City of Santa Monica Adult Basketball League Rules and General Information

Basketball League Information

- Registration forms and waivers must be completed online or in person and submitted by the appropriate registration date.
- A season approximately consists of 10 regular games and playoff single-game elimination.
- The minimum age to play is 18 years old.
- Games are played at Memorial Park Gym and Windward School Gym.
- Games are 7:00 pm, 8:00 pm, and 9:00 pm for Monday, Tuesday, Wednesday, and Thursday Leagues. 6:00 pm, 7:00 pm, 8:00 pm game times for Sunday Leagues.
- Note: All leagues have playoffs and the number of teams in the league will determine the number of teams advancing to the playoffs.
 - o A player must play at least 3 regular games to be eligible for a playoff game
- Team Champions of each division are rewarded with custom t-shirts or trophies or jerseys.

Registration Information

- The team manager must complete a registration form online at (<u>www.santamonicaadultsports.com</u>) or submit a completed registration in person at Memorial Park.
- Priority registration:
- Tier 1. Returning Resident Teams and Resident Teams. They will be registered first.
- Tier 2. Returning Non-Resident Teams. They will be registered second.
- Tier 3. New Non-Resident Teams. They will be registered third.

Free Agents

- Complete the online form at http://www.santamonicaadultsports.com/form/2554/Free-Agent-Sign-up or sign up at Memorial Park office 1401 Olympic blvd. Santa Monica 90405
- · The Sports Coordinator will assist free agents to find a team to play with.

Division Classifications

- Division A: Best of the best, should have minimum High School Varsity Experience, former pro and college players welcome.
- Division B: Best of the best, should have minimum High School Varsity Experience, former pro and college players welcome.
- Division C +: Competitive Level: Should have some High School Basketball Experience. Former collegiate players are welcome. No former pro players
- Division C: Recreational Level, no High School Basketball experience necessary however, it is recommended. No former pro players, or former collegiate players are welcome in this division.
- Division D: Recreational Level, no High School Basketball experience necessary. No former pro players or former collegiate players are welcome in this division.

Fees

- \$357 At least 60% of players must be Santa Monica residents to be considered a priority one team.
- \$401 At least 60% of players must be residents and/or people who work in Santa Monica to be considered a priority two team.
- \$441 All other teams are considered priority three teams.
- The team manager must pay the referee fees of \$45.00(exact change/cash) to the scorekeeper before the start of every game.

Forfeit Bond

- Each team is required to submit a forfeit bond (\$90.00) before the scheduled Game 1
- Forfeit bonds are accepted in the form of a Money Order, Personal Check, or Cash. Make a Money Order or Check out to cash and no date.
- If a forfeit bond is used the team manager is required to submit a new forfeit bond no later than a day before the next scheduled game.

Roster

- Team manager(s) is responsible for maintaining a current roster
- · The roster limit is 12 players.
- All players must bring a photo ID to all games.
- Roster additions may be made up until the 7th week provided there is space on the roster. All additional players must sign the team roster/waiver before legally playing in a game.
- A player must play in 3 regular season games to be eligible to play in the playoffs.

Schedule

- Season schedules are posted online at www.santamonicaadultsports.com/schedules
- It is the team manager's and players' responsibility to check if there are any schedule updates.

Forfeit

- If a team has less than 4 players it's a forfeit.
- Once a forfeit bond is used the team manager is required to submit a new forfeit bond a
 day before the next scheduled game.
 - If a team forfeits twice they are subject to being dropped from the league with no refund. In addition, the team or manager will not be allowed to participate in any league for the following season.

Standings

- Team standings are automatically calculated online at www.SantaMonicaAdultSports.com
- 1st place typically will play the last seed for the first round of the playoffs OR have an automatic advance to the next round depending on the number of teams in the league.

Game Rules

- 1) The league operates on official High School Basketball Rules
- 2) Jerseys
- a) The home shall wear white or light-colored uniforms and the **visiting** team shall wear dark uniforms
- b) By Week 3 of the regular season each team member must wear their team-numbered jersey for every game otherwise the following rules will be implemented.
- c) Each player must have a numbered jersey visible for staff and participants to see
- d) Only one (1) player per game will be allowed to play without a team jersey if he has a t-shirt of the same color as his team jersey. All other players without a jersey cannot play.
- e) Technical fouls may be given in 2nd half for late players without proper uniforms.
- f) Duplicate Number: A duplicate number will result in a technical foul in each game the duplicate numbered jersey is worn.
- 3) We strongly encourage teams to be ready to start at the scheduled game time. (i.e. 7:00 pm, 8:00 pm, 9:00 pm)
- 4) Both teams must have at least 4 players to start a game. Games will start once both teams each have at least 4 players.
- a) If a team doesn't have at least 4 players by the scheduled start time a 5-minute grace period will be granted. If a team still doesn't have 4 players a timeout will be docked. At 10 minutes after the scheduled start time, the game will be forfeit for the team that doesn't have 4 or more players. During the regular season, a team can borrow a player from the same division to make a team of 4 or 5.
- 5) Timeouts

- a) Each team is allowed 2 timeouts per half.
- b) If a timeout is called in the second (2nd) half with 2 minutes or less in the game the ball can be advanced just past half-court.
- c) In overtime games, each team is given one additional timeout. Unused timeouts from the regular game do not carry over to overtime.
- d) For teams that have no remaining timeouts and call a time out then a technical foul and the ball back.
- 6) The team manager needs to sign in their team with the scorekeeper and pay the ref fee before the game can start. Ref fees are given to the Scorekeeper.
- 7) Games consist of (2) 20 minute halves
- a) Overtime is 2 minutes if necessary
- b) Double overtime is 2 minutes
- c) Triple overtime is first team to score(sudden death)
- 8) Fouls
- a) Each player is allowed 5 fouls per game
- b) For teams that have only (5) players
- i) Every foul committed by the player over the foul limit will result in a technical which includes (2) shots and the ball back.
- 9) Free Throw Violation: NO member of the shooting or non-shooting team shall enter the free throw lane until the ball hits the rim.
- 10) All Jewelry must be removed before playing. This included earrings, necklaces, watches, rings and wristbands. Any other equipment the referee deems dangerous, the player must remove prior to entering the game field.
- 11) Mercy Rule
- a) Mercy rule: the game ends earlier if one competitor has a lead of 15 points with (1) minute remaining in the game.
- b) The mercy rule can only be called by the losing team or the sports office.
- 12) All jump balls will be determined by the jump ball at the discretion of the referee.
- 13) If a team is ahead by 10 points or more with two minutes remaining in the game, the clock continues to run (except for official time, ex. injuries, player safety, retrieving a ball of great distance, and team timeouts). If a made free throw gives a team a 10-point lead the clock runs at first touch after a missed second shot or inbounded ball.
- 14) If a team is ahead by 9 points or less with two minutes remaining in the game the clock will stop for the following reasons: foul, violations, time out, the basket is made (clock will start at first touch on the inbound ball), official time (ex. injuries, player safety, to retrieve a ball of great distance and team timeouts).

Playoffs

- Not every team is eligible for playoffs.
- Each player must play at least 3 times in the regular season to be eligible for playoffs.

- During playoffs you can not borrow another player from another team's official roster.
- Playoffs are single-game elimination.
- Winning teams in the championship rounds may be subject to play. Double headers on the same night.
 - Please be prepared to have double the amount of referee fees.
- If two teams are tied in the playoff standing the Point For (PF) will be used as the tiebreaker. The team with the highest (PF) will be ranked in highest among the tied teams.
- Winners of playoffs are awarded trophies or custom t-shirts or jerseys.

Conduct

- The referees, scorekeepers, and staff should be extended the courtesy and respect of each participant.
- Sportsmanship is encouraged at ALL times
- Referees control the game and may give warnings, technical fouls or eject players that do not follow rules or engage in altercations.
 - Note: Sports Offices reserves the right to issue an administrative suspension or ejection to any team or player with a pattern of excessive warnings, technical fouls, or ejections.
- The league has zero tolerance for violence, players that engage in any type of violence will face suspension or ejection depending on severity.
 - If a player strikes an official, scorekeeper, or any other player the result is suspension for 6 months. If a player shoves, pushers, threatens an official, scorekeeper, or any other player the result is ejection from the game. If a player shoves, pushers, or threatens an official, scorekeeper, or any other player twice a season the result is suspension for the remainder of the season.
 - Examples of violence are: laying hands upon, pushing, shoving, striking, or threatening an official, scorekeeper, or any other player.
 - Additional assault charges will be filed with the Santa Monica Police Department depending on the situation.