



CITY OF RED BLUFF – PARKS AND RECREATION DEPARTMENT
1500 South Jackson Street, Red Bluff, CA 96080
PHONE: 530-527-8181, FAX: 530-527-4957



ADULT BASKETBALL LEAGUE RULES

A. LEAGUES

1. Teams must play at the time, place and date specified by the League Director.
2. The league record determines the championship.
3. Make all checks for entry fees payable to the City of Red Bluff Parks and Recreation Department.
4. Online payments: [Account Information: Agent Dashboard: Paymentus Corp](#)

B. ELIGIBILITY OF TEAMS

1. Teams must be registered online by the closed of team registration.
2. Only players listed on the official Athletic Roster and Contract form will be considered eligible to play. The team roster is due in the Recreation Office before the game starts.
3. Adding a new player during the second half of the season must have the approval of the League Director.
4. Managers who lost players during the season through injury or employment transfer, and such players will not be available to them, may petition the League Director to get permission to replace the injured player or transferred employee during the second half of league play.
5. A player must play at least one game during league play to be eligible to play in the playoffs.

NOTE: The League Director has the final authority in all cases of adding players in the second half of the league

C. ELIGIBILITY OF PLAYERS

1. Players must be at least 14 years of age to be eligible.
2. Any player who is currently playing basketball on a high school team or college team during the present recreational basketball season, will not be eligible to play.

3. No player shall be compensated for playing in any or all scheduled games.
4. A player must be on the official roster filed in the Recreation Office before the start of the game.
5. All players must conform to the "Players Code of Conduct".
6. No player or person shall be allowed to have intoxicants in his possession while attending a game.
7. If an ineligible player is used by a team in any league or play-off games and an official protest is filed, that team will have their game forfeited and both the manager and illegal player (s) will be suspended. (The League Director shall have the authority to suspend the illegal player for up to one year and the manager for a period of at least one game).

D. LEAGUE DIRECTOR

The League Director has the final authority to alleviate any problems that might arise without calling a special meeting of the board.

E. FORFEITURES

If any team does not have at least four registered players ready to play within five minutes of the scheduled game time, a forfeit will be declared. NO postponement of scheduled league games shall be allowed. Teams must play when and where scheduled or forfeit their games (except wherein stated above). Forfeits may be declared by the League Director for any of the following reasons:

1. Failure to appear at the scheduled game time with at least four eligible suited players. Forfeits will be declared five minutes after scheduled game time.
2. Using an ineligible player, if called to the attention of the League Director within twenty-four hour after the game (or as noted in exception on previous page).
3. Unsportsmanlike conduct.
4. If a team forfeits two games, it becomes subject to being dropped from the league.
5. Failure to provide two league players to referee a scheduled game will result in a forfeiture.

F. PROTESTS

1. All protests must be filed IN WRITING immediately following the game or, in any event, no later than 5:00 p.m. of the following day at the Recreation Office
2. A formal protest should include the date, time, and place of the game; the name of the official (or officials) and scorer; the rule and section of the official rule or local rules under which the protest is made; the decision and conditions surrounding the making of the decisions; and all essential facts involved in the matter protested.
3. Protests shall be based on interpretation of rules only. Decisions involving the judgment of officials shall not be considered or received.
4. Non-eligibility protests will be decided by the League Director.

G. SMOKING ON SCHOOL PROPERTY

Managers will be held responsible to remind their players that it is against a state law, school policy, and contrary to the Red Bluff Parks and Recreation Department to smoke on school property. School custodians report to the school department whenever finding evidence of smoking and this endangers our privilege of using school gymnasiums. Teams failing to cooperate will be dropped from the program.

H. MANAGERS

1. The manager shall be the official representative of his team unless he designates one of the players as the team captain prior to the start of the game.
2. The manager will be held responsible for all rules as set up in this copy of the rules and regulations.
3. Managers shall be responsible to see that their players are acquainted with the Code of Conduct which lists infractions of the Code as well as the penalty that each one entails. (Managers are also responsible for the conduct of their fans.)
4. Before each game you must report to the scorekeepers' you players name and number.
5. Must provide two referees when scheduled. Failure to provide two referees when scheduled will result in a forfeiture.

I. **Player Referees**

1. You must do your best to call all fouls equally between the teams.
2. You do not call a technical. Only the head scorekeeper has the authority to call a technical or stop the game.
3. If you are being harassed by a player or spectator, you must let the head scorekeeper know.
4. Be consistent with your calls. Being consistent and doing your best will make the game more competitive.
5. When calling a foul, hold up the number of the person making the foul.
6. If the basket is a 3 pointer, put up three fingers to indicate three points were made. If not, the scorekeeper will assume 2 points.

J. **Head Scorekeeper**

1. Is the only one in the gym who can call a technical or end the game before the clock runs out.
2. Will call a technical for flagrant fouls that may lead to someone getting hurt.
3. Has the final decision on all scorekeeping.

K. **Scorekeeper**

1. Must have all players names and numbers before the start of the game.
2. Will keep track of each player's points scored and fouls.

L. **Specators/Fans**

1. Are encouraged to root for their team respectfully.
2. Are subject to the Code of Conduct. If in violation, they may be asked to leave the gym.

M. **Rules**

Official basketball (high school) rules for the current season shall cover all situations except the following:

1. Teams may start a game with four registered players and can play with less than four men once the game has started.
2. Any disrespect shown an official will result in that player being ejected from the game. Repeated offenses will result in that player being suspended from the league indefinitely by the League Director.

3. When a players' momentum legally carries them out-of-bounds, they regain inbounds status when neither foot is touching out-of-bounds and at least one foot touches the court inbounds.

N. Technical Fouls

1. Two technical fouls will result in the player being ejected from the game and possible suspension.
2. Placing a hand on the backboard to gain an advantage is a technical foul. This rule applies in warm up too.
3. Player is responsible for all resulting damage to the facility and/or affected equipment.
4. No intentional touching of the rim. (Also, please do not grasp the rims.) This results in the first technical. The next time any player from your team intentionally touches the rim, they are disqualified to play the rest of the day. This applies to warm up.
5. Players can be charged for a technical for Code of Conduct violations.
6. All technical fouls will carry a penalty of two free throws.
7. Clock will stop on all technical fouls.
8. If a player excessively swings their arms or elbows and does not contact an opponent, a technical foul is charged.

O. 5th Foul Any player who commits his 5th foul is automatically disqualified from further play for that game.

P. Penalty for flagrant fouls will be two shots, disqualification, and loss of ball.

Q. Bonus

- A. One and one on the seventh team foul.
- B. Combined personal and technical fouls to reach bonus which begins with 7th team foul in half.
- C. Tenth foul is double bonus, two shots

R. Free Throws

- A player who occupies a marked lane space may not break the plane of the free-throw line until the ball touches the rim or the backboard or until the free throw ends.

S. **Injury/Bleeding**

- A. A player who is bleeding, has an open wound or has excessive amount of blood on his uniform is considered an “injured player”. As such they must leave the game and may not reenter until the problem is corrected and the next chance to legally substitute after the game clock starts. A team may not use a time-out to keep such a player in the game once an official has stopped play.

T. **Games**

- A. Will be divided into 8-minute quarters with two minutes between quarters and four minutes at half time.
- B. The score clock will be a running clock except for the last two minutes of the second quarter and fourth quarter.
- C. Teams are allowed two, one-minute time-outs per half – not accumulative. (One additional time-out will be added per overtime period – unused time-outs in second half may accumulate in overtime period only.)
- D. Possession arrow will not be used.

- U. **Tie Game** there will be an extra three-minute period (stop clock). If the game is still tied at the end of that period, the second overtime period will be sudden death, with the first team to score winning the game. If the teams do not score, another sudden death over-time period will have to be played.

- V. **Jerseys** Teams are to provide their own numbered basketball jerseys and the jerseys must be of the same color. Pennies are available until you can provide your own jerseys.

W. INSURANCE

Persons or players participating in activities sponsored by the Red Bluff Parks and Recreation Department are not covered in any way for personal liability or property damage. This means that players are competing in this program at their own risk.

NOTE: In setting up the above regulations, much time and thought has been given to all of the problems involved in a highly-competitive program with due consideration to the welfare of all teams desiring to enter in such competition. Managers and players must bear in mind that these regulations are for their benefit and must be strictly adhered to in letter and spirit. From time to time, the League Director may find it necessary to clarify or add to these rules and all teams will be notified accordingly.

RED BLUFF PARKS AND RECREATION DEPARTMENT

PLAYER'S CODE OF CONDUCT

1. **NO PLAYER SHALL:** At any time lay a hand upon, push, shove, strike or threaten to strike an official, employee, player or spectator.
2. **NO PLAYER SHALL:** Appear upon the field of play or in the gym in an intoxicated condition.
3. **NO PLAYER SHALL:** Be guilty of objectionable demonstrations of dissent at an official's decision by throwing equipment or by any other forceful action.
4. **NO PLAYER SHALL:** Be guilty of using unnecessarily rough tactics against the body and person of an opposing player in the play of the contest.
5. **NO PLAYER SHALL:** With the exception of the manager or captain, discuss with an official the decision reached by such official.
6. **NO PLAYER SHALL:** Use abusive, vulgar, or obscene language in any manner at any time.
7. **NO PLAYER SHALL:** Smoke or have an intoxicating beverage in his possession while on school department property, in the dugout, on the bench or field of play.
8. **NO PLAYER SHALL:** Be guilty of discussing publicly with the spectators in a derogatory or abusive manner any play, decision or his personal opinion of other players during the game.
9. **ANY PLAYER** banished from the game for reasons other than the fact that he incurred fouls shall not be allowed on the players' bench or area of play.

THE LEAGUE DIRECTOR shall have the power and full discretion of imposing penalties on all violations of the Player's Code of Conduct and any violation not included in said code.