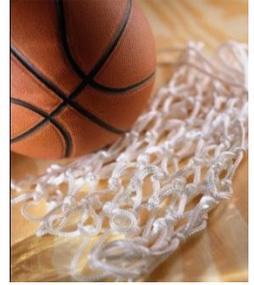




**City of Montclair
Human Services Department**

**MEN'S ADULT BASKETBALL
LEAGUE RULES
SUMMER 2016**



GAMES: Games will be played at 6:30, 7:30, 8:30 and 9:30 p.m. Teams will play at all times throughout the season.

LENGTH OF SEASON: Ten (10) games plus playoffs.

FORFEITS: There is a five (5) minute grace period for the first game of the night. The referee's watch (or any timepiece so designated by the referee) is used for official time for both game start and end. No protests are allowed over disagreements with the referee's timings. \$50 will be deducted from the forfeit deposit for each forfeit. After two (2) forfeits the team will be automatically withdrawn from the league. The teams involved in a forfeit are allowed to use the court during the time allotted for their game, but the referee will not officiate and the teams will assume full liability. Should a team know in advance that it will forfeit a game; they should notify the Human Services Department.

TEAMS: Each player **MUST** sign the Official Game Card before each game. Players that do not sign the card may not be eligible for playoffs according to the **Playoff Eligibility Rule** and games will be subjected to forfeit if a player has played the game without signing the Official Game Card.

- A. A team shall consist of five (5) players; however a game may begin with a minimum of four (4) players to avoid a forfeit.
- B. All players' names must appear on the roster. **Team rosters are due on your first game. Any additions to the roster must be made by the fourth game.** All rosters must be completely filled out, including addresses, phone numbers and signatures of all players. **Penalty:** teams will not be allowed to play and granted a forfeit.
- C. Team rosters are limited to a maximum of ten (10) players. Only players listed on the roster may play in league games.
- D. Players must be 18 years of age or older. All players shall provide picture identification. The official must be able to see identification upon request. Any player unable to produce ID will not be allowed to participate in the game. (Requests to have ID checked must be made to the official before the start of the game or when a substitute enters the game.)

PLAYING TIME: Two (2), twenty (20) minute running halves; clock will stop the last two (2) minutes of the second half only. **Note:** the clock will remain running during the last two (2) minutes of the second half if a team leads by ten (10) or more points. **Halftime:** five (4) minutes maximum.

TIMEOUTS: Four (4), one (1) minute break. Timeouts can be used at any time.

OVERTIME: A maximum of three (3) overtime periods will be given. First period is a three (3) minute clock – stops at one (1) minute mark. Second period is a two (2) minute clock – stops at one (1) minute mark. Third period is a one (1) minute stopped clock. If the score remains tied after the third overtime period, the game will end as a tie. There will be one (1) additional timeout per team.

Exception: Playoffs, where there will be one (1) minute stopped clock overtimes until there is a winner.

PERSONAL FOULS: Each player is allotted six (6) personal fouls before being disqualified from the game.

TEAM FOULS: Bonus will occur on the seventh (7th) team foul. Double bonus will occur on the tenth (10th) team foul.

SUBSTITUTIONS: A team may make an unlimited number of substitutions per game. A player must check in at the scorekeepers table. Players must wait for an official to call the substitute(s) into the game. ***Penalty:*** technical foul.

UNFORSEEN CIRCUMSTANCES: In the event of a player(s) listed on the roster is injured during the course of the season, upon approval from the Recreation Supervisor, a substitute player may be added to the roster. The games played by the injured player will count for the new player in order to be in compliance with eligibility rules for playoffs.

UNIFORMS: Teams must have the same color jersey prior to the second game. Players out of uniform will be assessed a technical foul. **Note:** players must have numbers on the jerseys. Jersey numbers must remain the same throughout the entire season. Taped numbers **will not** be allowed. ***Penalty:*** teams will be given a technical foul with no exceptions. If a team has already been issued a technical foul in a previous game due to lack of compliance, the team member(s) that is not in compliance will then be restricted from playing in league games until he is in appropriate attire.

RESPONSIBILITIES OF MANAGERS: Each team shall have one (1) permanent manager on the roster. Duties shall include, but not be limited to the following:

1. Report and keep current the phone number and address of the manager, as well as players on the roster.
2. Ensure that each team member has read and understands the rules and regulations. Managers are responsible for the conduct of their players and their fans.
3. Cultivate a professional relationship, based on mutual respect, with the scorekeepers, as well as referees, both of which are covered under the Players Code of Conduct.
4. Ensure that the Official Game Card is filled out completely and submitting the card to the scorekeeper five minutes prior to game time. **Note:** players must sign their name legibly and write their jersey number beside their signature. If a signature is deemed illegible, it may be construed as though the player didn't sign in, and the team at fault may be granted a forfeit. An illegible signature may also constitute a player being ineligible for playoffs.
5. Knowing how to correctly protest a game, and the proper submission of the Official Protest Form to the Human Services Department.

PLAYOFFS: Top four (4) teams will make the playoffs.

Note: in the event of teams having identical records the following steps will be taken:

- a) Who beat whom
- b) Point difference between games played against each other
- c) Total points scored for the team during the season

PLAYOFF ELIGIBILITY RULE: To be eligible for playoffs each player **MUST** play in a minimum of one (1) game in the first half of the season and two (2) games in the second half of the season. Players **MUST SIGN** the Official Game Card to be eligible. Names on Roster **do not** constitute eligibility.

CANCELED GAME INFORMATION: When the Human Services Department cancels games, the team managers will be notified.

OFFICIALS FEES: Each team is responsible for paying \$25 per game to the score table, including playoff games. There will not be a tip-off until payment is made and a forfeit will be called at game time.

Note: if an official does not show up, the one official receives \$20 from each team. If the official is late, up to five minutes, the official receives \$25. **If the official is later than five minutes, \$1 per minute will be deducted from normal pay and returned to customer.**

PROTESTED GAME: The team manager shall notify the official immediately when a game is being protested (immediately meaning following the first dead ball of the play). The official will then notify the other team that the game is being played under protest. The protesting team shall submit a written statement of why the game is protested accompanied with a \$25 protest fee to the Human Services Department no later than the close of the following workday. **Protests will only be considered on rule interpretation, not judgment calls.** **Note:** in the event of a game being made up because of a successful protest, the Human Services Department will schedule a make-up game as quickly as possible.

Protest Board: Protests will be decided by the Recreation Supervisor within two (2) days of notification. All decisions on protested games are final. **Note:** The \$25 protest fee will be refunded entirely if the decision is made in favor of the protesting team.

SAFETY RULES:

- A. No exposed jewelry (watches, rings, bracelets, earrings, etc.) is allowed. This applies to metal parts of casts or other medical devices, except medic-alert-type tags. Knee braces, etc., may be worn if all hard, metal and/or sharp areas are wrapped and not exposed. The officials' discretion will be used, and their decision is final. Players are to secure their jewelry and are responsible for it.
- B. The Human Services Department encourages fan participation at our games. All spectators are to be seated on the bleachers, not on the player benches. Participants who bring their children to the games carry full responsibility for the safety and behavior of their children.
- C. While basketball is a relatively clean sport, injuries do occur. Blood-borne diseases are serious enough to warrant specific guidelines for dealing with players who are visibly bleeding, or who have blood on their uniforms or clothing. If a player has an injury which causes visible bleeding or which causes any piece of clothing to become saturated with blood, that player must leave the game until the bleeding is stopped and/or the clothing replaced.

GENERAL RULES:

1. Each player must sign-in prior to each game; failing to do so may result in a forfeit for the violating team.
2. **Three point shot:** the three point shot will be in effect. If a player is fouled in the act of shooting and misses the shot, the player will have three free throw attempts. If the shot is made, the player will have one (1) free throw attempt.
3. **Free throws:** two (2) attempts on a shooting foul inside the three point line. Three (3) attempts on a shooting foul outside the three point line. One-and-one occurs on the seventh team foul and two (2) shots occur on the tenth (10th) team foul. Rebounders can enter the key after the shooter releases the ball. Shooter and players behind the three point line must wait until the ball touches the rim before entering the key.
4. **Foul language:** will not be tolerated. A four (4) shot unsportsmanlike technical foul will be assessed to any player using foul language during regulation time in that game.
5. Disrespectfully addressing, baiting, taunting or verbally abusing an opponent, official and/or spectator will result in an unsportsmanlike technical foul.
6. There is a \$25 fee to reinstate an ejected player. This fee must be paid prior to the next league game. Players ejected twice in one season will be suspended from the league for a minimum of one (1) year. The Recreation Supervisor has the ability to suspend any player for abusive language, physical violence, and any other unsportsmanlike conduct deemed inappropriate by the official.
7. **Technical fouls:** maximum of two (2) unsportsmanlike technical fouls per player per game. The player assessed an unsportsmanlike technical foul must rest on the bench for two (2) minutes. Scorekeeper will

keep the time. Unsportsmanlike technical fouls will be counted as personal fouls. **Exception:** non-unsportsmanlike technical fouls will not have to rest two (2) minutes and are not counted as personal fouls. Examples of non-unsportsmanlike technical fouls include, but not limited to: out-of-uniform, entering the game illegally; etc.

8. Any player ejected for having two (2) unsportsmanlike technical fouls will be responsible for paying a \$25 ejection fee. In result of a technical foul, the opposing team will be awarded two (2) free throws and possession of the ball.
9. Player(s) ejected from any two games will be suspended for the remainder of the season and may not be replaced on official team roster.
10. Dunking is **NOT** permitted. **Penalty:** first offense is a four (4) shot technical foul, and ejection from the game. The ejected player will be responsible for paying a \$25 ejection fee. The fee must be paid prior to the next league game. Second offense results in dismissal from the league.
11. In an attempt to have games completed, the officials will implement the following procedures when dealing with “indifferent” situations:
 - a. When dealing with an irate player, the **Manager** will be approached to control the player. If the Manager fails to handle the situation or the player ignores the Manager and continues the behavior, the player will be ejected from the game and be requested to leave the premises. The referee will make every attempt to continue game play.
 - b. If the player refuses to leave within a reasonable amount of time, the game will be declared a forfeit and the team forfeiting will be subject to the forfeit fee (\$50).
12. Player(s) leaving the bench during an altercation will result in ejection from the game.
13. Advancing ball to half court may be done during the last two minutes of the second half in accordance to the time out rule.

NOTES:

- A. The top two (2) teams will receive T-shirts for all players listed on the team roster. The Champions will also receive medals and a team trophy.
- B. Standings will be posted at both the score table and on the City’s website at www.cityofmontclair.org/adultsports

Fernando Saltos, Recreation Supervisor, (909) 625-9496
Human Services Department Front Desk, (909) 625-9479

PLAYERS CODE OF CONDUCT

I pledge to demonstrate positive support for all players, coaches, officials and staff members at all games.

I pledge to never make negative comments about the game officials, coaches or players because I understand that negative comments are destructive and will only result in damaging and ruining everyone's athletic experience.

I pledge to support game officials and staff members at all times, even if I do not agree with a call, because their presence is to make the game safe, fun, and fair for all that are playing.

I pledge to support a sports environment that is free from drugs, tobacco and alcohol as well as refrain from their use at all games and events. Players under the influence of any substance will be removed from the game. Officials are required to immediately suspend player(s) from play and to report incident to the Recreation Supervisor. Failure to comply with this request will result in forfeiture of the game or possible removal of the team.

I pledge not to be involved in fighting or unsportsmanlike conduct before, during, or after a game. Any Participant(s) involved will automatically be suspended from the league and will not be allowed to return until the Recreation Supervisor reviews the incident. A reinstatement fee of \$25 will also be applied.

I understand that any and all of my actions are subject to review by the Administrators of this sports league.

I fully understand and accept the standards outlined, and pledge to uphold them for myself and for all guests I bring to all sports events. My signature below will serve as my public acknowledgement of my unconditional agreement with each standard contained in the 2016 Summer Adult Basketball League Rules. I realize that if at any time my behavior becomes non-compliant with any of these standards contained in the 2016 Summer Adult Basketball League Rules, I may be asked to immediately terminate my participation in the City of Montclair's Adult Basketball League.

Signature of Participants:

Date:

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____

MANAGER AGREEMENT

I, _____ the manager of, _____,
(Managers Name) (Team Name)

understand and agree to the above rules of the City of Montclair Adult Basketball League. By my signature, I am acknowledging and agreeing to the rules throughout the 2016 Summer Season.

Manager's Signature

Date

Recreation Supervisor Signature

Date