



CITY OF FRESNO  
PARKS, AFTER SCHOOL, RECREATION AND COMMUNITY SERVICES  
ADULT SPORTS SECTION

## BASKETBALL RULES

### Playing Regulations

1. An official adult city league game shall consist of two (2) twenty (20) minute halves. The clock will stop only during the last two (2) minutes of play for violations, fouls, time-outs, jump balls and injuries. Each team will be allowed four (4) time-outs per game. Two (2) time-outs per half. First half timeouts do not carry over to the second half. No team shall be allowed more than one (1) minute for any timeout. There will be a five (5) minute intermission between halves. In case of injury or protest, teams will be allowed full playing time. The bonus free throw (1+1) will be in effect on **the seventh team foul**. Double bonus on the **tenth** team foul.
2. The official game time will stop in the last minute of the first half when a time out has been called (only one time out per team in the final minute of the first half). The time out will result in a 20 second time out only.
3. All teams must have numbers on the back of their jerseys. In order for the officials and the scorekeeper to do their job properly they must be able to identify the players. Only numbers that are stitched or sewn on. No tape is allowed on the jerseys.

All teams have until the second week of league play to have numbers on the back of their jersey or their game will begin with a technical foul and they will not be allowed to play. If there are not four players to start the game then the game will be a forfeit. This is a strict rule that will be enforced.

4. **Dunking is allowed** during game time in all City League games. Hanging on the rim for an excessive amount of time is not allowed.
5. In case of a tie score at the conclusion of the game, the teams shall play a three (3) minute extra period, and the team leading at the end of this period shall be designated the winner. If the score is tied at the end of this period, teams shall play an extra three (3) minute period(s) **until one team is declared the winner**. There shall be one time-out per team during each overtime period. Regulation time outs do not carry over. In overtime the clock stops inside the last minute only.
6. A team must field four (4) contract players at the scheduled game time. If a team starts a game with four (4) players they will be assessed a technical foul and lose the ball for both halves. Game time is forfeit time (exception early game). If four (4) or five (5) players are present, the game must start or be assessed a technical foul for delay of game. Only the early games will have a ten minute grace period with running clock - technical will be assessed.
7. Line-up must be ready before scheduled game time. Place the first and last name of all contract players on the scorecard. Delay of game will be justification for a technical foul.
8. 30 & Over League Requirements: As of the Spring 2005 basketball season all players will be

required to show a drivers license that concurs with ones age declared. The only way a 29 year old player can participate is if their birth date falls during the current season, making them 30. Any player found to be under the required age will be disbanded from the league. Any other action will be at the discretion of the Sports Supervisor. Note: Each team may have one (1) player between the ages of 28 - 30.

9. A player will be removed from the game upon receiving their fifth (5<sup>th</sup>) foul.
10. The substitute shall enter the game only when instructed by the official(s). Any substitute entering the game without being called in, shall be assessed a technical foul.
11. No jewelry, equipment or long fingernails which are dangerous to oneself or other players shall be permitted. The officials will have the final decision.
12. A ten (10) minute warm-up time is allowed if time warrants.
13. Game will be forfeited if team manager, players or their spectators are not conducting themselves as defined in the **CODE OF CONDUCT**.
14. In the event that only one official is present, the game still must be played.
15. Teams are expected to play on **any night** during the week and at any **gym facility**.
16. The point system used to determine league standings shall be:

**WIN - 2 POINTS**

**LOSS - 0 POINTS**

17. NO PERSON UNDER THE INFLUENCE OF ALCOHOL OR DRUGS will be allowed to play at any time. A technical foul and ejection from the game and facility will be the penalty for the violation.

### **MANAGER QUALIFICATIONS AND RESPONSIBILITIES**

1. All teams must file an official contract in the City of Fresno, Parks Recreation and Community Services, Adult Sports Office, on the date specified by the Recreation Supervisor. The manager is responsible for the team contract.
2. Managers shall report all changes of address or phone numbers of players to the Sports Office.
3. The manager shall see the team is on the playing court at the designated hour and is responsible for all actions of his/her players.
4. Informational meetings of managers or team representatives shall be mandatory.
5. If a manager quits, a new manager must be designated in writing and the proper name changes on the team contract filed in the Recreation Department. This must be done prior to the next game.
6. All personnel (managers, players, coaches, etc.) must be listed on the official Recreation

Department filed team contract. All other non-listed persons shall not be considered as part of the team. Managers shall make sure that non-contract persons are not on the court or bench.

## **TEAM AND PLAYER QUALIFICATIONS**

**A team shall consist of a minimum of seven (7) eligible players and a maximum of twenty (20) eligible players on the team contract.**

1. **PLAYERS MUST SIGN** the original team contract, read the liability responsibilities and participate at their own risk. The city provides **NO INSURANCE COVERAGE**.
2. Players must be 18 years of age to participate in the adult Basketball Program, unless other arrangements are made with the Sports Supervisor.
3. A player shall be eligible to play on **ONLY ONE TEAM** per league.
4. **\*\*Contracts are due at the specified time set by the Sports Supervisor. No additions or drops will be allowed after due date. Exception: If a team falls below seven (7) roster players because of medical reasons, job transfers, etc. **MANAGER MUST** complete proper **Drop/Add Form** in the Sports Office and must be approved by the Sports Supervisor **BEFORE** player is allowed to sign on the team contract to bring the roster up to the minimum seven players. Add/Drop rosters are due before the 5<sup>th</sup> game.**
5. **PLAYERS MUST** use their own names when playing. Any team that willfully falsifies a player's name in a game, or has a player participating under an assumed name, loses the game, and the manager or person responsible will automatically be suspended, as stipulated in the Code of Conduct.
6. Teams will be placed in leagues according to team ability and team player's ability in the judgment of the Recreation Department staff. Also, seeding will be based upon available night.
7. Must be available to play on any night.
8. A player must be 18 years of age or over to be eligible to participate with adult team player, unless other arrangements are made.
9. Any player on the roster of a squad of college, junior college, high school or junior high school, and is competing under CIF rules and regulations, is eligible to compete in the City Athletic Leagues until the completion of their school's current league schedule. Player's name (NOT SIGNATURE) must appear on official team contract prior to contract deadline date. The division in which these players must participate will be determined by the team with whom the player signed his/her contract. A written letter is required from the school to release said player to participate. Player must then sign official team contract before legal to play.
10. Inappropriate Behavior - will be dealt with swiftly and severely. Suspensions or terminations will be dealt with on an individual basis. Appeals are possible but must be done in person and in writing.
11. **Suspensions will be handled in accordance with the Code of Conduct.**