

Adult Basketball Rules

Welcome to the City of Chino Community Services, Parks & Recreation Department Adult Basketball League. As a representative from the City of Chino, the program Coordinator has been designated to coordinate and administer the league to ensure a fair and balanced league, and to promote sportsmanlike participation. The Community Services Coordinator or his/her designee(s) shall have sole responsibility for decisions impacting the league including but not limited to actions of team managers, individual players, and suspensions.

***The Chino Adult Basketball Program follows CIF rules
with the addition/exception of the following rules.***

DIVISIONS:

1. The Sunday league shall be subject to be split into different divisions, (upper and lower), by a league official, if deemed necessary.
2. A league organizer or official has the discretion to place or remove a team and/or individual player in the lower or upper division based on the competitive skill level.

GAME STRUCTURE/TIMES:

1. Game start times are as follows: **Men's League**: Sundays 10:00 a.m. to 10:00 p.m. Time may be altered as deemed necessary by City staff.
2. In all games, if either team is unable to field four (4) legally rostered players, a 10-minute grace period (*which comes off the game time clock*) will be allowed. For every minute that passes, two points will be awarded to the opposing team. Failure to field at least four (4) legally roster players by the end of the 10-minute grace period, the game will result in a forfeiture of that game. The opposing team has the option to obtain a win a by default, once the grace period officially ends, as decided by a league representative on duty, and/or the referee(s).
3. A game shall consist of two, 20-minute halves. A running clock will be used, except for the last two minutes of the second half, when regulation timing will be used. A running clock will be used anytime one team is ahead by 10 or more points. The clock will not be stopped during any regular fouls or technical fouls.
4. Halftime will be two minutes in duration.
5. Overtime will consist of two minutes, regulation clock. Additional overtimes will be played until a winner is determined.
6. Each team will be allowed two (2) timeouts per half, and one (1) timeout per overtime period. Timeouts do not carry over at any time. Timeouts will be 30 seconds in length.

7. During the final two (2) minutes of the game, a team may advance the ball by calling a timeout immediately after a made basket or rebound (must call timeout prior to dribbling).
8. If a team is leading by 20 points or more, with 2 minutes or less in the 2nd half, the game will be called by the referees.

MANAGER'S RESPONSIBILITIES:

1. Pay all league fees on time.
2. Learn all rules and regulations that are in place for adult basketball league. Knowledge of CIF and City of Chino rules is the responsibility of each player. No exceptions or modifications will be made to reduce penalties for rule(s) violations.
3. **Managers must also provide the following:**
 - a. Completed roster including signatures, phone numbers, and addresses, which includes cities. *This form must be legible and neat.*
 - b. Photocopy of valid Driver's License/State ID for **ALL** players listed on roster. Due by **2nd week**.
 - c. **Non-resident fee payment for all non-resident players on roster**, if applicable. Due by **4th week**. (Must be paid at NAC or over phone with VISA/MasterCard 909.334.3260)
 - d. Credit Card Authorization Form for forfeit fees will be submitted by team manager at time of registration.
 - e. Failure to turn in an official roster and any required item listed above will result in a forfeiture of games. *Incomplete rosters and/or payments will not be accepted. Only players on the roster will be eligible to participate.*
4. Ensure that his/her **team members and spectators** are following all rules and regulations of the league and the City of Chino.
5. No food is allowed in the gym.
6. Water will be the only drink allowed in the gym.
7. Ensure all players meet the minimum age requirement of 18 years old.
8. Animals are not allowed in the gym. To ensure that there is no animal of any sort in the gym, the patron will be asked to leave the building regardless of whether or not the animal is on a leash. Exceptions are for Seeing Eye dogs. Non-cooperation may result in a game forfeit.
9. Managers must make sure that **ONLY PLAYERS AND ONE COACH ON THE ROSTER** can sit at the team bench during the basketball game.
10. Game schedules are subject to change and it is the manager's responsibility to let his team know about such updates. Visit www.teamsideline.com/chino for schedules and standings.

ROSTERS:

1. Rosters must be complete with names, addresses (including city), and phone numbers. The roster limit is twelve (12) players, which includes playing managers and coaches.

2. A minimum of four (4) legally rostered players must be on the court at all times. If a player is injured, the team is allowed to play with four (4) legally rostered players without forfeiting the game.
3. **NO adding of players after the 5th game!** (Regardless of mid-season drops or injuries.)
4. Anyone participating in any league game must have a valid Driver's License or picture I.D. in his or her possession at all times.
5. If at any time a City staff member (Official, Scorekeeper, etc.) asks a participant for his/her I.D., he/she must show it to present it immediately. If the participant does not have his/her I.D. with him/her at the time the City staff asks to see it, he/she shall be ineligible for that game. If the game is already in progress, the player shall be considered an illegal player and any/all penalties shall apply.
6. If a player on the team roster does not play at least **FIVE** games by the 9th game, they will not be eligible to play in the playoffs.

INJURED PLAYER(S):

1. Any time a player or manager is injured from participation in the basketball league, staff must complete an Incident Report immediately following the incident.
2. If play is temporarily suspended because of injury or any other unusual situation, the team that had possession of the ball, will inbound the ball when play resumes.
3. A player, manager or official who is bleeding or who has an open wound shall be prohibited from participating further in the game until appropriate treatment is rendered.

ILLEGAL PLAYER(S):

1. Any team found using an illegal player (a player who is not on the official team roster) will be penalized in the following manner:
 - **1st Offense**: Forfeiture of that current game and removal of the illegal player from the City of Chino league indefinitely.
 - **2nd Offense**: The entire team will be removed from remaining league schedule and the City of Chino league indefinitely.

FORFEITS/FORFEIT BOND:

1. At the beginning of each season, a credit card authorization form will be submitted by each team manager that joins the league.
2. If such team were to forfeit a game during the season, the forfeit bond of \$75 will be charged to the team manager's credit card account to be used to pay the officials for that game.

CALLED GAMES:

1. If a referee deems it necessary, a game may be cancelled due to any unsafe condition arising with the basketball court, equipment, or unsportsmanlike conduct.
2. Cancelled games due to unsafe conditions could be rescheduled at the end of the season. If more than one week of schedule games were cancelled, they will be rescheduled in the order that they occurred.
3. If a game is called due to unsportsmanlike conduct, staff and officials will review to determine the result of the game.
4. The original schedule should be followed to the end of the regular season's games. The scheduled playoff weeks will be postponed while cancelled (make-up) games are played.

TECHNICAL FOULS/UNSPORTSMANLIKE CONDUCT

1. Officials have jurisdiction **BEFORE**, **DURING**, and **AFTER** all games.
2. Any player(s) and/or team involved in fighting or unsportsmanlike conduct before, during, or after a game will **AUTOMATICALLY** be suspended from the league and will not be allowed to return until the Community Services Coordinator reviews the situation. The team manager may also be suspended for the following game, if needed (1 game suspension). The staff will contact the police if the situation escalates.
3. After case review, disciplinary action(s) taken may fall anywhere between the waiving of further suspension to permanent suspension for the player(s) and/or team from the City of Chino Adult Basketball League.
4. Two (2) unsportsmanlike, flagrant fouls on one team shall constitute a forfeit.
5. Any player ejected from a game should **AUTOMATICALLY** leave the building in a prompt and peaceful fashion, and sit out the next scheduled game. Additional penalties may be assessed depending on the severity of the action.
6. Any player who receives a technical foul must sit on the bench for **TWO** clock minutes. Refusing to sit could result in suspension for the game and possibly another game.
7. Any player who receives **TWO** technical fouls in one game will immediately be ejected and suspended the following game. The player will have two minutes to leave the facility; otherwise, the player will be suspended for an additional game.
8. Any player who physically strikes the wall will receive a technical foul.
9. Any player who slams the ball in an unsportsmanlike manner, throws the ball, curses (during, before or even after), hitting the wall, etc will receive a technical foul.
10. If any player receives (3) technical fouls in any current season, the player may be suspended for the next game. Decision will be based on severity and staff review.
11. If a coach receives a technical foul, he or she may be required to be seated on the bench, or in some cases be asked to leave the gym, by an official.

12. Dunking and/or hanging on the rim is not permitted. Any player who dunks or hangs on the rim will receive a technical foul.

FREE THROWS:

1. A bonus free throw situation will be in effect with the **7th** team foul of each half. At the **10th** foul, the **double bonus** will be in effect.
2. Scorekeepers will have the official count for fouls.
3. Individual players will be disqualified from further play after receiving their **6th** personal foul.
4. ***Players may move when the ball is released, unless told otherwise by official(s).***

UNIFORMS:

1. **UNIFORMS ARE REQUIRED!** – Teams must wear reversible jerseys. Jerseys MUST have a white side and a dark side with “8 inch” numbering on the back of the jersey. This requirement must be met by the first week of games.

If the jersey requirement is not met, the team will:

- a. **Week 1:** *Warning*
 - b. **Week 2:** *Receive a technical foul (per violation).*
 - c. **Weeks 3-10:** *The opposing team will receive 5 points, per half, per each player not having a proper jersey.*
2. Players must have the **SAME NUMBERS** on their jerseys each week (if different, advise the table).
 3. Teams must have matching jerseys with the appropriate color sequence.
 4. There will be no taped or “marked” numbers allowed.
 5. No two players may have duplicate numbers on a team. A violation of this rule will result in a technical foul for each violation.
 6. Plain T-shirts are **NOT** acceptable at any time.
 7. Basketball shorts must be worn. Sweat pants are **NOT** permitted.

PLAYOFFS:

1. Playoffs will be played as follows:
 - a. 4 team leagues/divisions – the #1 and #2 seeds will play a single championship game.
 - b. 5 team league – the #1 seed will be awarded a bye to the championship game. The #2 and #3 seed will play a single-game to advance to the championship game with the #1 seed.
 - c. 6 team leagues – the top 4 teams will advance. #1 and #4 seeds & #2 and #3 seeds will play each other. The winners will advance to a single-game championship.

- d. 8 team leagues - the top 4 teams will advance. #1 and #4 seeds & #2 and #3 seeds will play each other. The winners will advance to a single-game championship.
2. In the result of a **TIE** in the league standings at the end of the regular season games, tiebreakers will be used. **HEAD-TO-HEAD** in the standings will determine who advances to the playoffs. If **HEAD-TO-HEAD** cannot be determined, then it comes down to points in head to head match up.
3. **All players must play a minimum of 5 regular season games by the 9th game in order to qualify to participate in any playoff game.**

AWARDS:

1. Team awards will be issued as follows:
 - a. 5 or more teams:
 - i. 1st place - \$100 certificate to use for next season & award.
 - ii. 2nd place - \$50 certificate to be used for the next season.
 - b. Less than 5 teams:
 - i. 1st place - \$100 certificate to be used for the next season & award.

2. Team awards are valid only for the following season.

SPECTATORS

1. Spectators and players must remain seated on the bleachers throughout the duration of the game.
2. Any spectator who verbally or physically abuses any staff, player, or referee, will be asked to leave the building from the game and/or indefinitely. The Community Service Coordinator will solely determine severity of the action.
3. When players arrive for the next game, they are required to sit on the bleachers or wait outside of the gym or facility.

ALCOHOL/SMOKING:

The City of Chino has adopted an ordinance that prohibits the consumption, sale or distribution of alcohol or illegal drugs on its property. Players or teams under the influence of any substance will be removed from the game. Failure to comply with this request will result in forfeiture of the game or possible removal from the league.

There is no smoking in the Neighborhood Activity Center or within **twenty (20)** feet of a public building. Any team violating the alcohol / smoking ordinance will not be allowed to participate in the league for a designated period of time. This will be solely determined by the Community Service Coordinator.

Any concerns or questions about the league rules, please contact the Neighborhood Activity Center at 909.334.3260.



City of Chino
Community Services Department

By my signature below, I acknowledge that I have read, understand, and agree to policies and procedures of the Adult Basketball Program as defined in the rules packet that I have received.

Team Name: _____

Team Manager's Name (Printed)

Division (Adv. or Rec.)

Team Manager's Signature

Date