



BASKETBALL LEAGUE BY-LAWS
Fall 2024 Season

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 nine (9) games. League champions will be determined by the result of a single elimination playoff at seasons end. Depending on league size, not all teams will qualify for end of season playoff and/or 5th and 6th place game. Playoff seeding ties will be broken using head-to-head record, head-to-head point differential, 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 will be at or close to 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 16 players.
- c. Players may not play for multiple teams in the same league.
- d. 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.
- e. Rosters additions will be accepted by signing the team rosters on site at the scorer’s desk before your games.
- f. 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/identification/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.
- d. Players may not play on more than one team in the same league, i.e. a player cannot play on a team that his/her team is scheduled to play against anytime during the season.

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 will **NOT** be in play for the regular season. Overtime will only be played in a Playoff scenario. This does not include 5th/6th place games.
- c. Overtime period will be three (3) minutes in length. If the game is still tied after overtime, there will be a sudden death; the first team to score will be the winner.
- d. Teams receive five (5) timeouts per game, maximum of three may be used in the second half. Regulation timeouts expire at the end of regulation. Each team will receive one (1) time-out for each overtime period. Timeouts must be called by the officials only, the scorekeeper cannot stop the clock until an official instructs them to do so.
- e. 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.
- f. 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 knows that they will forfeit a game, the team manager is required to notify the league office. Teams who forfeit (2) or more games during a single season may be removed from the league and no refund issued.***

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. ***If a technical foul is assessed to a player, that player must leave the court for three (3) game minutes. The player may be substituted for, but it is not required to replace the player(s) who received the technical foul. If the team elects not to replace the player(s) they will play down a player for the duration of the three (3) minutes.***
- 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. Technical fouls on team's non-playing personnel shall be issued to the team manager.
- e. 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.
- f. 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.
- g. **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.**
- h. **Players who are ejected from the facility lose playing privileges for at least the next scheduled game and may not attend those games as a spectator.** Player must leave the facility within three (3) minutes or risk their team forfeiting.
- i. 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.

- j. **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 game 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).
- k. **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 not eligible to play in a specific league, he/she may request that the referee checks the player's ID and the team roster before the conclusion of the game. If the referee determines that the player in question is not the same person on the ID, they will eject the player from the game. If the player is not on the roster, the referee will write the player's name on the scorecard and the game will continue. If the player's height is being protested in 6'2" and Under leagues, the official will check the player's ID, the listed height will be recorded on the scorecard, and the game will continue. The league office will determine if the player in question is ineligible. If the player is ruled ineligible, 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.
- g. Rearranging of furniture
- h. No live animals of any type

- i. No soliciting flyers or posting of any signage at school sites
- j. No trespassing on properties without a permit
- k. Cars must be parked and/or driven in a designated parking lot
- l. No removal of wall postings
- m. No permanent structures to be erected
- n. No storage of any items
- o. No readily combustible or hazardous materials
- p. No extraordinary electrical, mechanical, or other equipment on the premises
- q. No gambling
- r. No use of narcotics, steroids, or other drugs unless prescribed by medical doctor.
- s. No fighting, quarreling, using abusive language or noise of any kind that is offensive to other activities or neighborhood.
- t. No anti-government/communist programs or events
- u. No vendors or vendor sales without pre-approval from M&O/Use of Facilities
- v. No cooking or cooking equipment without pre-approval from M&O/Use of Facilities