

# **City of Orange Adult Basketball Program Rules**

## **1.0 Objective**

To offer a wholesome competitive program that is primarily concerned with safety, fair play and sportsmanship and recognizes the various skill levels of participants.

## **2.0 League Fees**

1. No refunds will be granted after a team has played its first scheduled league game.
2. The team registration fee is due at time of registration.
3. A referee/scorekeeper fee of thirty-one dollars (\$31) per team is to be paid to the scorekeeper in cash with exact change prior to the beginning of each scheduled game in order to play. If a team fails to pay the referee/scorekeeper fee the game will be recorded as a forfeit.
4. If the league is cancelled by the department the registration fee will automatically be refunded and mailed to the customer. Refunds take approximately 8-10 weeks to process.

## **3.0 League Information**

1. Registration is accepted at the Community Services Department at 230 E. Chapman Avenue, Orange, 92866. You may also register via fax at 714-744-7251 or online at [cityoforange.org](http://cityoforange.org).
2. Teams must be in good standing to join or return to the City of Orange Adult Basketball program. Reasons teams may lose good standing include but are not limited to:
  - a. Failure to pay the Registration Fee on time
  - b. Repeated player ejections or bad sportsmanship
  - c. Repeated game forfeitures
3. Tuesday and Thursday games will start between 6:00pm and 9:15pm. Sunday games will start between 5:00 and 9:15pm.
4. All teams are guaranteed to be scheduled to play at least nine (9) games. Playoff games are included in the guaranteed games. Teams participating in the championship will play an additional game and will be responsible for the referee/scorekeeper fee.
5. Games are played at The Sports Center at Grijalva Park located at 368 N. Prospect Avenue, Orange 92869.
  - a. No food allowed inside the Gymnasium
  - b. Water is the only beverage allowed inside the Gymnasium.
  - c. Soft soled shoes must be worn inside the Gymnasium.
6. In the event a team changes its captain during the season, the new captain must notify the City of Orange Community Services Department immediately. This can be done by contacting Joe Avila, City of Orange Recreation Services Coordinator at 714-744-2271 or [javila@cityoforange.org](mailto:javila@cityoforange.org).
7. Only players and coaches are allowed in the team bench area.
8. No postponements or schedule changes will be allowed. However, the City of Orange Community Services Department reserves the right to change the schedule, if required.

## **4.0 Rosters**

1. Rosters are due at time of registration.
2. Any number of players may be added or dropped up until the roster addition/deletion deadline. All roster additions must be submitted prior to the fourth league game. Roster submissions can be made through

the front desk staff at the Sports Center at Grijalva Park, during program hours, until the deadline. All roster submissions must be made by the team captain.

3. All players must be listed on the team's official roster prior to playing in a City of Orange Adult Basketball program game. All players must have a photo ID available at all games.
4. After the roster addition/deletion deadline, roster changes will be accepted at the City of Orange Community Services Department discretion.
5. Team rosters will consist of no more than ten (10) and no less than seven (7) players.

## **5.0 Player Eligibility**

1. All players must be at least eighteen (18) years of age.
2. Each player is required to personally sign the official score sheet before they are eligible to play in a City of Orange Adult Basketball program game. Players that have not yet arrived should not be placed on the score sheet.
3. Players may only play on only one (1) team per league per season in the City of Orange Adult Basketball program. Exceptions will be made if the captain of the opposing team agrees to let a player from another team or a player not listed on the roster to play to avoid a forfeit. By allowing a non-rostered player to participate the opposing coach forfeits the right to protest the player's eligibility and agrees to accept the result of the game.
4. Player eligibility protests must be brought to the attention of the scorekeeper at any point prior to the completion of the game.
  - a. The scorekeeper will ask the player in question to produce a current picture ID.
    - i. If ID is shown and is satisfactory, the scorekeeper will continue the game.
    - ii. If no ID is available, the player in questions may not play until they provide an ID.
    - iii. If the player in question is unable to show the scorekeeper a current picture ID by the end of the game, the scorekeeper will declare the game a forfeit.

## **6.0 Uniforms**

Each team is responsible for supplying its own jerseys. Jerseys must be reversible light/dark with numbers on both sides. Numbers may not be duplicated. Any team not meeting this league rule will be charged with a technical foul prior to the game for each infraction.

## **7.0 Rules**

All basketball games shall be played under the current C.I.F. rules, except when superseded by these ancillary rules:

1. Game time will consist of four (4) ten (10) minute quarters (running clock). The clock will stop on timeouts and the final two (2) minutes of the 4<sup>th</sup> quarter if the point differential is eight (8) points or less. The clock does not stop after made baskets at any time during the game.
2. Each team will receive two (2) full sixty (60) second time outs per half. These time outs do not carry over. The ball may be advanced to half court after all timeouts.
3. Overtime will consist of a three (3) minute running clock. The clock will stop in the final minute if the point differential is five (5) or less. Each team will receive one (1) full time out. If a winner is not determined

after the first overtime period a sudden death overtime period will be played. The winner will be determined by the first team to score five (5) points.

4. The team who wins the opening tip shall receive the ball at the start of the 4<sup>th</sup> quarter.
5. No possession arrow will be utilized. Players involved in the tie up will “jump” at the nearest free throw line or at half court.
6. All technical fouls are “1-shot” fouls. Possession will resume at the point of interruption.
7. Intentional/flagrant fouls will result in a “2-shot” foul situation + possession at the spot of the foul.
8. Each player is allowed six (6) personal fouls.
9. The bonus is activated on the 5th team foul of each quarter. All bonus shots will be “2-shot” fouls.
10. On free throws players in the lane may enter upon the release of the ball. All others must wait until the ball hits the rim. A maximum of five (5) players are allowed in the free throw lanes. (two (2) offensive and three (3) defensive).
11. Profanity will not be tolerated. Each team will receive one warning when profane language is used. Each subsequent violation will result in a technical foul.

### **8.0 Playoffs**

1. Playoff seeding will be determined based on the team with the highest winning percentage.
2. Top teams will qualify for a single elimination playoff tournament to determine league champions. Playoff format may vary based upon the number of teams.
3. Ties in league standings will be broken using the following procedures:
  - a. Head-to-Head season record among tied teams
  - b. Average point differential in all games played among tied teams.
  - c. Average point differential in all games played.

### **9.0 Protests**

All protests shall be submitted by the team captain to Joe Avila at 714-744-2271 or [javila@cityorange.org](mailto:javila@cityorange.org) no later than 5 p.m. on the next business day. Protests must be in writing and must state the rule misinterpretation. No protest will be considered or honored on any official’s judgment call. All protests must be stated at the point of contention and noted in the score book. The City of Orange Community Services Department reserves the final decision on all league protests.

### **10.0 Team Name Policy**

The City of Orange encourages participants to be creative when selecting a team name in our Adult Basketball League. However, in doing so, the team name must be appropriate and in good taste. The City of Orange reserves the right to require teams to change a team name if it is deemed “inappropriate”. A team name is “inappropriate” if it does not conform to established standards of behavior or manners. An “inappropriate” team name may include, but is not limited to, anything that promotes intolerance, degrades a race, ethnic or gender group, infers an explicit sexual reference, or promotes destructive behavior associated with drugs or alcohol.

### **11.0 Conduct**

1. All grievances must be conducted by the team captain.
2. Any unusual tactic, profanity, or derogatory remark by a player or coach shall result in ejection from the game and gym.

3. A player ejected from a game will serve a one-game suspension. If a player is ejected twice in a season a review will be made by league officials and appropriate action will be taken.
4. Ejected players or coaches must leave the Sports Center at Grijalva Park and surrounding areas including the parking lot within five minutes. Violation of this rule will result in a forfeit loss.
5. Verbal and physical abuse of officials and/or scorekeepers by players, coaches, and spectators will not be tolerated.
6. Any player or coach who physically or verbally abuses or threatens a scorekeeper or staff member may be permanently banned from participation in adult sports with the City of Orange. In addition, any player, or coach who is guilty of such abuse may be subject to criminal prosecution according to the State of California Penal Code.
7. Alcoholic beverages are not allowed in City parks. No player shall appear on the court at any time in an intoxicated condition. Any player or team who does not abide by these rules will be ejected.

### **12.0 Forfeits**

Players must be signed in, on the court, and ready to play at the specified game time. The clock will run until each team is dressed and ready for tip-off. Any team arriving late or unable to start with four players will be penalized one (1) point per minute. After ten (10) minutes the game will be declared a forfeit. Any team unable to start and/or finish the game with a minimum of four players shall forfeit the game.

### **13.0 Liability**

Team insurance is not included in the league fee. The team captain is responsible for his players signing liability waivers are turning them into league officials before each game.

### **14.0 Awards**

Awards are given to the first place team in each division. Each team shall receive a maximum of ten (10) individual awards.



City of Orange Adult Basketball Program Rules Acknowledgement

I hereby acknowledge I have read, understand, and support all items set forth in the City of Orange Adult Basketball Program Rules provided by the City of Orange Community Services Department. As Team Captain, I agree to share the City of Orange Adult Basketball Program Rules with players on my team roster. If at any time I am unclear of the program rules I will ask for clarification from the League Coordinator. These rules were established for my protection as well as the City, league participants, and the community.

*In signing this, I confirm I understand all content of the City of Orange Adult Basketball Program Rules and agree to abide by them.*

Date: \_\_\_\_\_

Team Name: \_\_\_\_\_

Team Captain Name: \_\_\_\_\_

Team Captain Signature: \_\_\_\_\_

League Coordinator Signature: \_\_\_\_\_

**This form is due at the captain's meeting scheduled to take place prior to the start of the season**