



## Cameron Park CSD Adult Basketball League

### I. OBJECTIVE

The Objective of Cameron Park's Recreation Department and Adult Basketball League shall be to promote and conduct a positive leisure time activity, which encourages fitness, healthy competition, and an atmosphere of fun and sportsmanship in the form of organized basketball for players and spectators.

### II. RULES

All Cameron Park Community Services District games shall be governed by the current C.I.F. Basketball rules except as specified herein.

### III. INCIDENTS and ACCIDENTS

1. All incidents or accidents incurred before, during, or after an official game by players, spectators and/or league officials, shall be reported to the League Coordinator and recorded on an Incident Report or Accident Report (respectively).
2. The Cameron Park CSD and its' officers, employees, officials, or any organization cosponsoring the program is NOT liable for accidents or injuries incurred by a player, manager, official, spectator, etc. before, during, or after a game or event.
3. Cameron Park Community Services District does not carry medical liability insurance for its participants.

### IV. TEAM ROSTERS AND PLAYER CONTRACTS

1. Each team may carry a maximum of 12 and a minimum of 6 players on its roster.
2. All players must have signed the official team roster and sign/return the Sports Code of Conduct to be eligible to play.
3. All roster changes (adds and drops) made after the first day of games must be made at the Cameron Park CSD office during office hours and must be cleared with the league coordinator.
4. Teams may add players up to the 4<sup>th</sup> games of the season.
5. Players are only allowed to play on **ONE** team per night. Violations of this rule may result in a forfeit for the team whom the player is playing for, and a suspension for the offending player.
6. All players MUST check in at the scorers table before the start of each game.
7. All players must sign abide by the Player Code of Conduct.
8. Players must be 18 years or older and out of high school to participate in the Cameron Park CSD Adult Basketball league.
9. The use of an illegal player will constitute an immediate forfeit of that team and the suspension of the team's manager for one game. An illegal player is defined as anybody not on the official team roster of the team in question or any player not providing a valid photo identification at the time requested.

### V. GAME TIMING and SCHEDULING

1. Game time is forfeit time, no exceptions!
2. A team may start the game with a minimum of 4 eligible players.
3. Games will consist of two (2) 20-minute halves with a running clock. The only exception to this is in the last two minutes of the 2<sup>nd</sup> half, if the point differential is 10 points (or less) then stop clock is in effect (the clock will stop on each whistle).
4. Each team gets two (2) 30-second time out per half. There is no carry-over for unused time outs.
5. **OVERTIME:** In the event the game is tied at the end of regulation overtime will be in effect. Overtime will consist of a 3-minute period with stop-clock in effect. Each team will get one (1) 30-second time out in the overtime period (there is no carry-over for unused timeouts in the 2<sup>nd</sup> half). If the game is tied at the end of the overtime period sudden death will come into play, and the first team to score (whether it is a made basket, 3-point, free-throw, or technical) wins.
6. Cameron Park CSD shall reserve the right to reschedule any game because of emergencies, and to shift teams when necessary to one division or another.
7. There are no provisions to make up postponed games.

8. If a team cannot field a team when scheduled, the Recreation office should be contacted by 3:00pm the day of the game.
9. Games are played throughout the evenings. Teams should expect to play at varying times.
10. Each manager shall receive league schedules for their team, and is responsible for the distribution of the schedule. Scheduled games will and must be played as published.

#### VI. FOULS

1. Each player is allowed 5 fouls per game, on the player's 5<sup>th</sup> foul the player is no longer eligible to play.
2. Team fouls will be kept per half. One-and-one (one free-throw, only if it is made will they receive a 2<sup>nd</sup> free-throw) will be in effect on the team's 7<sup>th</sup> foul, a double bonus (two free-throws) will be in effect on the team's 10<sup>th</sup> foul. Team fouls will carry over into any overtime period.
3. All technical and intentional fouls committed during a game will result in the other team receiving an automatic two (2) points and possession of the ball.
4. Players will receive a warning letter upon their first Unsportsmanlike Conduct technical foul. A one game suspension will be enforced after a player's second Unsportsmanlike Conduct technical foul. Players who receive a third Unsportsmanlike Conduct technical foul during the season will be suspended from the league. All penalties must be served prior to player returning to the league. In the event a new league starts and a player has previous violations, all penalties must be served prior to a player returning to the league. Violations to the Player Code of Conduct may result in more severe action. During the suspension, the player is not permitted in the gymnasium or on district property while participating as a player or spectator.
5. If a player received two (2) technical fouls in a game will have to immediately leave the premises, failure to do so will result in that team automatically forfeiting the game and a suspension.
6. Any team receiving three (3) technical fouls in one (1) game will automatically forfeit the game.
7. Any player receiving a technical foul before the start of the game or after the game is over will sit out his/her team's next scheduled game.

#### VII. GENERAL RULES OF GAMES

1. Jump Ball: There will be a jump ball at the start of the game. After that, each team will alternate possession of the ball when a jump ball occurs. Overtime period will start with a jump ball, and use alternating possession after that.
2. Back Court: The offensive team has 10 second to get the ball over half court.

#### VIII. UNIFORMS AND EQUIPMENT

1. All teams must have similar color jerseys/shirts with numbers on them. A technical foul will be issued for each player without a number. This will help the referees and score keepers in doing their job.
2. Home team is responsible for changing jerseys if too similar in color to opponent (referee's discretion).
3. Gym shorts WITHOUT pockets will be required.
4. All players will be required to wear basketball shoes that have non-marking soles.

#### IX. OFFICIALS

1. Officials assigned to games shall have complete charge of gymnasium and games. They shall have the authority to banish players, managers, or spectators from the games, the player's bench and the gym for misconduct, delay of the game, or for the good of the game.
2. Officials will explain a call only to the coach/team manager and only during an official time out or at halftime.
3. Officials will submit a report to the league director within 24 hours after any games in which a technical/flagrant/intentional foul is given, there is a major incident, or when it has become necessary to banish players from a game. Any player who continues to direct remarks toward the officials or opposing players after being banished from the game shall be suspended from further play in the league. This includes players who abuse game or league officials after a game is completed.
4. Officials' decisions will be final.

5. League officials shall make all decisions on protests and their decisions shall be final. The league officials shall include the Recreation Coordinator, Recreation Supervisor, and General Manager (if necessary). Game officials will include the two referees, and one score keeper.

#### X. FORFEITS

1. If a team has at least four (4) players at game time, they must start the game on time. **If a team does not have at least four (4) a forfeit will be declared.** Officials will not be required to officiate pick-up games.
2. Teams are expected to play all games. Two (2) forfeits disqualifies your team from post-season play. The third forfeit will disqualify a team from further league play and the team will forfeit their fee.
3. No postponement of scheduled league games will be allowed. Teams must play when and where scheduled or forfeit their game.
4. Other reasons for declaring forfeiture includes:
  - a. Use of ineligible player.
  - b. Unsportsmanlike conduct.

#### XI. PLAYOFFS

1. Players must play in 3 or more league games and be an eligible player on the roster in order to be eligible for playoffs.
2. All other rules apply.
3. Playoff rankings will depend on win/loss records during the season. If there is a tie in the rankings, the tie breaker goes as follows:
  - a. Win/Loss records
  - b. Head to Head play in season
  - c. Number of points scored in head to head play
  - d. Number of points scored on the season
  - e. Coin toss.

## PLAYER CODE OF CONDUCT

Any ejected player/coach/manager must leave the park or facility immediately. Failure to do so may result in a maximum penalty for the violation. Any further action or disruption may result in the official ejecting the player or manager from the park or facility.

A player/coach/manager that is on probation for the Code of Conduct violation, and is reported for another violation of the Code of Conduct, will face double the normal penalty for the new violation. Any probation of suspension included in the penalty for the new violation, will run consecutively with the former penalty.

### **NO PLAYER / COACH / MANAGER SHALL:**

1. Be physically aggressive toward any player (teammate or opponent), official (umpire/referee or scorekeeper), league director, agency representative, or spectator. This includes any unwanted physical contact including, but not limited to, shoving, or striking a person before, during, or after a game. If during a game, the player will be immediately ejected.

**MINIMUM PENALTY:** Immediate ejection and eight games probation.

**MAXIMUM PENALTY:** Suspension for ten calendar years and probation for ten calendar years.

2. Use profanity and/or racial, sexual, religious or disability-based slurs, threats or intimidation before, during or after a game. Requesting or instructing another to intentionally cause injury or possible injury to another person. If, during a game, the responsible party will be immediately ejected.

**MINIMUM PENALTY:** Immediate ejection and eight games probation

**MAXIMUM PENALTY:** Suspension for five calendar years and five additional calendar years probation.

3. Be verbally abusive toward any player (teammate or opponent), official (umpire/referee or scorekeeper), league director, tournament director, agency representative or spectator. This includes but is not limited to, use of profanity and/or racial slurs harassment, threats, or intimidation before, during or after a game. If during a game the player will be immediately ejected.

**MINIMUM PENALTY:** Immediate ejection and probation for eight games.

**MAXIMUM PENALTY:** Suspension for two calendar years.

4. Refuse to abide by an official's decision.

**MINIMUM PENALTY:** Immediate ejection and probation for eight years.

**MAXIMUM PENALTY:** Suspension for one calendar year.

5. Appear on the field/facility of play under the influence of alcohol or drugs.

**MINIMUM PENALTY:** Immediate ejection and probation for eight games.

**MAXIMUM PENALTY:** Suspension for eight games.

6. Use unnecessary roughness against an opposing player during the game.

**MINIMUM PENALTY:** Immediate ejection and probation for eight games.

**MAXIMUM PENALTY:** Suspension for five calendar years.

7. Demonstrate dissension at an official's decision.

**MINIMUM PENALTY:** Warning by the official.

**MAXIMUM PENALTY:** Immediate ejection, suspension for one game, and probation for eight games.

8. Unless the player is the manager or captain, discuss with an official (umpire/referee or scorekeeper), league director, tournament director, agency representative or spectator any decision reached by that official.

**MINIMUM PENALTY:** Warning by the official.

**MAXIMUM PENALTY:** Immediate ejection.

9. Smoking while coming off or going on the field of play, or while on the field of play (at authorized facilities).

**MINIMUM PENALTY:** Warning by the official.

**MAXIMUM PENALTY:** Immediate ejection.