeeper. Complete all information, including printed first and last name, signature, address, phone number and email

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(only email is optional). The Team Roster form can be downloaded at teamsideline.com/anaheim. **IF A PLAYER'S INFORMATION IS INCOMPLETE OR NOT LEGIBLE, THE PLAYER WILL NOT BE INCLUDED ON YOUR ROSTER.**

10. No postponements or schedule changes allowed. However, the Anaheim Community Services Department reserves the right to change the schedule.
11. Your team's line-up on the score sheet must be signed and uniform number written by each player and coach prior to entering the game. Any player adding to the roster must also provide all information required and sign in before entering the game.
12. A first week schedule will be posted on the website at least two (2) days prior to the start of the season. A second week schedule will be posted on the website at least (3) days prior to your teams next game. Complete season schedules will be published on teamsideline.com/anaheim after your league's second week of games. **IT IS THE MANAGER'S RESPONSIBILITY TO ENSURE THAT HIS/HER TEAM RECEIVES SCHEDULES AND SCHEDULE REVISIONS BY CHECKING THE WEBSITE DAILY. SCHEDULES WILL BE CHANGED NO FEWER THAN 24 HOURS PRIOR TO YOUR NEXT SCHEDULED GAME WITH THE EXCEPTION OF EMERGENCIES.**
13. Placement of teams in respective divisions shall be the responsibility of the Anaheim Community Services Department. The Anaheim Community Services Department reserves the right to move teams to different divisions of play at any time to maintain a competitive balance. However, we try not to do so after the second week of league play. Teams moving to different divisions will keep their win/loss record from previous games played unless the League Director determines otherwise. Playoff formats may be altered due to team changes within a division. Teams who win their division may be moved to a higher division the following season to ensure competitive balance.
14. Anaheim Community Services Department reserves the right not to allow, move to another division, suggest an alternative league night or remove a team from the Anaheim Basketball league with a full refund if a team has a skill level that disrupts the competitive balance of the league.
15. As a courtesy, please call the League Director at (714) 765-3961, or email bwallace@anaheim.net or League Coordinator at (714) 765-5290 or email anewton@anaheim.net, in advance if you know your team will forfeit so that the other team can be notified.
16. Any team with three (3) forfeits in a season will be removed from the league without a refund.
17. The scorekeeper will keep score and players statistics each game.
18. The City of Anaheim does not provide first aid at Adult Sports Facilities. It is recommended that Team Managers bring any first aid items that they feel are necessary.
19. If you have any issues regarding gym conditions, opposing player/team, officials, scorekeepers or any other concerns, please contact Blake Wallace at (714) 765-3961, or email bwallace@anaheim.net or Arlene Newton at (714) 765-5290, or email anewton@anaheim.net.

Sec. 5 FORFEITS

Games shall be forfeited if:

1. **Players must be signed in, on the court, and ready to play at specified game time.** The clock will run until both teams have a minimum of four (4) players on the court, signed in, paid the officials, and ready to go. Any team arriving late or unable to start with 4 players will be penalized one (1) point per minute. After ten (10) minutes the game will be declared a forfeit if either team still does not have at least four (4) players. No time outs will be allowed during this time and tip-off cannot occur until all players have signed in with the scorekeeper. **EXCEPTION:** The first game of the night is allowed a five (5) minute grace period.

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- a. The at-risk team is allowed to “pick up” players to avoid a forfeit (1 or 2 players can sign-in for a maximum of 4 players on the court).
 - b. No pick-ups allowed after the deadline. All pick-ups must leave the game when the team’s ROSTERED players arrive & sign-in. The opposing team must approve a non-rostered player to continue playing & accepts the final score, even if it’s a LOSS.
2. A team is found to have used an illegal or non-rostered player.
 3. In the opinion of the officials, a manager does not have complete control of his/her team.
 4. A team continues to delay the game.
 5. A team continues to harass the officials and/or scorekeeper or if the officials and/or scorekeeper feel the situation is such that physical harm may come to himself/herself, other players, or spectators.
 6. Any player is consuming any alcoholic beverages at the gymnasium, gymnasium facility, or parking lot. Teams who violate this rule a second time will forfeit the game and will be suspended from the league without refund.
 - a. If a player appears at the gymnasium and in the judgment of the officials is intoxicated, he/she will be ejected from the game and may be suspended from the league. **Fans are the responsibility of the team managers and the above information applies to spectators as well as team players.**
 7. Any team that forfeits a game must pay a sixty dollar (\$60) forfeit bond replacement per game to the City of Anaheim Community Services Department. Payments must be paid with a Discover, MasterCard, or Visa credit card, or cash, within two business days. In case of a double forfeit, both teams are required to submit a forfeit bond replacement of thirty dollars (\$30) per game. If a team does not pay its forfeit bond replacement by within two business days by 5 p.m., that team will be assessed another forfeit bond replacement and will be removed from the league if not paid by the next business day following their forfeited game. **NO EXCEPTIONS.** Forfeit fees can be paid at the gym to the officials on the same day as forfeited game.
 8. The score 10-0 will be recorded for all forfeited games.

Sec. 6 ELIGIBILITY

1. Players must be at least eighteen (18) years of age before playing.
2. All players must be on the roster and have photo ID (Driver’s License, State Identification Card, Passport or Military I.D.) available at all games. All players on your roster will be listed on the score sheet each week. Team rosters can be checked by visiting teamsideline.com/anaheim (select your **Division**, then **See Stats** which is in orange on the right side of the page, and then select your **Team**). **Please note: rosters on teamsideline may differ from printed scoresheets if players have been dropped. For the most accurate/up-to-date roster, please email/call Blake Wallace at bwallace@anaheim.net and 714-765-3961 or Arlene Newton at anewton@anaheim.net and 714-765-5290.**
3. Players may not play on more than one (1) team in the same division.
4. The team a player first plays with will be considered their team for the season and that player may only transfer from one team to another with written consent of both team managers and approval from the Anaheim Community Services Department League Director.
5. A men’s team may have two (2) women on their roster.
6. The scorekeeper will check ID’s during **Playoff and Championship Games** (Driver’s License, State Identification Card, Passport or Military I.D.) for all players listed on your roster. Each player must provide a current picture ID prior to entering the game.

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Sec. 7 PLAYER ELIGIBILITY PROTESTS

If a manager believes a player is illegal, he/she may announce the player eligibility protest at any point during the game. **EXCEPTION: Height checks must be requested prior to a player checking into the game. Protest shall be made as follows:**

1. Time must be called and protesting team will lose a time out.
2. The manager shall request that the scorekeeper ask the player in question to produce a current picture I.D. (Driver's License, State Identification Card, Passport or Military I.D). If I.D. is shown and is satisfactory, the scorekeeper will continue the game. If no I.D. is available, the player in question may not play until he/she provides an ID. If the player in question is unable to provide a current picture I.D. by the end of the game, the scorekeeper will declare the game a forfeit.
3. Managers have the option to request an I.D. check against only one player on the opposing team per game.
4. Decisions regarding player eligibility will be made final by the scorekeeper.
5. Height Checks

To protest the height of a player on the opposing team, the manager of the team protesting must check in with the scorekeepers table and request a height check or call the league director the week prior and the scorekeeper will be notified to conduct a height check. The scorekeeper will have the player go over to the designated area in each gym that has been measured and marked at the correct height. If a player is found to be over the height limit, he/she will not be allowed to participate in the designated height restricted league again. Protests regarding height must be made prior to a player checking into the game. Once a player has entered the game and play has resumed that player may not be protested for that game. Multiple height checks may be requested.

Sunday Leagues - 6'2" & Under (Except Division 1 is open)

Tuesday League - 6'5" & Under

Wednesday (East Anaheim Gymnasium) - 6'2" & Under

Wednesday (Ponderosa Gymnasium) - 6'2" & Under

Sec. 8 PROTESTS

1. No other protests involving the outcome of the game will be allowed. All problems will be handled on the court by the officials and their decisions are final.

Sec. 9 ROSTERS & ADDING AND DROPPING PLAYERS

1. A complete, legible team roster, including printed first and last name, signature, address, phone number and email (only email is optional), must be submitted to the scorekeeper before your first game of the season. If a player's information is incomplete, the player will not be included on your team roster.
2. Team Roster may not exceed twelve (12) players (including coaches). Players may be added or dropped up until the roster addition/deletion deadline.
3. Any participant in the area of the bench must be a rostered player (this includes coaches).
4. Teams may add a maximum of three (3) players at the gym each game.
5. Roster additions and deletions must be completed at the gym prior to the start of the game, except when other team approves they may be added after the game begins. Players who are added must complete the hold harmless section on the back of the score sheet, including printed first and last name, signature, address, team name, phone number and email (only email is optional). If a player's information is

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incomplete or not legible, the player will not be included in your roster. Players can not be added to roster after another team has requested an ID check.

- Roster Addition/Deletion Deadline:**
The roster deadline in all leagues will be the 7th game of the season when 10 games are guaranteed. Any shortened season will be adjusted accordingly.
- After the roster addition/deletion deadline, roster changes will be accepted only for seriously injured players or other circumstances when satisfactory proof is presented to the League Director.
- Team rosters can be checked by visiting teamsideline.com/anaheim (select your **Division**, then **See Stats** which is in orange on the right side of the page, and then select your **Team**). **Please note: rosters on teamsideline.com/anaheim may differ from printed scoresheets if players have been dropped. For the most accurate/up-to-date roster, please email/call Blake Wallace at bwallace@anaheim.net and 714-765-3961 or Arlene Newton at anewton@anaheim.net and 714-765-5290.**
- It is the manager's responsibility to keep track of the players who are on his/her team's roster in case of a player eligibility protest.

Sec. 10 RULES

All basketball games shall be played under the current C.I.F. rules, except as clarified or modified in the current City of Anaheim basketball rules:

Game length is two (2) twenty (20) minute halves with the clock stopping only on timeouts and unnecessary delays. If the game is within ten (10) points or less with two (2) minutes remaining in the game, the playing time shall be regulation clock (stop clock).

- Home team will be specified on the schedule. Managers are responsible for providing the league schedules to score keeper in cases where the scorekeeper is unaware or where there is a dispute of who the home team is.
- Home team will always wear light jerseys and visitor will always wear dark jerseys.
- If the score is tied at the end of regulation time, a three (3) minute running clock (stop clock at last minute) overtime will be played. If a tie still exists, sudden-death overtime will be played, first team to score will be declared winner. A jump ball will begin the sudden-death period.
- Alternating Possession: Game and overtime periods will begin with a jump ball. Each half will begin with the team designated by alternating possession arrow taking the ball out of bounds for a throw-in. Tie-ups that occur will be settled by alternating possession.
- Teams are allowed four (4) timeouts per game (accumulative) and one additional timeout for overtime periods. Timeouts do not carry over in to overtime play. All time outs will be 30 seconds in length. If the time out is used just to stop the clock, the opposing team may still use the 30 seconds if they choose to do so.
- Ball does not advance on time outs.
- A substitute may enter if (or as soon as) the ball is dead or during time-outs after reporting to the official scorer. Players must be waved into the game by an official.
- The bonus rule will be in effect on the 7th team foul in a given half. Offensive and bench technical fouls will count as a team foul. At the 10th team foul, the offended team will have two (2) foul shots.
- The three (3) point shot will be in effect. If a player is fouled while attempting a three (3) point shot and the shot is successful, one free throw is awarded. If the shot is unsuccessful, three free throws are awarded.

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10. Players may enter the key on free-throws once the ball has been released by the shooter. However, players behind the 3-point line must wait until the ball hits the rim to enter the key. Shooter must also wait until the ball hits the rim to enter the key.
11. Five (5) personal fouls and a player will foul out of the game. A technical foul will count as a personal foul and a team foul.
12. All participants shall behave in a sportsmanlike manner at all times. Unsportsmanlike conduct, aggressive play, profanity, derogatory remarks, flagrant fouls, excessive fouling, verbal abuse, physical abuse or fighting will not be tolerated.
13. All technical fouls will carry a penalty of two (2) free throws and the possession of the ball. The player who receives the technical foul must exit the game and may not return for two (2) minutes of **game time**. A player on the bench may be substituted in their place. Game time will not start until after free throws have been shot and the ball has been put back in play. If a team does not have a sub, the player must still sit the required two (2) minutes while the team plays shorthanded.
14. **Uniforms:**
 - a) Team uniforms must be the same color. (jerseys a few shades off will be accepted; similar density/saturation)
 - b) No tape will be allowed for jersey numbers.
 - c) Each player on a team must have a different number. (jerseys' with no numbers will only be allowed as number "0" for one player per team if there is no "0" or "00" playing in the same game).
 - d) Only one or two-digit (numerical) numbers are allowed. (no letters or 3-digits)
 - e) All teams must be able to play in both dark and light matching colors to identify as home or visitor. Teams are responsible for providing alternate uniforms when playing a team with a similar color. If teams cannot agree to which colors to wear in a timely matter before game time, both team colors will be defaulted to the schedule on teamsideline.com which states home and visitor.
 - f) Home will always wear light jerseys and visitor will always wear dark jerseys.

Penalty: Opponent receives 2 points for each violation (jersey color, duplicate number, etc.)

15. Player Conduct

- a) All players, coaches, and managers shall adhere to the C.I.F. Players Code of Conduct and the City of Anaheim Basketball Rules as participants in any City of Anaheim basketball league.
- b) Players may be ejected at any time before, during, or after a game.
- c) Players must remain in the immediate vicinity of their bench. During an altercation, any player who leaves the bench and steps onto the court will receive an automatic ejection and will be suspended for future games at the discretion of the Anaheim Adult Sports Director.
- d) Any player, coach, or manager who is ejected from a game may be suspended for one (1) additional game (byes do not constitute a game) at the discretion of the League Director. The suspension will take place during the following game(s). If a suspended player plays in a game, the team will be charged with a forfeit loss which will result in negative one (-1) point in the standings. (forfeit fees will be assessed)
- e) Any player, coach, or manager who is ejected twice in one (1) season will be suspended for the remainder of the season, including playoffs.
- f) Any player who receives four (4) technical fouls in one (1) season will be suspended for one (1) game (byes do not constitute a game). The suspension will take place during the following game. If a

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suspended player plays in a game, the team will be charged with a forfeit loss which will result in negative one (-1) point in the standings. For every two (2) technical fouls received after four (4), the player will be subject to an additional game suspension.

- g) Ejected or suspended players, coaches, or managers will not be allowed at the gym or surrounding areas including the parking lot while serving his/her suspension. Violation of this rule will result in a forfeit loss which will result in negative one (-1) point in the standings if documented by the officials or scorekeeper. (forfeit fees will be assessed)
- h) Any manager or acting manager who refuses to assist the officials or scorekeeper in identifying questioned players will be suspended and the game will be forfeited. (forfeit fees will be assessed)
- i) Any player, coach, or manager who is ejected anytime after the conclusion of a game, will likely be suspended for the next two (2) games, including playoffs.
- j) Any player, coach, or manager who physically abuses or threatens to push, shove, or strike an official, player, scorekeeper or staff member may be permanently banned from participation in adult sports with the City of Anaheim. In addition, any player, coach, or manager who is guilty of such abuse may be subject to criminal prosecution according to the State of California Penal Code.
- k) Any player, coach, or manager ejected from a game for any reason must leave the gym site and surrounding area including the parking lot within five (5) minutes. If an ejected player does not leave within five (5) minutes, his/her team will be imposed a forfeit. (forfeit fees will be assessed)
- l) In case of spectator harassment, the scorekeeper or official will adhere to the following:

First Warning: Manager will be asked to take care of the problem spectator.

Second Warning: Spectator will be asked to leave the gym and surrounding areas including the parking lot. If the spectator refuses to heed the officials or scorekeepers request, the manager will be subject to ejection from the game if the officials or scorekeeper determine that the spectator is associated with one of the teams.

In the event that neither the spectator nor the manager leave the gym and surrounding areas including the parking lot within sixty (60) seconds after the officials or scorekeepers request the game will be declared a forfeit. (Forfeit fees will be assessed)

- m) On a disputed call or decision by an official, the players may not address, make any gesture to, or communicate any undesirable remarks to, or toward, any official. Exception: A team manager or captain may use one of their remaining time-outs to courteously address an official for clarification or a question regarding the decision.

NOTE: *Players may be ejected from the game for an infraction of this rule. If a player receives two (2) technical fouls, that player, upon receiving the second, will be automatically ejected from the game for any reason and may not be allowed to participate in their teams next scheduled game. Suspensions may be increased depending on the degree the infraction.*

- n) Use profane, obscene, or vulgar language in any manner, or at any time is not permitted. Any player who does not abide by these rules will be ejected and may face future disciplinary action.
- o) No player shall be guilty of using unnecessary rough tactics in the play of the game against the body and person of any opposing player. Any player who does not abide by these rules will be ejected and may face future disciplinary action.
- p) Alcoholic beverages are not allowed at the gym and surrounding areas including the parking lot. No player shall appear on the court, bench area or surrounding areas at any time in an intoxicated

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condition. Any player or team who does not abide by these rules will be ejected and may face future disciplinary action.

16. Equipment

- a) Athletic, closed toe shoes must be worn. No hard soled shoes or sandals are permitted.
- b) Each team is responsible for furnishing a game ball. The officials will choose the most appropriate ball.

17. S.C.M.A.F. Blood Rule

Any player, coach, or official who is bleeding, has an open wound, or has blood on his/her body or clothing, is prohibited from further participation in the game until appropriate treatment has been administered.

If first aid is required for a player, the player must be immediately removed from the game, unless treatment can be administered in a reasonable amount of time.

A player, coach, or official will not be allowed to participate unless:

1. All bleeding has stopped
2. Any exposed cut/scrape which has bled is completely covered
3. Bloody clothing is removed

It is recommended that teams have spare clothing available at the game site to be used if necessary.

Sec. 11 PLAYOFFS

1. Scorekeeper will check ID's (Driver's License, State Identification Card, Passport or Military I.D.) for all players listed on your roster. Player's must have current picture ID. Players must provide current picture ID prior to entering the game.
2. Playoff seeding will be determined by the total number of points earned during the regular season: two (2) points for a win, zero (0) points for a loss, and negative one (-1) point for a forfeit loss.
3. Top teams will qualify for a single elimination playoff tournament to determine league champions. Playoff format may vary based upon the number of teams. In rare circumstances playoffs may be canceled.
4. Tie Breaking procedure:
 - i) Head-to-Head season record among tied teams.
 - ii) Point differential in Head-to-Head games.
 - iii) Point differential in ALL games played.

NOTE: If schedule is unbalanced the best winning percentage will determine who wins the Head-to-Head record.

Sec. 12 AWARDS

1. Each league playoff champion shall receive eight (8) individual awards. Additional awards may be purchased but will be at the team's expense.
2. Awards will be distributed or ready for pick-up approximately five (5) to six (6) weeks after the start of the next season.
3. Championship award forms will be available handed out at the gym immediately after the game ends. The deadline to submit the championship award form and purchase extra jerseys will be listed on the form.