



Adult Sports Leagues Office  
(619) 409-5892  
(619) 409-1996  
[Athletics@chulavistaca.gov](mailto:Athletics@chulavistaca.gov)  
<http://play.chulavistaca.gov>

## BASKETBALL

**\$310/team**

\*If registering online, there is a non-refundable service charge (\$20.73) charged by the software company for each team registration.

Each team will be required to pay **\$28 cash** to the scorekeeper each game to cover the referee fee. If a team does not have the \$28, the game will be declared a forfeit.

\*If a team forfeits, the forfeiting team must pay a \$56 forfeit fee, within 2 business days or will be dropped from the league.

### **AVAILABLE DIVISIONS**

Listed below are the available divisions and gyms and days offered for the **Fall 2017** season. The skill divisions are as follows:

#### **WEDNESDAY**

**D1 MV = Recreational (Monteville Gym) –**

**D2 MV = Beginner (Monteville Gym) –**

**35+ Veterans Gym**

**All game times and location are subject to change based on final registration numbers.**

### **LEAGUE START DATE**

**The Summer 2018 league will begin the week of July 11<sup>th</sup>, 2018.**

*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.

Each season is guaranteed a minimum of 8 regular season games (Additional games for teams advancing to play-offs/Championship).

**Contact from/with the Adult Sports Office will be made primarily through text & email.**

### **INSURANCE**

Players are responsible for providing their own insurance.

### **AWARDS**

Champions in each division will receive 10 numbered award jerseys.

## **ROSTERS**

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

1. Initial rosters must be turned in to staff at the first game. Players **MUST** print their first and last names legibly and sign the rosters for them to be considered valid. Rosters will be available at first game.
2. Rosters will have a maximum of 15 players. **All additions to the roster must be made on or before the 5<sup>th</sup> game of the season.**
3. It is **FULLY** the manager's responsibility to make sure all players on his/her team are officially signed onto the roster. If the Athletics staff finds players who are not on the roster, those players may be ejected from the game.
4. **AFTER the 5<sup>th</sup> game of the season, 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 are 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
  - c- Any non-roster players must be removed from the game when there are 5 roster players available.
5. All players must have a valid California ID, driver's license, current student ID, or military ID in case of "roster check"
6. Forfeits will no longer be declared for illegal players. Players will be ejected if deemed "illegal". However, if a team drops below 4 players due to illegal players, the team will forfeit the game.

## **ROSTER CHECK**

"Roster Checks" will be performed 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 referee 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 referee to be drinking alcohol during the game will be ejected.
2. Any player determined by the referee to be intoxicated will not be allowed to play. If the referee 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 a player is 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 referee 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 face 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/EVALUATION 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, and to help balance out the league's competition. 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 or scorekeeper's organization.

## PARK REGULATIONS

1. NO GLASS CONTAINERS allowed in any City Parks/Gymnasiums.
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/Gymnasiums.
4. Pets may not be left unattended in City Parks/Gymnasiums.
5. Only players listed on the team roster should be on the team's bench.

## SCORESHEETS

1. Blank score sheets will be sent to all managers prior to the start of the season. Managers must fill out the score sheet 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 handwritten 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 score sheet 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, and must play in a game prior to the roster cut-off date.**

## STANDINGS

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

## STATISTICS

1. Players' individual point totals, by shot type, will be tracked and posted online. High point scorer in each division will receive an additional award.
2. **Point totals will only be kept for players whose first and last names are printed legibly on both the scoresheet and roster. Blank scoresheets will be emailed to managers before the season begins.**

## EQUIPMENT

A technical foul will be assessed for each player without a numbered shirt or jersey. Each player must remain with the same number for the entire season. In the event that a jersey number is changed, players must inform the score table prior to game time. 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) 6:30pm, 7:20pm, 8:10pm, 9:00pm

Other Locations:

**Parkway Gym Wednesday** (2 courts) 6:30pm, 7:20pm, 8:10pm, 9:00pm (TBD)

**Veterans Wednesday** (1 court) 6:30pm, 7:20pm (TBD)

*All times and locations are subject to change based on team registrations.*

2. Two (2) twenty-minute halves will be played. The last two (2) minutes of the **2<sup>nd</sup> 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. (Regulation Timeouts do not carry over)

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

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

7. Any team wishing to change the time of their game must have all teams involved in the move approve it before contacting Athletics staff.

## **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 5<sup>th</sup> 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 5 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 ELIGIBILITY**

Players must play in at least 4 games to qualify for postseason play, and must play in a game before the add date. Postseason brackets will be on the schedule.

## **TIEBREAKERS**

Tiebreakers in the standings will be decided using these 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.