

CITY OF EUGENE ATHLETICS PROGRAM
Men's and Women's Basketball Leagues
Rules and Regulations

All basketball leagues will abide by the current year's National Federation Basketball rules and/or the following regulations:

I. OBJECTIVES OF THE PROGRAM

- A. To provide an opportunity for interested individuals to play basketball in an organized manner.
- B. To provide wholesome recreational play; not merely declare a league champion.
- C. To meet the scheduling needs of recreation oriented teams.

II. MANAGEMENT AND AUTHORITY

- A. The general management of the basketball program and all teams involved in each league shall be the responsibility of the Athletics Program and final authority on any matter pertaining to the program resides with the Athletics staff. Any concerns regarding the program should be directed to this area.
- B. If more teams are needed to fill any league, the Athletics staff has full authority to take whatever measures necessary to create a balance among all the leagues to involve as many teams as possible in the program.
- C. Upon entering a league, each team and all players agree to abide by the rules and regulations stated in this rulebook.

III. LEAGUES

- A. Winter Leagues: Men's D1, D2, and C, Women's
- B. Spring Leagues: Men's D, Women's
- C. Summer League: Men's D/C, Men's Hat-Draw (self-officiated).

IV. FEES AND REFUNDS

There will be no team fees refunded after registration. Money (fees) will not be refunded to any player or team expelled from the league.

V. PARTICIPATION/PLAYER ELIGIBILITY

- A. **Age Requirement:** Players must be 18 years old. Current high school team players are not eligible to participate during their H.S. basketball season. For 40+ league, all players must be 40 years or older by 12/31/18.
- B. Current basketball players on university or junior college teams are not eligible to participate in the winter program.
- C. **Rosters:** Team rosters must be completed at the time of registration. All players must be on the team roster to be eligible. All games in which an ineligible player participates will be forfeited and the ineligible player will be placed on suspension for up to one calendar year.
- D. A player can be registered with only one team in the City of Eugene basketball program. (Exception: A player may play on one B, C, or D team, and one 40+ team.) Players violating this rule may be placed on suspension for up to one calendar year.
- E. **Changing teams:** If a player chooses to change teams before the end of the season, s/he may do so, however, s/he may never play for two teams during the same week.

F. **Add/Drop:** Players may be added and dropped from a team roster throughout the entire season. Player Add Forms must be submitted to the Athletics office during regular business hours OR to the onsite supervisor/scorekeeper before a new player is eligible.

G. **Player Identification:** Team managers or the Athletics staff may inquire about an opposing player's eligibility before or at any time during the game by approaching the official and requesting proper I.D. as proof (see proper I.D. below). All players should be advised to have I.D. present at all games. The player(s) in question may not participate until I.D. has been presented to the official. The official will record the names of the player(s) and report the protest to the Athletics staff.

To protest player eligibility, teams must ask for an I.D. check before or during the game. Protests will not be accepted after the completion of the game. NO EXCEPTIONS! Proper I.D. = picture identification showing player's name (i.e. driver's license, Oregon I.D. card, student I.D. card, passport).

H. **Insurance:** All players are responsible for their own insurance. Players also understand that there are inherent risks in basketball and they must assume those risks.

VI. EQUIPMENT, UNIFORMS AND SCOREKEEPERS

A. **Game Ball:** The home team (designated on the schedule) must provide an acceptable game ball.

B. **Uniforms:** Teams must have jerseys of the same color for ALL players by the FIRST league game and jerseys must be permanently numbered. Players who fail to comply with this rule will not be allowed to play. If a team cannot field four players with permanently numbered, matching jerseys, the game will be forfeited. Teams cannot use the standby jerseys for their uniforms or as a temporary solution until uniforms

arrive. If two teams have the same uniform colors, the home team is responsible for wearing the standby jerseys.

C. **Jewelry:** Jewelry is not permitted. This includes rings, bracelets (including silicon bracelets), earrings (including post or stud earrings), necklaces and other body piercings. Emergency medical necklaces or bracelets may be worn but must be taped to the body. Any player found to be wearing illegal equipment will be asked to leave the floor.

D. **Scores:** Scorekeepers are provided. The scorer's running score is the official score.

E. **Bleeding:** For the safety of all involved, players will not be allowed to participate following an injury where blood is present until proper bandaging of the injured area prevents all leakage, and the removal of any tainted clothing articles has occurred. Participants returning to play should first check in with the official to determine that no further risk to themselves or others is apparent or likely.

VII. STARTING TIMES AND TIME LIMITS

A. **Game Time:** Game times are listed on the schedule. A forfeit shall be called if a team does not have four players ready to play at game time. Additional players can be added to the score sheet if they arrive late to the game.

B. If, after the game has started, a team has fewer than four eligible players remaining, the game may continue as long as it continues to be competitive in the judgment of the officials.

C. **Game Length:** Games will consist of two 22-minute halves with a five-minute rest at half.

D. During the last 3 minutes of the second half, teams will play stopped time only if there is an eight-point spread or less at the three-minute mark. The clock will stop on all dead balls.

E. If there is more than an eight-point spread at the three-minute mark, teams will play running time for the remainder of the game. (If the point spread becomes fewer than eight points within the last three minutes, running clock continues.)

F. During running time after a time out, the game clock starts as soon as the official hands the ball to the player putting the ball into play.

During a foul shot, the game clock starts as soon as the official hands the ball to the player attempting the free throw.

G. During stopped time, the game clock starts as soon as the ball touches, or is touched by a player on the court.

H. **Overtime Games:** A three-minute overtime period will be played if the score is tied at the end of regulation play. Stop time will be used. If the score is tied after the first overtime, the teams will play sudden death overtime, where the first team to score is the winner.

VIII. FORFEITS

A. It is the responsibility of each team to be on time. A forfeit shall be called if a team does not have four players ready to play at the scheduled game time.

B. Teams forfeiting one or more games will not be eligible for an award.

C. Not showing up, using ineligible players, and ending the game because of three technicals or ejections are types of forfeited games.

D. Forfeited games will not be rescheduled under any circumstance. Team captains/managers knowing in advance that they are unable to field a team are responsible for calling the Athletics staff.

E. Forfeits shall be recorded as a 2-0 score.

G. Upon mutual team manager's request, officials will referee games forfeited due to teams not having the minimum number of players at game time or games forfeited due to uniform infractions under the following conditions:

1. Game time is forfeit time. Once a forfeit has been declared by the referee, teams have 15 minutes after the scheduled game time to have at least four players on each team ready to play.
2. Teams involved in the forfeit may borrow players from each other to meet the minimum player requirement.
3. All players must be on the official roster of one of the participating teams.
4. The length of the entire game will not exceed 65 minutes past the original scheduled game time.
5. All other league and game rules, sanctions and penalties shall apply.
6. If, for whatever reason, one or both teams are reduced to fewer than four eligible players, the officials will not work the game. Teams may use the remaining gym time if they choose to do so.

IX. LEAGUE RULES (★ Designates new rule)

A. The team captain must fill out a roster of players with the scorekeeper before scheduled game time. Score sheets must have first AND last names, and players' numbers.

B. Players must be listed on the score sheet before entering the game. Failure to comply will result in a two-shot technical foul. Players arriving late can be added to the score sheet.

C. Only team players are allowed to sit on the team bench. Spectators must sit in bleachers above the team bench, or in chairs off to the side or across the gym from the team bench.

D. **Time-Outs:** Each team has four 30-second time-outs per game, plus one time-out in overtime. Unused time-outs during regulation play may be used in overtime play.

E. **Jump Balls:** A jump ball will be administered at the beginning of the game, overtime, and sudden death. Possession will alternate the remainder of the game including the beginning of the second half.

F. **One-And-One:** Teams will be in the one-and-one free throw situation on the seventh foul in either half. The 10th team foul in either half results in a two-shot free throw situation. In a free throw situation following a time-out, the clock starts when the ball is handed to the shooter (running time only).

G. **Free Throws:** Players may enter the lane once the shooter has released the ball. Exception: The shooter and players behind the free-throw line extended and behind the three-point line may not enter until the ball touches the rim or backboard.

The number of players permitted on marked lane spaces during free throws (not including the free-thrower) is four defensive and two offensive players, with the lane spaces closest to the baseline remaining vacant.

H. **Dunking:** Dunking and/or grasping the rim will **NOT BE ALLOWED AT ANY TIME, including pre-game warm-ups and after the game.** This action is considered an unsportsmanlike foul. A two-shot technical foul will be assessed and possession of the ball will be awarded at mid-court. Points will NOT be added to the score for a dunked ball. The offending player will be EJECTED for the remainder of that game and

will be suspended for a minimum of one additional game. Dunking in the last game of the season will result in a multiple-game suspension for the next season in which the player plays.

I. Technical Foul: Any team member receiving a technical foul for unsportsmanlike behavior (not administrative), must leave the court for five minutes of playing time. The player may be replaced by an eligible teammate. The penalized player may re-enter the game on the next dead ball AFTER the five minute penalty period.

- Any player who receives two technical fouls for unsportsmanlike behavior or an ejection in a game will be ejected from that game and will be suspended from participation in his/her next game.
- Any player accumulating two technical fouls during the season will be suspended from participation in his/her next game.
- Any player accumulating three technical fouls or two ejections during the season will be suspended for a minimum of one calendar year.

If any team accumulates three unsportsmanlike technical fouls or ejections in a game, the game will automatically be forfeited.

Unsportsmanlike technical includes grasping the rim and dunking the ball.

J. Game Cancellations: Any scheduled game cancelled due to weather or other uncontrollable circumstances will be decided by 4:45 p.m. the day of the game. NO NEWS IS GOOD NEWS! A recorded message will play at 541-682-6813 after 4:45 PM.

Monday-Friday: If Eugene School District 4J schools are closed, all City League games are canceled for that evening.

ANY RULE NOT STATED ABOVE WILL BE GOVERNED BY FEDERATION RULES.

X. PROTESTS

A. Protests may be made regarding rule interpretation or player eligibility.

B. Rule Interpretation: A situation in protest must be declared as such before the ball becomes alive again following the first dead ball after the situation. Captains/managers and officials must attempt to solve the protest on the spot. If a correct ruling cannot be made, the captain must note the time, score, players in the game, and the situation on the back of the official's score sheet. The game will then continue.

Protests must be submitted to the Athletics staff by 5:30 PM of the next working day after the incident. A \$25.00 protest fee must accompany the protest. Only teams that have their protest upheld will be refunded their \$25.00 fee. All protests will be reviewed by the Athletics staff and/or Basketball Advisory Committee.

C. Player Eligibility: See page 3, Section V.

XI. OFFICIALS

A. All officials' decisions are final.

B. The official has full authority to take any action or remove any player or spectator from the playing arena if, in his/her judgment, this action is necessary to maintain proper playing conditions.

XII. FINAL STANDINGS

A. League standing will be decided by the number of games won.

B. In the event of a tie (two, three, or four-way) in the final standings, places will be decided by the following process:

1. Head-to-head results of games between the teams involved in the tie.
2. The point spread difference of games between the teams involved in the tie.
3. If a tie remains, the team with the highest cumulative team conduct rating will decide the higher place. Head-to-head results between each team involved in the tie and the next place team.
4. If a tie remains, the point spread difference will be calculated between each team involved in the tie and the next place team. If necessary, this procedure will continue down through each place until the tie is broken.

C. An **award** will be given to the team in each league that has the highest combined league and sportsmanship rating (Winter only).

Teams that forfeit games (not showing up, using ineligible players, or ending games due to three technical fouls or ejections) are not eligible for this award.

League and sportsmanship ratings are determined by points:

1. Teams receive 2 points for each game won.

2. Teams receive 0 points for each game lost.
3. Teams receive 0-4 points for sportsmanship each game.
4. Referees, scorekeepers, and gym supervisors all have input on sportsmanship ratings.

XIII. GYM RULES (Displayed in all gyms)

A. Players are expected to conduct themselves in a sportsmanlike manner at all times.

B. The following actions will not be tolerated and may result in league suspension or expulsion:

- Swearing
- Taunting
- Fighting
- verbally or physically attacking officials, players, spectators or staff
- using tactics or demonstrations that show disapproval of the officials

C. Dunking and/or grasping the rim is not allowed at ANYTIME(pre-, post, or during the game).

D. Absolutely NO FOOD, DRINK OR GUM allowed in the gym.

E. Jewelry is NOT permitted. This includes bracelets (including silicon bracelets), earrings, necklaces and other body piercings.

PLAYERS' CODE OF CONDUCT

- A. Managers and/or captains are responsible for the conduct of their players and spectators.
- B. Only a team captain shall converse with the official over any rule or decision made concerning a particular play.
- C. Team conduct will be judged by the officials and scorekeeper at the conclusion of each game. Teams displaying poor sportsmanship may be placed on probation or suspended from the league.
- D. Any player accumulating two technical fouls for unsportsmanlike behavior in a game will be ejected from that game and the next scheduled game.
- E. Any player ejected from a game will be suspended for a minimum of one game.
- F. Any player accumulating two technical fouls during the season will be suspended from participation in his/her next game.
- G. Any player accumulating three technical fouls or two ejections during the season will be suspended for a minimum of one calendar year.
- H. No player shall taunt or use abusive or vulgar verbal attacks upon any official or player before, during or after the game. Any player using such language will be immediately ejected from the game and suspended for a minimum of one game.
- I. No player shall shove, push, threaten, or lay a hand upon an official before, during or after the game. The player shall immediately be ejected from the game and receive a minimum suspension of one calendar year.
- J. Any player who initiates a swing or physically attacks another player will be suspended for a minimum of one calendar year.
- K. No player shall refuse to abide by the officials' decisions or use tactics or demonstrations that show disapproval. Any player doing so will be ejected from the game and suspended for a minimum of one game.
- L. Any player ejected from the game must leave the gymnasium. Any player who has been ejected from the game must not heckle the officials. If, after a warning to the team manager or captain, the offender continues to heckle the officials, said officials shall stop play and award the win to the opposing team.
- M. The use of any alcoholic beverage is not allowed. If an individual player participates in the consumption of any alcoholic beverage while on the school premises, which includes the

parking lot (before or after the game), that individual will be suspended for a minimum of two games.

N. Any team or individual whose behavior is unbecoming to the Athletics Program may be expelled from the program.

D. Absolutely NO FOOD, DRINK OR GUM allowed in the gym.

E. Jewelry is NOT permitted. This includes bracelets (including silicon bracelets), earrings, necklaces and other body piercings.