



Tim Farmer
Adult Sports Coordinator
Telephone: (619) 409-5893
tfarmer@ci.chula-vista.ca.us
www.chulavistaca.gov/goto/softball

BASKETBALL – SPRING 2012

REGISTRATION DATE

*WALK-IN

January 9th, 2012; 1:00pm – 6:00pm

Mt San Miguel Park

2335 Paseo Veracruz, CV, 91914

Payment by cash, check, VISA, Mastercard, or American Express

NEED A VALID EMAIL ADDRESS

ONLINE

24 hours per day beginning January 9th, 2012 at 1:00pm

Payment by VISA, Mastercard, or American Express

<http://www.chulavistaca.gov/goto/sports/>

NEED A VALID EMAIL ADDRESS

*Any walk-in registrations after 6:00pm on August 1st must be done during programmed activities at Mt San Miguel Park. Walk-in registration **will no longer be taken at Monteville** or any facility other than Mt San Miguel Park.

FEES

\$208 reg. fee + \$72 forfeit bond* = **\$280 Resident team**

Each team will be required to pay **\$36 cash** to the scorekeeper each game to cover the scorekeeper and referee fee. If a team does not have the \$36, the game will be declared a forfeit.

*Forfeit bond will be refunded in full if team does not forfeit. If a team forfeits, the entire \$72 forfeit bond will be used to pay for the scorekeeper and umpire. The forfeiting team must repay the \$72 forfeit bond within 2 business days or will be dropped from the league.

The forfeit fee will be refunded once every league has been completed. It should take 30 days to process after the last league has finished.

AVAILABLE DIVISIONS

Listed below are the available divisions and gyms and days offered for the SPRING season. The skill divisions are as follows:

WEDNESDAY

B = Competitive (Monteville Gym) **There will be no A Division for the Spring 2012 season.*

C = Recreational (Monteville Gym)

D = Beginner (Monteville Gym)

C+ = Skilled Recreational (Parkway Gym)

C- = Recreational (Parkway Gym)

D = Beginner (Parkway Gym)

LEAGUE PLACING

If a team wins their league the previous season, they most likely will be moved up a division. Teams that are runner-ups have a high chance of also being moved up a division. All other teams are subject to be moved to balance leagues. If you have reason to believe your team will be substantially better or worse than the year before, please submit an explanation in writing/email to the League Director prior to the January 9th registration cutoff date. If your reasoning is addition or subtraction of players, provide the names of the players involved.

LEAGUE START DATE

The Spring 2012 league is scheduled to begin February 8th, 2012.

The Athletics Section reserves the right to modify any rule without notice, move a team from one division to another with notice, and make the final decision on all rulings not associated with the actual game play, in which case, the referee has full authority.

GENERAL INFO

Each manager will be responsible for informing his/her players of the content of this rules packet and will be responsible for the conduct of his/her teams player, and spectators.

INSURANCE

Players are responsible for providing their own insurance.

AWARDS

Champions in each division will receive 10 numbered award jerseys.
Runner-ups in each division will receive 10 sleeveless/numbered t-shirts.

ROSTERS

<http://www.chulavistaca.gov/goto/sports/> - click on Team Rosters

*****ROSTERS AND SCORESHEETS ARE DIFFERENT FROM EACH OTHER*****

1. Initial rosters must be turned in or completed online by the **first game**. All rosters filled out on a handwritten roster and turned in will be entered online by Recreation staff. **NO NICKNAMES ON THE ROSTER.**
2. Rosters will have a maximum of 15 players. No more than 12 players may be suited up to play on a given night.
3. It is **FULLY** the manager's responsibility to make sure all players on his/her team is officially signed onto the roster.
4. **ALL PLAYERS** must be on our waiver list before they play, or have signed the waiver on the handwritten roster (League administration will follow up and this is not enforceable by the referee or through an appeal).
5. No additions will be made to the roster after the roster cut-off date of **March 14th**, with the following exception:
 - a. Any team that chooses to add a player(s) to their roster after **March 14th** will forfeit their right to advance in the playoffs.
6. **AFTER March 14th, a team that doesn't have enough players to avoid a forfeit** may elect to play the game with players not on their roster, as long as the opposing manager agrees, and the following criteria is met:
 - a- The team using the players not on the official roster must not have more than 5 players present for their game.
 - b- The player **MUST** complete the blank waiver with the scorekeeper
 - e- Any non-rostered players must be removed from the game when there are 5 rostered players available.
7. **ALL** players must have a valid ID card in case of "roster check"

ROSTER CHECK

"Roster Checks" will be handled immediately on the court. If a team suspects an illegal player, the manager from the protesting team will inform the referee, the scorekeeper, and the opposing manager of a roster check. The team in question must provide ID from the player(s) in question, and the umpire will verify the information provided by the manager and player(s) in question with the roster in the scorebook. If the player(s) in question are not on the roster, the illegal players will be ejected from the game and play can continue. If the manager fails to provide a roster, the player(s) in question will automatically be ejected. If the ejected players cause the team to drop below 4 players, the game will be forfeited.

CODE OF CONDUCT

1. The team manager is responsible for his/her own fans. If the team manager cannot control an unruly fan or player, the team could forfeit its game. The referee will warn the manager first before forfeiting the game.
2. Trash talk, taunting, and foul language will not be tolerated. A minimum of a technical foul shall be issued for any infraction, and a maximum of ejection with suspension.

ALCOHOL

1. Any player determined by the umpire to be drinking alcohol during the game will be ejected.

2. Any player determined by the umpire to be intoxicated will not be allowed to play. If the umpire makes the determination that a player is intoxicated during the course of the game, the player will be ejected from the game.

EJECTIONS

1. A player ejected from a game shall leave the court immediately. If ejected for unsportsmanlike behavior, the player will be required to leave the gym and the park (out of sight and sound from the referee and scorekeeper), within 2 minutes. Failure to do so may cause the player's team to forfeit the game. The umpire should give a final warning at 1 minute, 30 seconds.

2. A player ejected from a game for unsportsmanlike behavior will face a minimum of one game suspension that will be enforced the following game.

3. A player who is ejected from a game a second time for unsportsmanlike behavior will be ineligible from further participation for the remainder of the season, and possibly a longer suspension.

4. Any player or fan threatening staff, scorekeeper, or a referee will be banned from our league for a minimum of 1 year.

5. Any player involved in a fight before, during, or after one of our games may face a lifetime ban.

6. Any player receiving two technical fouls in a game is automatically ejected.

DISCIPLINARY COMMITTEE

NEW A committee of 3-4 members will be established each season to act upon disciplinary measures for violators of acceptable conduct set forth in this rules packet. The committee will consist of the City of Chula Vista Athletic Director, 1 or 2 players/managers who were nominated or delegated, and a representative from the official's organization.

PARK REGULATIONS

1. NO GLASS CONTAINERS allowed in any City Park.

2. **Smoking is prohibited in all City Parks.** Players will be subject to ejection if caught smoking in the Park their game is played. This also includes parking lots and restrooms.

3. Children may not be left unattended in City Parks.

4. Pets may not be left unattended in City Parks.

5. Only players listed on the team roster should be on the team's bench.

SCORESHEETS

1. Blank scoresheets will be sent to all managers prior to the start of the season. Managers must fill out the scoresheet completely (with first **and** last names of players) and send back to Athletics office prior to the first week of games. Any additions may be hand-written in, but first and last names must be used.

2. Prior to each game, managers must check in with the scorekeeper to list players present for the game and players' numbers for the score sheet. If players have nicknames, put the player's nickname in parentheses next to the player's full name. Any player listed on the score sheet that is not present will be scratched from the list of players. **Any player listed on the scoresheet that is not on the roster will be flagged as an ineligible player.** If a player arrives after the game begins, they must wait until a time-out or halftime to play.

Players must play in at least 4 games to qualify for postseason play.

STANDINGS

Standings will be posted online and should be available 2 business days after your game.

STATISTICS

1. The following stats will be tracked and posted: points per game, 3-pointers per game, field goal %, free throw %, 3-pointers %

2. Stats will only be kept for teams who turn in a computer generated scoresheet. Blank scoresheets will be emailed to manager's before the season begins.

EQUIPMENT

A technical foul will be assessed for each player without a numbered shirt or jersey. This will be a one-shot technical without the foul counting towards the player's foul count.

GAME BALL

The home team is responsible for providing and/or determining the game ball.

RULES

The NCAA rules shall prevail unless noted in this rules packet.

GAME TIMING

1. Game times and locations are as follows:

Monteville Gym Wednesday (2 courts) / Parkway Gym Wednesday (2 courts)
6:00pm, 6:50pm, 7:40pm, 8:30pm, 9:20pm

2. Two (2) twenty-minute halves will be played. The last two (2) minutes of the **2nd half only** will be regulation (stop) clock.

3. If a game is tied at the end of regulation time, one (1) three-minute overtime will be played with the clock being regulation (stop) clock the last minute. Double-overtime, and any subsequent overtimes, will consist of one (1) two-minute overtime with the clock being regulation (stop) clock the last minute.

4. During each overtime, both teams will be awarded one (1) timeout only.

5. Each team will receive (3) 30-second time-outs per game. Maximum of 2 time-outs can carry over from the 1st half to the 2nd half.

6. Half-time will be 90-seconds. When the buzzer sounds at 90-seconds, teams must be ready to start the 2nd half.

MERCY RULE

When a team is leading by 20 points or more in the **second half**, the clock will only stop on timeouts.

FOULS

All players will be allowed 5 fouls. On the 5th foul, the player is ineligible to play in the game. If a team goes below 4 players, that team will forfeit the game.

TECHNICAL FOULS

Players receiving an unsportsmanlike technical foul must be removed from the game for a minimum of 3 minutes of game time from the point the game is restarted.

FORFEITS

A team must have 4-roster players at game time to avoid forfeit. A mandatory 10-minute grace period will be given to a team if needed to field a proper roster. This time will be deducted from game time. If a referee is not present at game time, the grace period will begin immediately once the referee is on the court and has verified the number of players for both teams.

POSTSEASON

Depending on the amount of teams in your league, the postseason bracket will vary from a modified double elimination bracket for all teams in the league, to a single elimination with the top 4 teams. All postseason brackets will be posted with the initial schedule.

Players must play in at least 4 games to qualify for postseason play.

TIEBREAKERS

Tiebreakers in the standings will be decided using this criteria and in this order:

a) head to head record, b) total points head to head, c) least points allowed in season, d) most points scored in season, and e) play-off game.

If 3 or more teams are tied with the same record, the tiebreaker criteria will be as follows:

a) most total wins against other 2 teams, b) least points allowed against other 2 teams, c) most points scored against other 2 teams.