



Athletic Services

BASKETBALL LEAGUE INFORMATION

Men's Open Height and 6'2 and Under

The City of Irvine will not assume responsibility for injury. **EVERYONE PARTICIPATES AT THEIR OWN RISK.** League play will be governed by California High School Federation rules except where City of Irvine rules modify or supersede those rules, as outlined in this document. A Player Code of Conduct is strictly enforced to insure fair and wholesome play from all players.

I. LEAGUE INFORMATION

- a. Teams will be scheduled a total of ten games. League champions will be determined by the best record after ten games or by a playoff. Ties will be broken using head to head record, point differential head to head, number of forfeits, and fewest points allowed.
- b. League winners from each bracket will receive championship awards. (10) Players from the roster will only be receiving these awards at the manager's discretion.
- c. All game schedules and standings will be posted at www.teamsideline.com/irvineathletics
- d. Game times Monday through Thursday will be at 7:00 p.m., 8:00 p.m. and 9:00 p.m., and Sunday's at 6:30 p.m., 7:30 p.m. and 8:30 p.m. If any changes are made to start time or gym locations, team managers will be notified with an email and/or phone call. Please call the League Office at (949)724-6669 with any scheduling questions.
- e. Teams interested in purchasing additional supplement medical insurance can do so by visiting www.SCMAF.org and clicking on the "insurance" tab.

II. TEAM ROSTERS

- a. All managers will be responsible for maintaining a current team roster.
- b. Rosters are limited to 22 players.
- c. Roster additions may be made up until your 7th league game provided there is space left on your roster. **After the 7th league game, roster changes will be accepted only for seriously injured players or some other extreme circumstance** when satisfactory proof is presented to the league coordinator. Added players must sign the team roster before legally playing in a game.
- d. Rosters additions will be accepted by emailing the league coordinator at jmontero@cityofirvine.org
- e. Teams may have a maximum of two (2) women on the roster.

III. PLAYER ELGIBILITY

- a. Players must be at least 18 years old before playing.

- b. All players must show valid photo I.D. to a Community Services staff and sign the roster/indemnification/waiver form prior to participation. Failure to sign the form before playing will result in the use of an illegal player, and upon protest, the game shall be forfeited.
- c. All players must sign the score sheet prior to participation in each game played.

IV. LEAGUE RULES

- a. Games will consist of two (2), twenty (20) minute halves. The game clock is running time, except for:
 - Last two (2) minutes of the second half, unless the point spread is 10 or more
 - Team or official time outs
 - Last minute of overtime
- b. Overtime periods will be three (3) minutes in length. If the game is still tied after two (2) overtimes, the third overtime will be sudden death; the first team to score will be the winner.
- c. Teams receive five (5) timeouts per game, maximum of three may be used in the second half. One (1) additional time-out for each overtime period. Timeouts must be called by the officials only, the scorekeeper cannot stop the clock until the official tells them to.
- d. Free Throw Violation: No member of the shooting or non-shooting team shall enter the free throw lane until the ball is released by the shooter.
- e. All jewelry must be removed before playing. This includes earrings, necklaces, watches, rings and wrist bands. Any other equipment the referee deems dangerous, the player must remove prior to entering the game field.

V. FORFEITS

- a. Game times are as scheduled and will not be changed, except when unforeseen circumstances necessitate a change. Teams must have four (4) rostered players to play a game. At game time, the manager with less than four (4) players will be asked if they want to forfeit or not.

If the answer is no, the game clock will start. For each minute (full or partial) that runs off the clock, the team that has enough players will shoot two (2) free throws. For every two shot penalty, one team foul will be added to the team foul total. When five (5) minutes of game time has elapsed and a team still is short players, the game is forfeited. No time outs may be used during this time period.

- b. If a team forfeits a game without notification to the league office, they must **pay a \$50 forfeit fee** to Community Services-Athletics **by the end of the season**. If a team forfeits a second time in the same season, they will be assessed the **\$50 forfeit fee**. If the forfeit fee is not paid, it will be added to the next season's league fee and if not paid, will cause the team to be excluded from the new season. If a team forfeits two (2) games in succession, they're subject to being dropped from the league with no refund. **The forfeit fee policy will be enforced for all reasons of "no show" or not enough players.**

VI. PLAYER CONDUCT/SPORTSMANSHIP

- a. Players shall not use profane, obscene, or vulgar language in any manner, at any time.
- b. Any player who verbally abuses an official or staff member before, during, or after a game shall be suspended immediately from playing for a length of time determined by the league office.
- c. Any player, who physically abuses (push, shove, strike, touch) or threatens to push, shove, strike an official or staff member before, during, or after a game, shall be permanently banned from participation in adult sports with the City of Irvine, and can be legally prosecuted for assault.
- d. Any player guilty of fighting may be suspended up to ten (10) games. The instigator of a fight may be suspended up to one year.
- e. Alcohol is not permitted. Any player, team spectator, or manager of a team consuming alcoholic beverages at the gym will cause the team to forfeit game and may result in the player or team being suspended from the league. Any player, who in the referee or staff's opinion is intoxicated, will not be allowed to play in the game.

VII. FOULS AND EJECTIONS

- a. **ALL TECHNICAL FOULS ARE TWO (2) SHOTS AND BALL OUT OF BOUNDS.** Technical fouls also count as personal fouls and team fouls.
- b. Technical fouls on bench personnel or spectators will be charged to the manager two (2) shots or bench player if identified.
- c. **DUNKING IS NOT ALLOWED ANYTIME DURING WARM-UPS, GAMES OR AFTER GAMES.** Technical foul on player. If a player dunks during the game, no points will be scored, a technical foul will be assessed with the other team shooting two (2) free throws and getting the ball out of bounds. If a player dunks after a game, the free throws may be shot if they can determine the final result or if there is no impact on winning or losing the game, the player may be suspended for his next game. If same player attempts a dunk, or dunks for the second time, he is automatically ejected from the game.
- d. On a player's second technical foul, player is ejected from the game. The foul carries a penalty of two (2) free throws and loss of ball.
- e. Players can be ejected anytime while at gym site, including before, during or after scheduled game. Two technical fouls are not necessary for an automatic ejection.
- f. **Players who are ejected from the game may lose playing privileges up to two (2) scheduled games deemed appropriate by league office, but may attend as a spectator.**
- g. **Players who are ejected from the facility lose playing privileges for the next two (2) scheduled games and may not attend those games as a spectator.** Player must leave the facility within three (3) minutes or risk their team forfeiting.
- h. Any player who is ejected twice in one season will lose playing privileges for the remainder of current season, and will be on probation for one (1) additional season.
- i. **If any foul is called a flagrant foul by the official, the player is ejected from the game and banished from the gym. The player must sit out a minimum of the next two (2) games and cannot attend as a spectator.** The foul carries a penalty of two (2) free throws and loss of ball. (If a player has been ejected from the game because of two (2) technical fouls, and a third technical is called on that player while on the bench, that player is then banished from the gym. Same penalties and punishments as above).
- j. **Any player who receives a total of three (3) technical fouls during one season will be suspended from playing.** The league office will determine how many games the suspension shall last.

VIII. PLAYER ELIGIBILITY PROTEST

- a. Teams will be allowed one eligibility protest per game. If a manager believes a player is illegal, he/she may request that the referee checks the player's ID card. If the referee determines that the player in question is not the same person on the ID card, they will eject the player from the game. If the player is not on the roster, but has an ID card the referee will write the player's name on the scorecard and the game will continue. The league office will determine if the player in question is illegal. If the player is illegal, the game will be ruled a forfeit.

IX. EQUIPMENT

- a. Home team is responsible for providing one (1) game ball.
- b. Teams must have the same color jerseys and/or shirts with a permanent number on the back. Tape is not allowed.
- c. If there is a conflict of jersey colors, it is the responsibility of the designated home team to have an alternate color ready.
- d. Teams that have players without similar colored uniforms or uniforms without numbers will be penalized five (5) points per player prior to the start of the game.

X. GYM POLICIES

- a. No food, drinks, gum, alcohol, or smoking in gym.
- b. Do not move bleachers or on them when they are stacked against the wall.
- c. Wear only rubber-soled athletics shoes in gym (no black-soled shoes)
- d. No "dunking" allowed
- e. Bathrooms, not locker rooms, are available for public use.
- f. Any rowdy or inappropriate behavior will eliminate gym availability and will cause the program to be terminated with no refunds.