

ADULT BASKETBALL LEAGUE RULES & REGULATIONS

I. Teams & Players

- A. All teams are limited to 15 players. Players must be 18 years of age or over AND not in high school.
- B. Players currently enrolled in educational institutions and participating on their representative school teams will not be permitted to play in this league.
- C. To be eligible to play, a manager/coach must be listed on the roster as one of the 15 players.
- D. No players may play on a team unless their name has been properly listed on that team's roster and they have filled out a release of liability form. **PENALTY:** Game will be forfeited to opponents.
- E. A player found to be playing or attempting to play under an assumed name will be banned for the season and the game(s) in which they participated, or attempted to participate, will be declared a forfeit.
- F. Players **MUST** play in at least three league games in order to be eligible for championship and play-off games.
- G. Players can only play on one team a night in the Glendale Municipal Basketball League. Players can play on multiple nights as long as they abide by the one team a night rule. Violation of this rule will result in a forfeit and possible suspension of the player(s).
- H. The roster add deadline is before the team's fifth regular season game. Changes may be made to the roster by submitting the roster change form with all required information to Sports staff or scorekeeper at the gym. Player deletions may be made at any time by completing the roster change form. No additions to the roster will be allowed after the team's fifth regular season game.
- I. If a player wishes to transfer from one team to another that plays on the same day, the player must secure written release from the manager of their original team. If, for any reason, the manager refuses to sign a release, the player may contact the Sports Complex Staff at (818) 548-6420. Space is provided to release players on the bottom of the roster change form.

II. Fees

- A. The registration fee is \$375.00 per team.
- B. Each team must pay the game officials \$35.00 in cash per game **before** the start of the game. Please have exact change. The officials are not required to carry change.
- C. Any team that forfeits will owe \$70 in cash payable no more than 3 days after their forfeited game. This fee is paid to the officials who were scheduled to work the game.

- D. Any team wishing to protest a game due to misinterpretation of a rule (not a judgment call made by a referee), must pay a \$10 protest fee **in cash**. This fee must accompany the written protest. The fee shall be returned if the protest is upheld. If it is not upheld, the City of Glendale shall deposit the fee.
- E. Should any team be removed from the league for any reason, a refund for any or all fees paid will not be provided.

III. Uniforms & Equipment

A. GAME and REGULATIONS

1. Each team is responsible to pay \$35 for each game, including practice games. All fees must be paid in **cash**. **Exact change please.**
2. **BEFORE THE GAME EACH PLAYER MUST SIGN THE SIGN-IN SHEET.** Each player must sign for his or herself. Players may **NOT** sign in or be signed in by other players. Sheets will be at the scorer's table. Substitutes must report to scorekeeper and/or timer before entering game. **PENALTY: Technical Foul.** Players arriving after the start of the game will not be penalized unless they fail to sign in or fail to report to the scorer before entering the game. **PENALTY: Technical Foul.**
3. **Games consist of two 20 minute halves with running clock for both halves. If referees are ready to start at game time, but players are delaying getting ready, the game clock will still be started at the scheduled game time.**
4. Overtime will consist of 2 1/2 minutes running clock with one 1 time-out given to each team; any time-outs left over from completion of regulation time will NOT be carried over and added. If a second overtime occurs, then the "SUDDEN DEATH" rule will be in effect. "Sudden Death" implies that the first team to score a point, in any way, will be determined the winner.
5. There will be 5 time-outs total given to teams per game, however no more than 3 time-outs per half per team. Time outs will not carry over into the second half. Clock will be stopped for time-outs, which will not to exceed 30 seconds.
6. Each team may accumulate 6 personal fouls per half. On the seventh personal foul, the "1 and 1" situation will go into effect. On the tenth personal foul (and all fouls thereafter) two shots will be awarded.
7. At no time (including warm-up and intermission) will "**slam-dunks**" be allowed. In the event a player "**dunks**", a technical foul will be called.
8. During a free throw situation, players may enter the key when the ball is released. The shooter may cross the line after the ball hits the rim. Only two players are allowed in the key from the shooting team and up to four players from the opposing team.
9. A successful try from the field by a player who is located behind the 19 foot 9 inch line counts for 3 points. Any other goal from the field counts for 2 points for the team into whose basket the ball is thrown.
10. **EACH TECHNICAL FOUL CARRIES A 2 SHOT PENALTY.**

11. **JUMP BALL:** For the men's league the alternate possession rule will not be used in Glendale. **All jump ball situations will be treated as a jump ball.**
12. **Smoking** by players on school grounds is absolutely **forbidden**. It is a privilege for us to have the use of these school facilities, so please do not jeopardize this privilege by smoking either in the gym or on the grounds. Additionally, NO FOOD or DRINKS ARE ALLOWED IN THE GYM.

B. EQUIPMENT

1. Each home team will be responsible for providing a leather game ball - The ball will be 29 1/2" - 30".
2. The visiting team should also bring a leather ball for back-up.
3. The referee will determine the condition of the game ball. If the ball presented is unacceptable the referee will select the best available ball.

C. UNIFORMS

1. All players on a team shall wear identically colored uniform shirts. Reversible jerseys with different colors are suggested for teams to avoid color conflicts on the court. Players shall be identified by **NUMBERS PERMANENTLY AFFIXED EITHER BY SCREENING, IRON-ON, OR SEWING ON BACK OF SHIRT. NO TAPE OR PERMANENT MARKER OF ANY KIND MAY BE USED.** There shall be no duplication of numbering on a team. **PENALTY: Technical foul.**

D. FORFEITS

1. If a team forfeits a game They will be required to bring \$70.00 **IN CASH** to the Sports Department within 3 days after their forfeited game. "Teams who call in forfeits to the Sports Office still owe \$70.00. **NO EXCEPTIONS!**" Any team that does not fulfill this obligation could be dropped from the program and their players made ineligible. **GAME TIME IS FORFEIT TIME! THERE IS NO GRACE PERIOD! IF THE OPPOSING TEAM AGREES TO WAIT FOR LATE ARRIVING PLAYERS THE GAME CLOCK WILL START AT GAME TIME.**
2. A team may not play their next scheduled game if the forfeit fee has not been paid.
3. Five players shall constitute a team. However, teams may start and finish the game with four players. If a team does not have 4 players present at game time, the game will be declared a forfeit. Should a player foul out, the team may finish the game with 3 players. At no time will a game be played with less than 3 players on the court.
4. If a game is declared a forfeit, the teams will be allowed to pick up players and play until the practice round period starts for the next game. If the last game of the evening is forfeited, teams may play until 9:30 p.m., **BUT IN NEITHER CASE WILL IT COUNT AS A LEAGUE GAME.**

E. PROTESTS

1. Team Managers desiring to protest any game must notify the referee and scorekeeper at the time and file a **WRITTEN COPY OF THE PROTEST WITH THE SPORTS OFFICE BY 5:00 p.m. THE FOLLOWING DAY.** A fee of \$10 must accompany protest, which will be refunded, if the protest is upheld. Only protests involving officials' rule interpretation will be accepted. No protest will ever be considered concerning the officials' decision based on judgement. Protests will be replayed if the game has a bearing on the final standing of either round.

- Any protests during make-up, play-offs or tournament games will be resolved by the officials and/or field supervisor at the time the protest is filed. Intent of the rule is to eliminate any unnecessary games and to resume play.

CANCELLATION FEES

CANCELLATION FEES: If a team drops out or is removed from the league for any reason after the season schedule has been prepared and posted online, no refund will be given. If a team drops out of the league prior to being included in the season schedule, a refund will be given minus a \$15 administrative fee.

Sportsmanship Conduct

The Sports Department insists upon good sportsmanlike conduct among all our participants by implementing the following:

If a team player, coach or manager has been ejected from a game for any reason, or before or after a game has been completed, that person will not be eligible to play or participate on the field, in the dugout or in the stands for the game immediately following the game in which the incident occurred. The umpire or field supervisor has the right to have an “ejected” player removed from park property if he/she continues to be a problem. If the player does not comply, their team may be forfeited and said player be subject to arrest. The Sports Department has the right to suspend a participant for an appropriate length of time beyond the one game automatic suspension, depending upon the severity of the incident. Managers are responsible for their players’ conduct and will be held accountable.

City Ordinance #4321 prohibits drinking any alcoholic beverage in any City or School facility. Any person or persons not complying with the above ordinance may cause forfeiture of the game in session and all remaining games with no refund.

GYMNASIUM LOCATIONS

CMSG	Clark Magnet School Gym	4747 New York Ave., La Crescenta 91214
CVHS	Crescenta Valley High Gym	2900 Community Ave, La Crescenta 91214

*****CLARK MAGNET SCHOOL PARKING**

Players must park in the lower parking lot, which is located just south of the school’s soccer field, or along New York Ave. The school’s gym is located just north of the soccer field. The school’s main parking lot IS NOT AVAILABLE. Players must enter the gym through the North gym doors and not the lower south doors after the grass field. *The basketball program will lose the privilege of using Clark Magnet School if this mandate is not followed.*

ALL THE PRECEDING RULES ARE SUBJECT TO CHANGE AND INTERPRETATION BY THE SPORTS OFFICE.