

**NORTH COUNTY RECREATION AND
PARK DISTRICT**
Office: (831) 633-3084

ADULT BASKETBALL LEAGUE

LEAGUE FEES: \$425.00 Residents \$450.00 Non Residents

***TEAM REGISTRATION**

Pick up a packet from the North County Rec. Center.

All paperwork is due Friday May 22nd, 2009

If turned in before Friday May 8th, 2009, \$25.00 Discount. Any time after Friday May 22nd, 2009, there will be a \$25.00 late charge if room is still available.

Turn paperwork in at **North County Recreation Center**

I. LEAGUE

- A. Teams must play at the time, place, and date specified by the league Director. No changes will be made to the official schedule, once they are issued. If you have conflicts with specific dates, please request a bye on that date, by listing it on the manager's card when turning your paperwork in.
- B. This year we are planning on having a Competitive League and Rec. League.

II. PLAYER ELIGIBILITY

- A. All players must be 18 years of age or older and /or graduate of high school.
 - B. Players may only play on one team.
 - C. Any player playing under an assumed name will automatically be suspended for the season, and all games in which he/she has participated in will be forfeited.
 - D. Since we do not offer a women's basketball league, women can play in the league.
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III. **TEAM ROSTER**

- A. Each team may carry a maximum of 12 players on their roster.
 - B. **Official team roster must be turned into the League Director by Friday, May 22nd, 2009 at the North County Recreation Center.**
 - C. New players may be added to the roster through the 2nd week of the season.
 - D. Players will not be allowed to switch teams.
 - E. Teams that participate in one league game automatically forfeit their right to reclaim any part of their entry fee if they drop or are suspended from the league.
 - F. Industrial or Company teams are not limited to 12 players providing that all players are employees of the company. (I.D. may be required) Max 20.
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IV. **UNIFORMS**

- A. **PLEASE NOTE - All teams must wear uniform jerseys of the same color and they must be numbered with at least "5 inch numbers" in height on the FRONT & BACK of the jersey.**
Free hand numbers will be allowed this season, but must be clearly seen by the officials and scorekeeper.
 - B. The penalty for a player that is not wearing a matching jersey or correct numbers will be a Technical Foul (**at the start of the game for each violation**). See above rule for correct uniforms.
 - C. Each player must have his own jersey. (No trading among players allowed during the game.) Penalty: Technical foul will be called on both players and both will be ejected from the game.
 - D. The scorekeeper may inform the referees upon discovery of an illegal shirt and a technical foul will be called. All jerseys should meet the requirements listed above. Managers are responsible for informing each of the players of this requirement.
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V. **RULES AND REGULATIONS**

A. Official high school rules will be enforced with the exception of any local league rule.

B. Game Times

1. Will be determined by how many teams.
2. A game (may) start with four players. (3 players is a forfeit)
3. The game will start with a jump ball. After that possession will alternate.
4. There will be **(2), twenty minute running halves per game.**
5. A regulation **stop clock** will be used during **the last (2) minutes** of the second half.
6. If a team is losing by 15 or more points, a running clock will be used.
7. **Overtime:**
 - A. In the event of the score being tied at the end of regulation time, a **(3) minute overtime period will be played. The clock will be (2) minutes running, and a (1) minute stop clock.**
 - b. If the score is tied at the end of the overtime period, the game will result in a tie. (Expect Playoff's)
 - c. **1 timeout** is allowed (per) overtime period. Timeouts do not carry over from regular game time.
8. There will be 5 minutes warm up time allowed between games.
9. Substitutions: All substitutes will report to the official scorer. Whenever there is a dead ball situation or the referee blows the whistle, the scorer will sound the horn and the referee will then allow the substitute to enter the game. Do not run onto the court until buzzed in by the score table.
10. There is no shot clock in this league.

C. Forfeits

1. **Forfeit time will be 5 minutes after the scheduled starting time of the game.** Official's clock will be used. Games can be started early,

with both of the team's manager's approval. Assistant captains assume responsibility, if team manager is not present. (**Please arrive 15 minutes prior to game time**)

2. If a team cannot field a team of a minimum of four (4) players at forfeit time, the game will be forfeited to the opposing team.
3. A game will be forfeited if a team has less than three (3) players playing at any time.
4. If a team forfeits a game, the other team is credited with the win, and gets a 20-0 win for points. This is used for standings purposes. Please try and avoid forfeits if at all possible. **2 forfeits during a season will result in no play-offs for that team, even if they qualify for a play-off spot.**

D. **Time Outs**

1. Each team is allowed **two time outs per half.** (Time outs are not accumulative)
2. Each team is allowed only (1) timeout for each overtime period.

E. **Technical Fouls**

1. **The clock will not be stopped on all technical fouls.**
2. Any player that has **two unsportsmanlike conduct technical fouls** called against him will be ejected from the game.
3. **A player ejected from a game may be suspended from the following game.** The team manager will be notified in writing of this suspension, an E-mail, or a phone call. The actions of the player ejected will be reviewed by the league director, and will be based on the SANCRA Code of Conduct. Player's who are ejected, must leave the gym area immediately.
4. Uniform technical fouls do not count towards disqualification from game.
5. Prior to giving a technical foul, the referee (may or may not) give a warning.
6. **Dunking is permitted** during the game only. Hanging on the rim will be a technical foul, and no basket will be awarded. **(Dunking in warm-ups will result in a technical foul!)**

7. No Trash Talking is allowed and will result in a technical foul.
8. Technical Foul:
 - 1 = Warning
 - 2 = Warning/ one game suspension
 - 3 = Out for season/League

VI. **PROTEST PROCEDURE**

- A. Protests shall not be received or considered if they are based solely on a decision involving the accuracy or judgment on the part of an official.
- B. **Protests that shall be received or considered concern matters of the following:**
 1. **Misinterpretation of a playing rule.**
 2. **Failure of an official to apply the correct rule to a given situation.**
 3. **Failure to impose the correct penalty for a given violation.**
 4. **Ineligible players. {No later than 10 minutes (on the clock) into the game or upon entry into game}**
- C. Notify the referee and Official scorer the game is being played under protest at the time of the incident, and not at the end of game.
- D. Protests must be filed in writing to the League Director within 24 hours, an explanation of the incident and the names of players involved.
- E. **A formal protest must contain the following information:**
 1. **The date, time and place of the game.**
 2. **The names of the officials.**
 3. **The rule and section of the official rules under which the protest is made.**
 4. **The decision and conditions surrounding the making of the decision.**

VII. **MANAGERS-CAPTAINS**

- A. **Team managers are responsible for the conduct of their players and fans prior to, during and after the game.**
 - B. The team manager is responsible for informing his players of all league rules and regulations.
 - C. The team captain is the official representative of his team and is the only player that may address an official on matters of interpretation or to obtain essential information, and only if it is done in a courteous manner. Discussion concerning judgment calls is prohibited.
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VIII. **INSURANCE**

- A. Persons or players participating in activities sponsored by North County Recreation and Park District are **not** covered in anyway for personal liability or property damage. **Players competing in the Adult Basketball League are doing so at their own risk.**
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IX. **AWARDS**

- A. 12 T-shirts will be given to the Champion Team. 12 shirts will be issued in various sizes. (XL, XXL, XXXL)
 - B. Runner up will receive Gift Card or other Prize.
 - C. **Stats will be keep online this year @ www.ncrpd.org**
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X. **PLAYOFFS**

- A. Playoffs will be conducted at the conclusion of the league play.
- B. League standings will be based on a (who beat who) basis in the event there is a tie for Playoff Seeding.
- C. The top eight teams will make it to the playoffs. Winners of each play-off game will advance to the championship game.
- D. Players must have played in at least two (4) games to be eligible for playoffs. Team Managers must complete a line up card, and hand it to the scorekeeper prior to the start of the game.

E. **TIE-BREAKERS**: Standings are based on who-beat-who basis. In the event of a tie the following will constitute the winner:

1. Head to Head record. (Who beat who)
 2. (Point Differential between the teams tied) **Example**: You win 35-30. You are a (+5)
 3. Fewest points allowed for the entire season.
 4. Fewest points allowed in a single game.
 5. If somehow still tied, a coin toss will determine the winner.....
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XI. **ENTRY FEES**

- A. League fees will be established based on the costs of referees, scorekeepers, T-shirts for Division and Play-off winners, and supervision.
- B. **\$425.00 for Residents/ \$450.00 for Non Residents**
- C. **Rosters and fees are due no later than FRIDAY, May 22nd at 6:00pm. (\$25.00 Late Fee after this day, if spots are still available). If turn in before May 8th, 2009, will receive \$25.00 discount.**
- D. **Please turn your paperwork in early. Do not wait until the deadline, as league will fill up quickly.**