



## ADULT BASKETBALL ~ RULES AND REGULATIONS

Welcome all coaches, officials, participants, and fans to the Peoria Adult Basketball program. This program is based on good sportsmanship, fun, and exercise for all individuals involved. We hope that you will enjoy your experience in our program, just as we are looking forward to cooperating and communicating with you throughout the season. Our staff would like to take this time to wish you the best of luck this season.

### PLAYING REGULATIONS

#### REGULATION 1: ROSTERS and CAPTAIN'S MEETINGS

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1. All teams must be represented at the pre-season captain's meeting. If a team is not represented:
  - A: The team may be required to forfeit their first regular season match.
2. Players must be at least 18 years old prior to the start of the season.
3. Each team roster is to be submitted by the manager/coach at the time of registration. A team must have a minimum of five (5) players and a maximum of twelve (12) players on its roster to start the season.
4. The coach must be listed on the roster if he/she intends to play in ANY games.
5. A team may add up to 5 players throughout the course of the regular season.
  - A: No player names can be added to the roster after the final regular season game has ended.
  - B: To add a player please see any the site lead before the start of your game.
6. Players may play for only one team.

#### REGULATION 2: ELIGIBILITY OF PLAYERS

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1. A team captain may request ONLY one (1) eligibility check per game. An official will make a stoppage of time and the request must be made known to the field/league supervisor.
2. Eligibility requests MUST be made **prior** to the start of the 2<sup>nd</sup> half.
3. A player is illegal/ineligible if:
  - A: The player does not have a valid ID in possession (on bench),
  - B: The player's name does not appear on the roster or drop/add forms,
  - C: The player's signature is not on the roster prior to game play,
  - D: The player does not meet the age requirements, or
  - E: The player appears on more than one roster in the same league.

#### PENALTY

The illegal/ineligible player is automatically ejected from the game and the team using the illegal/ineligible player forfeits the game. A second ejection for the same player during the season **may** result in a suspension for the remainder of the season. All decisions made by the field supervisor in this matter are final.

#### REGULATION 3: PARTICIPANT CONDUCT

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1. The supervisor and/or official have the authority to forfeit any game, eject players, coaches or fans **WITHOUT WARNING** from the game for any conduct deemed unbecoming or detrimental to the game.
2. ALL COACHES ARE RESPONSIBLE FOR THE BEHAVIOR OF ANY PLAYERS, ASSISTANTS, OR FANS IN ATTENDANCE.
3. The players' **Code of Conduct** is strictly enforced and will govern incidents and occurrences.
4. The consumption of alcoholic beverages by any player, coach, spectator, or other person attending the game, match or recreation activity **will not be tolerated**. Any individual that consumes or appears to have consumed alcohol will be asked to leave immediately. If the individual does not comply with the field supervisor's request to leave, that player's team will automatically forfeit the game and further consequences may be imposed. Alcohol is not allowed within the entire facility, including the adjacent parking lots, sidewalks, streets or alleys.
5. Any player that receives a conduct-related technical foul MUST IMMEDIATELY substitute out of the game for a minimum of five (5) game minutes.
  - A: The player will serve their penalty at the scorer's table/area.
  - B: If no substitute is available, the team will play a man down until player is eligible to return.
6. Any player receiving two (2) technical fouls in the same game will be automatically ejected for the remainder of that game and will receive an automatic one game suspension.
7. A player that has been ejected from a game, for any reason, will also receive an automatic one game suspension. Players that have been ejected must exit the facility and grounds immediately. Players are not allowed onto the facility until the completion of their one game suspension.
8. Three (3) conduct-related technical fouls on the same team, in the same game, will result in an automatic forfeit.
9. Any player that has been ejected from two (2) separate games will be suspended for the remainder of the season and may face further disciplinary action- possibly expulsion from the league.
10. All conduct matters will be presented to the league coordinator for further consideration.

#### REGULATION 4: LEAGUE STANDINGS and TOURNAMENT FORMAT

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1. Standings will be available at [www.peoriaaz.gov/sports](http://www.peoriaaz.gov/sports) and will be updated weekly.
2. All teams will be seeded for the tournament, based on their regular season record. In the event of identical records, the following tie breaker system will be in effect:
 

A: 1st tie breaker:	Number of Forfeits
B: 2nd tie breaker:	Head to Head
C: 3rd tie breaker:	Lowest Points Against
D: 4th tie breaker:	Overall Point Differential
E: 5th tie breaker:	Coin Flip
3. If you know ahead of time that you will not be able to field a team please call email [sports@peoriaaz.gov](mailto:sports@peoriaaz.gov) by 5:00p on that, or the previous, business day.



## REGULATION 5: GAME TIME/FORFEIT TIME

1. Scheduled start time is game time. A 10-minute grace period will be allowed, if a team is below 4 players.
  - A: The 10-minutes will come out of the first half of game time.
  - B: If the 4th player is at the playing site the game MUST begin.
2. If a team forfeits three times, the team may be dropped from the league.
3. If a team forfeits twice, the team will lose the right to pre-register for the following season.
4. It is the team's responsibility to be at the court before the scheduled start time.

## REGULATION 6: SITE LEAD and SCOREKEEPER

1. Each team captain must report to the League Director at least ten (10) minutes prior to scheduled game time to report line-up and check-in.

## REGULATION 7: PROTESTS

1. Official's judgment decisions cannot be protested. Officials and recreation staff will handle all matters.
2. All decisions are final.

## REGULATION 8: COMMUNICATION/GAME CANCELLATIONS

1. The Peoria Community Services Department reserves the right to adjust league format during the season.
  - A: Unavoidable game cancellations due to facility issues and other factors will be rescheduled by the League Coordinator, unless unable due to prior facility conflicts. In the event that games are cancelled, pro-rated refunds may be given.
  - B: Make-up games may be played on a night different than that of your league.
  - C: Captains will be contacted by the City of Peoria in the event of a cancellation.
2. It is the responsibility of each captain to maintain regular communication with the League Coordinator for newsletters, flyers, rescheduling of games, tournament brackets, rulings, and standings.

## PLAYING RULES

General rules of play not outlined here can be found in the current AIA Guidelines and playing rules.

### RULE 1: DUNKING OR HANGING ON THE RIM

1. Any player that dunks or hangs on the rim at any time (**before, during or after the game**) will automatically be suspended for the remainder of that game and the team's next scheduled game.

### RULE 2: TIME, TIME OUTS, and OVERTIME

1. There will be two (2) twenty (20) minute periods, with a running clock throughout.
  - A: The clock will only stop is during the last two (2) minutes of the game on a dead ball / whistle (not a made basket) and for timeouts.
    - i. Exception: If there is a 20-point lead at any point during the last 2 minutes the clock will continue to run.
2. Two (2) time outs per half are given to each team. Time outs do not carry over.
  - A: During the final two (2) minutes of the game and overtime, if the score is within 20 points, either team may call timeout after a made basket.
  - B: The offensive team may choose to in-bounds the ball at half court.
3. There will be a five (5) minute half-time period per game.
  - A: If the game has been delayed, the officials/supervisor may shorten half-time at their discretion.
4. If the game is tied at the end of regulation, a two (2) minute overtime period will be played.
  - A: The same rules will apply as the last two (2) minutes of the game.
  - B: Each team will receive one time out for the overtime period.
    - i. The time outs from the previous half will NOT carry over.
  - C: Overtime will begin with a jump ball, and teams will alternate possession from that point on.

### RULE 3: UNIFORMS

1. All players of a team **must** have the same colored jerseys.
  - A: All jerseys should have **permanently affixed numbers visible for officials and supervisor to see.**
  - B: Jersey numbers are a minimum six (6) inch number affixed to the back of the jersey. It is recommended that numbers be permanently affixed on the front also and that the number be a minimum four (4) inch number.
  - C: **If players are not in matching jerseys and there is no number then the player will not be allowed to play.**
2. The home team is responsible for making sure jersey colors do not match.
  - A: "Matching" will be defined by the officiating crew.
  - B: The home team is always listed second (2<sup>nd</sup>) on the roster.

### RULE 4: THE GAME

1. The game, and all overtimes, will start with a jump ball.
  - A: In all other jump ball situations teams will alternate possession by taking the ball out-of-bounds nearest the infraction.
2. Any shot with both feet behind the three point line will count as three (3) points.
  - A: The officials' judgment on three point shots will be final.
3. During the final two minutes of the game, if a team is up by 20 or more points they will not be allowed to full court press.
  - A: The team that is down by 20 will be able to press for the remaining of the game.
4. A player will foul out upon committing his/her fifth (5th) personal foul.
  - A: Technical and Intentional fouls are also counted as personal fouls.
5. For any technical foul (direct or indirect) the opposing team will be awarded two (2) points plus the ball.
6. A flagrant foul is a defined as a foul with intent to commit harm.
  - A: All flagrant fouls will be considered a technical foul.

**B:** The player committing the flagrant foul will be ejected from the game and the incident will go to the league coordinator for further consideration.

**7.** In the last two minutes of the game / overtime a team may advance the ball to half court after a timeout ONLY if it is after a made basket and they ask to have the ball advanced.

## **RULE 5: FREE THROWS and FOULS**

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- I.** During the first half and the first 18 minutes of the second half:
  - A:** **No Free Throws will be taken.**
  - B:** On all common fouls, the offended team will be awarded the ball out-of bounds at the spot nearest to where the foul occurred.
    - i.** On the **SEVENTH** team foul of the half, one (1) point will be awarded for every common foul with the team being fouled retaining possession of the ball.
      - 1.** Exception: Player Control Fouls
    - ii.** On the **TENTH** foul, two points will automatically be awarded for every common foul with the team being fouled retaining possession of the ball.
      - 1.** Exception: Player Control Fouls
  - C:** When a player is fouled in the act of shooting:
    - i.** If the shot is missed his/her team is automatically be awarded **one point and the ball out-of-bounds** at the nearest point of infraction.
    - ii.** If the shot is made the basket will be counted plus one additional point. The opposing team will then receive the ball out-of-bounds under the basket.
  - D:** When a player is fouled in the act of shooting a three (3) point shot:
    - i.** If the shot is missed his/her team is automatically awarded **two points and the ball out-of-bounds** at the point nearest the infraction.
    - ii.** If the shot is made the basket will be counted plus one additional point. The opposing team will receive the ball out-of-bounds under the basket.
  - E:** If an intentional foul is called, two points will automatically be awarded, plus ball out-of bounds.
- 2.** During the final two (2) minutes of the game and overtime:
  - A:** On all common fouls, the offended team will be awarded the ball out-of bounds at the spot nearest to where the foul occurred.
    - i.** On the **SEVENTH** team foul of the half, the player being fouled will shoot one-and-one.
      - 1.** Exception: Player Control Fouls
    - ii.** On the **TENTH** foul, the player being fouled will shoot two shots.
      - 1.** Exception: Player Control Fouls
  - B:** When a player is fouled in the act of shooting:
    - i.** If the shot is missed, common foul rules will be observed.
    - ii.** If the shot is made the basket will count and player fouled will shoot one free throw.
  - C:** When a player is fouled in the act of shooting a three (3) point shot:
    - i.** If the shot is missed the player fouled will receive three (3) free throws.
    - ii.** If the shot is made the basket will count and player fouled will shoot one free throw.
  - D:** If an intentional foul is called, two (2) free throws will automatically be awarded, plus ball out-of bounds.
  - E:** On all free throws, rebounders may enter the key/three point area on the release by the shooter.

## **RULE 6: COMMUNICATION and BENCH CONDUCT**

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- I.** In order to facilitate and keep better control of the game, we will ask that teams observe the following rules:
  - A:** While ball is in play, no coach, player, or participant shall approach the scorer's table or interfere with the scorekeeper except to check into the game.
    - i.** Penalty: First offense - Warning  
**ii.** Second offense - Bench Technical
  - B:** If a player does not check in at the table, even during a time out, the player will receive a technical foul and two points will be awarded to the opposite team.
    - i.** Substitutions will not be honored by yelling from the bench.
- 2.** Participants may not shoot at the side baskets while another game is going on.
- 3.** The only individuals allowed on the team bench are players listed on the team roster.
- 4.** Children must be supervised at all times.
  - A:** Children are required to stay in the bleachers/seats and must not play on any apparatus in the gym, in the foyers, or restrooms of the gym.
  - B:** If children are not kept in the bleachers/seats, under direct adult supervision, the gym supervisor will stop/forfeit the game if necessary.
- 5.** Any communication to the officials or league director must be through the team captain or coach only.
- 6.** The captain or coach must identify him/herself to the game official prior to the game starting.
- 7.** Any communication to the officials or league director must be done during a break in the game or at half time.
- 8.** DO NOT approach the league director during play to question him/her.



**CODE OF CONDUCT - SPORTSMANSHIP**

ALL RULES WILL BE STRICTLY ENFORCED. THE TERM "INDIVIDUAL" INCLUDES THE FOLLOWING: COACH, MANAGER, PLAYER, OR SPECTATOR. A TEAM IS RESPONSIBLE FOR THE CONDUCT OF ITS INDIVIDUAL PLAYERS AND SPECTATORS. MISCONDUCT MAY RESULT IN PENALIZING AN INDIVIDUAL OR TEAM FROM ALL CITY OF PEORIA LEAGUES AND TOURNAMENTS. THE TERM "OFFICIAL" INCLUDES THE FOLLOWING: UMPIRE, LEAGUE DIRECTOR, OR CITY STAFF.

No Individual Shall:

1. At any time lay a hand upon, shove, strike or threaten an official or individual.  
 Minimum Penalty: Removed from league play for (1) calendar year and placed on (2) year probation.  
 Maximum Penalty: Banned from the City of Peoria Sports Programs and assault charges filed.
2. Be guilty of objectionable demonstration of dissent by throwing gloves, balls, bats - or any other forceful actions.  
 Minimum Penalty: Warning by official.  
 Maximum Penalty: Ejection from game and playing field and a (1) game suspension..
3. Be guilty of using unnecessary rough tactics in the play of the game.  
 Minimum Penalty: Ejected from game and playing area and (1) game suspension.  
 Maximum Penalty: Banned from the City of Peoria Sports Programs and assault charges filed.
4. Be guilty of an abusive verbal attack upon any official or individual on or off the field of play.  
 Minimum Penalty: Ejected from the game and playing area, (2) game suspension and probation for the remainder of the season.  
 Maximum Penalty: Suspension for one full year and placed on probation for (6) months after reinstatement.
5. Use profane, obscene or vulgar language in any manner at any time on or off the playing field/court.  
 Minimum Penalty: Warning by league official or umpire.  
 Maximum Penalty: Ejection from game, (2) game suspension and probation for the remainder of the season.
6. Appear on the field in an intoxicated condition or under the influence of any type of drug that will infringe on the player's safety or the safety of others.  
 Minimum Penalty: Ejection from game and probation for the remainder of the season.  
 Maximum Penalty: Banned from the City of Peoria Sports Program.
7. Drink alcoholic beverages during a scheduled game.  
 Minimum Penalty: Warning by official.  
 Maximum Penalty: Team forfeits game and placed on probation for the remainder of season.
8. Be guilty of any demonstration of unsportsmanlike conduct.  
 Minimum Penalty: Warning by official  
 Maximum Penalty: Banned from the City of Peoria Sports Programs.

NOTE: Players, coaches, or managers who are on probation when another incident occurs can have their penalty increased to the maximum. If a player coach or manager is suspended from play and is found to be playing on another team, the penalty can be extended beyond the original time limit. The severity of the infraction will determine the penalty. Penalties can fall between the minimum and maximum. City staff, Recreation Coordinator and/or the Recreation Supervisor will determine the penalty within a reasonable amount of time.

As Team Manager, I have read the above sportsmanship conditions and have informed my players and coaches of the conditions, restrictions, and penalties.

Team Name \_\_\_\_\_

Manager Name (Print) \_\_\_\_\_