

ADULT BASKETBALL LEAGUE RULES

I. LEAGUE MAKE-UP AND COST

A. League will consist of 5-9 teams whenever possible. No guarantee minimum number of games

1. Typically two rounds, five games in each round- 10 league games with 6-team league. No guaranteed minimum number of games per season.

2. Seedings for play-offs will be based on over-all best record for the season with top teams advancing to tournament. The date listed on your schedule is to help remember a date. Additional fees will be added for tournament. A single game final each official will be paid \$ 35.00

3. In the event of a three-way tie. Best –overall record, head to head, point differential and lastly coin toss will break ties. Only legal rostered players will be eligible for tournament. Absolutely no adds during the tournament.

1. Tie Breaking Format: If 2 or more teams are tied by won-loss record at the end of a season or round the following criteria will be used to decide place or seeding:

- Head to Head won-loss record between the teams involved. (See Note below)
- If still tied, run/point differential (total points scored minus total points surrendered) against all teams involved in the tie.
- If still tied, coin toss.

Note: If a team involved in the tie situation has a forfeit game against one of the other tie involved teams, the team with the forfeit will automatically draw the lowest possible place or seed or be eliminated from playoffs if the lowest place would put them out of the playoff/tournament. The remaining team or teams will draw the higher place or seed. If two or more teams are still tied use the above criteria for only those teams still involved in the tie. This rule is intended to be a deterrent for teams forfeiting.

B. League Fees: To reserve a spot the following things must happen: 1. A signed application must be turned into our office with your intention to play this season. Applications must be completely filled out with working phone numbers, e-mail address, mailing address and Assistant coach's information 2. Balance must be paid in full by deadline, which is 3rd played game. Rosters completely filled out and accurate must be turned in prior to start of the league. If a team drops from the league they are still responsible for paying league fees as is stated on the application.

Fees: League fees are \$475.00 per season. All fees must be paid in full through the city's online registration - <http://apm.activecommunities.com/elmonteparksandrec/home>. Officiating fees are \$ 27.00 each game (Exact cash is required) If a team forfeits a game it is required to pay the official fees that night for a total of \$ 54.00 (pay for opponent). If a team is a "no show", it must submit an additional \$10.00 for a total of \$64.00 reinstatement fee to our main office. Payment for "no shows" is required within 48 hours or will be dropped from the league. Upon second forfeit, team may be suspended for remainder of season with no refund. **Note: All fees must be paid in full by the 3rd league game played. Teams with outstanding fees past fee deadline will be assessed an additional Late Charge of \$20 per week until all fees are paid in full. PAY YOUR FEES ON TIME!**

C. Any returned checks are charged an additional \$30.00 service charge and certified check or cash must then pay fees only. Ask for a receipt for every transaction.

D. Checks and Credit Cards are the only form of payment excepted for online registration.

II. OFFICIATING - TROPHIES - LEAGUE OFFICIALS

A. Two (2) referees per game - C.B.O.A. rated and certified **when possible**. In some cases beyond our control, you may have only one referee officiate your game.

B. Maximum of 10 individual awards to rostered players only for 1st and 2nd place. Team awards to 1st and 2nd place. Sizes and colors are limited. **We do not carry Small, 3x, 4x or 5x shirts- you will have to purchase those shirts and bring them to us. Each shirt will say El Monte on it.**

C. League representatives will oversee leagues.

D. Each team shall pay the official \$27 game fee for officials in cash with **CORRECT CHANGE** prior to each game. Please plan ahead for correct change.

E. Unsportsmanlike conduct **WILL NOT** be tolerated before, during or after games! Managers are responsible for the conduct of their team members and fans. Officials do not have to give warning prior to technical or ejection.

III. PLAYING DAYS - TIMES - LOCATIONS

- A. Each league will play once weekly on designated day.
- B. Game times will be: Weeknights - 7:00, 8:00, 9:00 PM. League times will be adjusted as needed. Tuesday night is typically 6:30, 7:30, 8:30 & 9:30 pm
- C. All games will be played at Bernie Boomer Gymnasium unless otherwise scheduled due to emergencies. Other locations may be Arroyo High School, Mt. View High School or El Monte High School gyms.

IV. PLAYER ELIGIBILITY & CODE OF CONDUCT

- A. Minimum age - 18 years of age, NO EXCEPTIONS.
- B. Roster maximum - 12 players including manager. However, awards are limited to 10 per team. Every name must be accompanied with corresponding signature. This is the manager's responsibility.
- C. No player will be allowed to play who has not officially played in **ONE** of the first 5 played league games or at mid-way point of season, nor has been officially entered on and signed on your roster. Violations will cause the manager to be suspended for two weeks then reinstated on a probationary basis plus the game is forfeited. Exception to this rule is the 40+ league, players can add until the tournament begins-then rosters are locked but still must be in by 5:00 pm.
- D. Add and drop rule: Each team will have no more than 12 players for league play. Adding will only be allowed when players are lost to a team from the original roster due to injury or major problem. The number of players added cannot exceed the number of players lost. League reserves the right to disallow added players should it be found that he makes the team become too strong for the league classification.
- D. Roster changes are accepted at the Adult Sports office by **5:00 PM of game day**, in writing, on an official ADD/DROP form. Please be sure to fill out the form completely with Playing Day and Team Name and added players first & last name.
- E. Forms will not be valid unless complete. No changes will be accepted by telephone. NOTE: ADD/DROP period will always be 1/2 the number of league games.
- F. No more than 3 players from a team can play on another team in the El Monte, program. No player will be allowed to play on more than 2 teams in the El Monte program.
- F. Tue- 40 & over, TH- Open, Fri- 6'1" & under. All leagues have specific guidelines: No one over the specified height or age limitations for league will be allowed to participate at any time. THIS WILL BE STRICTLY ENFORCED. Failure for a player to comply with guidelines for staff during measurement will deem that player ineligible. Measurements will be conducted by staff inside the office with the player being measured & staff only. Shoes will be taken off- player must stand straight up with feet together, calves and back touching the back of the wall. If an illegal player has been used in league play, all games this player participated in will be forfeited. The illegal player will be charged a \$10 fee before he will be reinstated into the program.
- G. Note: Manager using illegal player for any reason will be suspended for two games and receive a loss for his team. **All participants in the 6'1" & Under League are subject to measurement by league officials and staff at anytime during league play.** League attendant will document date and time of measurements of players being questioned for league records. Measurements are not subject to review. Failure for player to comply with staff requests for measurement will result in disqualification. Only staff and the player will be present for measurement.
- H. League Director reserves the right to bar or allow the addition of players to any team for the purpose of league balance and safety. Teams not in good standing will NOT be allowed to play.

V. PROBLEMS OR PROTESTS

- A. Teams involved in arguments with other teams, scorekeeper or officials should have Manager call League Director immediately to rectify problems.
- B. All protests must be filed within the rule guidelines- some at point of question. All protests must be in writing within 24 hours of game in question, along with \$10 protest fee. If protest is allowed, the \$10 fee will be returned. If protest is NOT allowed, the City will retain the \$10 fee.
- C. Protest on player eligibility must be made prior to buzzer ending the game. Any team in league may protest player eligibility, no fee is necessary. NOTE: Manager using illegal player will be suspended for two weeks, receive a loss for their team and must pay the \$20 reinstatement fee.
- D. League Players playing under assumed name must pay \$10 fine to continue playing and will be placed on probation and forfeits will be given.

VI. LEAGUE RULES & CODE OF CONDUCT PART B

- A. C.I.F. and El Monte rules will govern play with the following modifications:

- B. All managers and players are expected to conduct themselves in a professional manner at all times with staff, league rulings and official judgments or opponents actions.

1. Game time is forfeit time (official's time). With the following exception, in the first game of the day only, if one or both teams do not have a minimum four (4) players a 5 minute grace will be allowed at which time one of the following will occur. 1. Both teams have a legal (5) number of players to begin and play the game to its legal conclusion. 2. One team has at least 5 players and the other team has less than 4 players. Game will start and will be forfeited if they do not have a 5th player by the buzzer to end the first half. 3. If both teams only have 4 players – the game will NOT start and a double forfeit will be declared. Both teams will be required to pay a forfeit fee. 4. Exception in the 40 & over division, they may start and end with 4 players.

Two twenty minute halves, running time except for the last two minutes of the second half, which will be regulation stop time. [NOTE: 10-point mercy rule will be used the last two minutes of the game. (Running time will be used.)]

Overtime: Will be 3 minutes long with the first two minutes running time and the last minute regulation stop time, one time out per overtime period non accumulative. Overtime periods will continue until a winner is declared.

* We will shoot 1 plus 1 after 7 team fouls and two shoots after the 10th team foul. All leagues must wait until the shooter releases the ball to enter the lane. 6. Four time outs per game. If a team attempts to use illegal time outs after all their time outs were used, upon the second illegal time out, the game will be forfeited. A reinstatement fee of \$20 is required for every forfeit.

7. All players' must wear- Tennis shoes, gym shorts, or sweat pants and identifiable numbered jerseys on front and back, in accordance with uniform regulations stated in current C.I.F. Basketball Rules. No pants with rivet or buckle, such as jeans. If both teams are wearing conflicting uniform colors, the visiting team must provide an alternate (or reversible) color jersey in accordance to the same CIF regulations.

8. A player NOT in proper uniform may not participate in that game.

9. Dunking will be allowed, however, hanging on the rim will be strictly enforced with a technical foul. Dunking will not be allowed prior to the start of game. (Damaging of rim will be team's financial responsibility).

10. On second technical foul, player shall be automatically ejected from the premises and not be allowed to participate in his team's next scheduled game or attend team's next game and cannot be anywhere in the vicinity of the playing facility. NOTE: Officials may eject player(s) or coach upon first technical, if necessary. After first ejection, player will play the remainder of season under probation. It is the manager's responsibility to see that an ejected player leaves the premises or risk an immediate forfeiture of that game.

11. Effective June 24, 2010 all of our Adult Basketball leagues will follow a new guideline regarding unsportsmanlike technical fouls. This rule is to improve league play and reduce occurrences of misconduct and to provide a fun and safe environment. The following rules will be instituted

“Any player or manager that receives a technical foul before, during or after a game for un-sportsmanlike conduct is now required to be removed from play for “3” three consecutive minutes. That player may not return to play until the penalty has been served. The scorekeeper will track the time on the game clock.”

Two technical fouls in the same game by the same player during a contest will face an automatic ejection from the facility, with a minimum 1 game suspension, depending on the circumstances. Upon return, that player will continue on probationary status for the remainder of the season.

INDIVIDUAL SANCTIONS:

An accumulation of three (3) technical fouls by any one player during a season for un-sportsmanlike conduct will be enforced as follows: That player will be suspended for a minimum of 1-2 games regardless of what part of the season we are in. The next technical foul for un-sportsmanlike conduct will result in that player being banned for the remainder of the season.

TEAM SANCTIONS:

Any team accumulating six (6) technical fouls for unsportsmanlike conduct during the same season, will be suspended as a team for its next scheduled game –play-off or not.

Any team that reaches eight (8) technical fouls for unsportsmanlike conduct in one season, will have their game stopped, forfeited and the team dropped from the league. No refunds will be issued.

NOTE: Any player that has been banned must meet with league officials to be considered for reinstatement back into the league. In addition, they must submit a letter of intent to abide by league rules.

12. On second technical to a bench, coach will be ejected from the game. He will resume participation on a probationary basis after serving a suspension.

13. Any player involved in a fight/ejection before, during or after a game will receive a minimum one game suspension. (More serious penalties may be imposed, if necessary, to control proper team conduct). NOTE: Player putting hands on or bumping an official shall draw a minimum three (3) months suspension and may face criminal charges. Any player making verbal threats of violence toward any member of staff or officials shall be ejected and will receive a minimum one-week suspension; a more serious penalty may be imposed depending on the severity.

Any players ejected shall receive an automatic 1 game suspension. Ejected players may not participate in any City of El Monte leagues until the initial suspension has been served. This means they are NOT allowed on our facility during a suspended period. Players may receive additional suspensions depending on severity of incident. **Any player ejected during a final game will be suspended for the start of the next season. Minimum one game suspension depending on ejection circumstances- no exceptions**

14. Rule Clarification: On a held ball or closely guarded player situation, offense will forfeit the ball to the defense. (Closely guarded player situation of 5 seconds). All technical fouls and intentional fouls are 2 shots plus the ball. If fouled during 3-point attempt, shooter will receive 3 free throw attempts.

15. The teams will provide a playable official basketball.

16. Conflicting uniforms: Visiting team will provide a reversible or alternate jersey with matching numbers.

17. Upon a forfeit, a team shall be dropped from the league schedule and will be reinstated upon **replacement** of their **fees**, which must be received within 48 hours of forfeited game. This applies to any forfeited game. Upon second forfeit, team may be dropped from the league schedule.

18. **ABSOLUTELY NO ALCOHOLIC BEVERAGES, SMOKING or FOOD IS ALLOWED!** Player(s) will be suspended until team(s) posts a non-refundable \$10 fee to be used in the maintenance of parking areas and school grounds before, during or after game. Team will play on probationary basis. **NO EXCEPTIONS.** If a player is caught before the game, he will not be allowed to participate in that game.

19. Players are not allowed in gym office before, during or after games, except for emergencies.

20. For safety reasons, LIQUID CONTAINERS and COOLERS are **NOT** allowed in the gymnasium areas.

21. It is the sole responsibility of the team manager to obtain and notify each team member of the correct game times. Team managers and assistant managers are the official team representatives. They are responsible for the team's behavior and are the only authorized players to make roster changes, bring disputes and protests to the league.

VII. IMPORTANT DATES

Entry fee and roster deadline is due by the 3rd played game for league fees. The roster is due before that: Each team is required to fill out and sign the application each season.

VII. PROCEDURE FOR ENTERING LEAGUE: All teams/players must be in good standing to be eligible for consideration

A. Submit completed team application.

B. Submit entire payment through the city's online registration.

C. Meet roster deadline.

D. Please note that all leagues will be filled on a first-come, first-served basis with the priorities as follows:

1) El Monte residents (50% El Monteans).

2) El Monte sponsors.

3) Returning team in good standing.

4) New teams on first come, first served basis.

5) Partial fees will **NOT** be considered.

6) Teams claiming residency or sponsorship must be prepared to prove it.

7) Teams choosing not to participate in this program after qualification games have been

scheduled are required to pay administrative fee.

NO REFUNDS WILL BE MADE AFTER THE MANAGER'S MEETING UNLESS THE CITY CANNOT ASSIST YOU ON YOUR REQUESTED PLAYING DAY.

X. UNIFORMS - REQUIREMENTS

- a. Team shirts shall be of the same color front and back. The only decorations permitted are: 1.) Side inserts or trims of any color centered vertically below the armpit and not to exceed 4" below the bottom of the number or name if it appears under the number.
- b. An identifying name or abbreviation of the name may be placed horizontally or vertically on either or on both the front and back of the shirt.
- c. Each player shall be numbered on the **FRONT** and **BACK** of the shirt with Arabic numerals of solid color contrasting with the color of the shirt and made of material not less than 3/4" wide. The number on the back shall be at least 6" high and that on the front at least 4" high. Neither of the single digit numbers "1" or "2", nor any digit greater than "5" shall be used nor may a number have more than two digits.
- d. Members of the same squad shall NOT wear identical numbers.
- e. A player not in proper uniform will be issued a technical foul
- f. Teams are now required to have a "reversible" or alternate jersey with the same specifications listed above.

FOR FURTHER INFORMATION: call Tiffany Peterson, Program Coordinator at:

(626) 580-2216 (adult sports line)
between 11:00 to 5:30 P.M., Tuesday-Friday. Fax: (626) 580-2237
Email: tpeterson@elmonteca.gov

For game updates and 24-hour game day information, or in the event of unusual emergency such as earthquake, fire, flooding or other catastrophic occurrence, managers may use the **El Monte Adult Sports Hotline at (626) 580-2207.**

The El Monte Adult Sports Office is always looking to improve their programs. If you have constructive suggestions we are interested in them.

Please take time to comment on awards packages passed out last season.

NOTES:
