

# SUMMER 2016 ANAHEIM BASKETBALL RULES

## Sec. 1 OBJECTIVE

To offer a wholesome competitive program that is primarily concerned with safety, fair play, sportsmanship, and recognizes the various skill levels of the participants. All teams will comply with the rules and regulations of the Anaheim Community Services Department.

## Sec. 2 ADMINISTRATION

All leagues will be played under the C.I.F. basketball rules with certain exceptions noted herein, insofar as such the rules do not violate policies and regulations of the Anaheim Community Services Department. All Departmental decisions on illegal players and basketball rule interpretation are final – no appeals will be allowed.

## Sec. 3 LEAGUE FEES

1. No refunds will be granted after a team has played its first scheduled league game.
2. A fee of twenty-five dollars (\$25) per team is due to the officials in cash (exact change only) prior to the beginning of each scheduled game. The City of Anaheim Community Services Department will schedule two (2) officials per game; however, a regulation game may be played with one (1) official working the game. If only one (1) official is present a fee of thirteen dollars (\$13) per team must be paid to the official prior to the beginning of each scheduled game. If an official arrives after the start of the game, seven (\$7) per team must be paid to that official. Any official arriving after the start of the second half will not receive payment from either team. **IT IS THE RESPONSIBILITY OF EACH TEAM TO MAKE SURE THE CORRECT AMOUNT IS PAID TO THE OFFICIAL(S). NO REFUNDS WILL BE GIVEN.**
3. Registration balances are due by 5 p.m. the day following the second game. Please check [www.teamsideline.com/anaheim](http://www.teamsideline.com/anaheim) under “Downloads” for league deadlines. Any team unable to pay the balance by the deadline will be dropped from the league without refund.

## Sec. 4 LEAGUE INFORMATION

1. Weekday games will start between 6:00 pm and 10:00 pm. Sunday games will start between 2:00 pm and 10:00 pm.
2. All teams are guaranteed to be scheduled to play at least ten (10) games. Playoff games are included in the guaranteed games. In the event that a season must be shortened and a team does not play its full number of games, a refund will be given for each game not played.
3. Games are played at East Anaheim Gymnasium, West Anaheim Youth Center, and occasionally at Downtown Anaheim Youth Center. Maps to each gym can be found on your schedule at [www.teamsideline.com/anaheim](http://www.teamsideline.com/anaheim).
4. If your Team Manager changes during the season, the new manager must notify the League Director of the change immediately at (714)765-5290 or [bharper@anaheim.net](mailto:bharper@anaheim.net).
5. Smoking is not permitted in the gym or its surrounding areas.
6. Only players and managers are allowed in the team bench area.
7. League standings, statistics, schedules, and team rosters will be posted at [www.teamsideline.com/anaheim](http://www.teamsideline.com/anaheim).
8. A team roster must be submitted prior to the start of your first game of the season. The Team Roster form can be downloaded at [www.teamsideline.com/anaheim](http://www.teamsideline.com/anaheim). Email your complete roster to Brandon Harper at [bharper@anaheim.net](mailto:bharper@anaheim.net). Players can complete the signature portion of the roster/waiver at the first game.

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**IF A PLAYER'S INFORMATION IS INCOMPLETE THE PLAYER WILL NOT BE INCLUDED ON YOUR ROSTER.**

9. No postponements or schedule changes will be allowed. However, the Anaheim Community Services Department reserves the right to change the schedule.
10. Your team's line-up on the score sheet must be signed and uniform number written by each player prior to entering the game.
11. A first week schedule will be posted on the website at least two (2) days prior to the start of the season. A second week schedule will be posted on the website at least (3) days prior to your teams next game. Complete season schedules will be published on [www.teamsideline.com/anaheim](http://www.teamsideline.com/anaheim) after your league's second week of games. **IT IS THE MANAGER'S RESPONSIBILITY TO ENSURE THAT HIS/HER TEAM RECEIVES SCHEDULES AND SCHEDULE REVISIONS BY CHECKING THE WEBSITE DAILY. SCHEDULES WILL BE CHANGED NO FEWER THAN 24 HOURS PRIOR TO YOUR NEXT SCHEDULED GAME WITH THE EXCEPTION OF GYM CLOSURES AND EMERGENCIES.**
12. Placement of teams in respective divisions shall be the responsibility of the Anaheim Community Services Department. The Anaheim Community Services Department reserves the right to move teams to different divisions of play at any time to maintain a competitive balance. However, we try not to do so after the second week of league play. Teams moving to different divisions will keep their win/loss record from previous games played unless the League Director determines otherwise. Playoff formats may be altered due to team changes within a division. Teams entering Anaheim leagues must be available to participate on any given night of league play. Teams who win their division may be moved to a higher division the following season to ensure competitive balance.
13. As a courtesy, please call the League Director at (714) 765-5290, or email [bharper@anaheim.net](mailto:bharper@anaheim.net), in advance if you know your team will forfeit so that the other team can be notified.
14. Any team with three (3) forfeits in a season will be removed from the league without a refund.
15. The scorekeeper will keep score and players statistics each game.
16. The City of Anaheim does not provide first aid at Adult Sports Facilities. It is recommended that Team Managers bring any first aid items that they feel are necessary.
17. If you have any issues regarding gym conditions, opposing player/team, officials, scorekeepers or any other concerns, please contact Brandon Harper at (714) 765-5290, or email [bharper@anaheim.net](mailto:bharper@anaheim.net).

## **Sec. 5 FORFEITS**

1. Players must be signed in, on the court, and ready to play at specified game time. The clock will run until both teams have a minimum of four (4) players on the court and ready to go. Any team arriving late or unable to start with 4 players will be penalized one (1) point per minute. After ten (10) minutes the game will be declared a forfeit if either team still does not have at least four (4) players. No time outs will be allowed during this time. **EXCEPTION:** The first game of the night is allowed a five (5) minute grace period.
2. A team is found to have used an illegal or non-rostered player.
3. In the opinion of the officials, a manager does not have complete control of his/her team.
4. A team continues to delay the game.
5. A team continues to harass the officials and or scorekeeper or if the officials and or scorekeeper feel the situation is such that physical harm may come to himself/herself, other players, or spectators.

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6. Any player is consuming any alcoholic beverages at the gym, gym facility, or parking lot. Teams who violate this rule a second time will forfeit the game and will be suspended from the league without refund.
  - a. If a player appears at the gym and in the judgment of the officials is intoxicated, he/she will be ejected from the game and may be suspended from the league. Fans are the responsibility of the team manager and the above information applies to spectators as well as team players.
7. Any team that forfeits a game must pay a fifty dollar (\$50) forfeit bond replacement per game to the City of Anaheim Community Services Department. Payments may be paid with a Discover, MasterCard or Visa credit card, or cash, the following business day. In case of a double forfeit, both teams are required to submit a forfeit bond replacement of twenty-five dollars (\$25) per game. If a team does not pay its forfeit bond replacement by 5pm the following business day, that team will be assessed another forfeit bond replacement and will be removed from the league if not paid by the next business day following their forfeited game. **NO EXCEPTIONS.** Forfeit bond replacements will not be accepted at the gym.
8. The score 10-0 will be recorded for all forfeited games.

### Sec. 6 ELIGIBILITY

1. Players must be at least eighteen (18) years of age before playing.
2. All players must be on the roster and have photo ID (Driver's License, State Identification Card, Passport or Military I.D.) available at all games. All players on your roster will be listed on the score sheet each week. Team rosters can be checked by visiting [www.teamsideline.com/anaheim](http://www.teamsideline.com/anaheim) (Select your division, then *Stats*. Select your team).
3. Players may not play on more than one (1) team in the same division.
4. The team a player first plays with will be considered their team for the season and that player may only transfer from one team to another with written consent of both team managers and approval from the Anaheim Community Services Department League Director.
5. A men's team may have two (2) women on their roster.
6. The scorekeeper will check ID's during **Playoff Games** (Driver's License, State Identification Card, Passport or Military I.D.) for all players listed on your roster. Each player must provide a current picture ID prior to entering the game.

### Sec. 7 PLAYER ELIGIBILITY PROTESTS

**If a manager believes a player is illegal, he/she may announce the protest at any point during the game.**

**EXCEPTION: Height checks must be requested prior to a player checking into the game. Protest shall be made as follows:**

1. Time must be called.
2. The manager shall request that the scorekeeper ask the player in question to produce a current picture I.D. (Driver's License, State Identification Card, Passport or Military I.D.). If I.D. is shown and is satisfactory, the scorekeeper will continue the game. If no I.D. is available, the player in question may not play until he/she provides an ID. If the player in question is unable to provide a current picture I.D. by the end of the game, the scorekeeper will declare the game a forfeit.
3. Managers have the option to request an I.D. check against only one player on the opposing team per game.
4. Decisions regarding player eligibility will be made final by the scorekeeper.

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5. **Height Checks** (*Sunday Leagues: 6'2" and under. Tuesday/Wednesday Leagues: 6'5" and under*):  
To protest the height of a player on the opposing team the manager of the team protesting must check in with the scorekeepers table and request a height check or call the league director the week prior and the scorekeeper will be notified to conduct a height check. The scorekeeper will then ask the player to show a valid I.D. (Driver's License, State Identification Card, Passport or Military I.D). If ID is at or above the league height limit, player will then be asked to remove his/her shoes and have height checked. Protests regarding height must be made prior to a player checking into the game. Once a player has entered the game and play has resumed that player may not be protested for that game. If a player is found to be over the height limit, he/she will not be allowed to participate in the designated height restricted league again. Multiple height checks may be requested.
6. No other protests involving the outcome of the game will be allowed. All problems will be handled on the court by the officials and their decisions are final.

## Sec. 8 ROSTERS & ADDING AND DROPPING PLAYERS

1. A complete legible team roster, including printed first and last name, signature, address, phone number and email (optional), must be submitted to the scorekeeper before your first game of the season. If a player's information is incomplete, the player will not be included on your roster. Rosters can be submitted to Brandon Harper ([bharper@anaheim.net](mailto:bharper@anaheim.net)) prior to your first game.
2. Team Roster may not exceed twelve (12) players. Any number of players may be added or dropped up until the roster addition/deletion deadline.
3. Teams may add a maximum of three (3) players at the gym each game.
4. Roster additions and deletions must be completed at the gym prior to the start of the game, except when other team approves. Players who are added must complete the hold harmless section on the back of the score sheet, including printed first and last name, signature, address, team name, phone number and email (optional). If a player's information is incomplete, the player will not be included in your roster. Players can not be added to roster after another team has requested an ID check.
5. **Roster Addition/Deletion Deadline:**  
Sunday Leagues: August 14, 2016  
Tuesday Leagues: August 9, 2016  
Wednesday Leagues: August 10, 2016
6. After the roster addition/deletion deadline, roster changes will be accepted only for seriously injured players or other circumstances when satisfactory proof is presented to the League Director.
7. To find a list of players on your team please visit [www.teamsideline.com/anaheim](http://www.teamsideline.com/anaheim). Current rosters are also provided on the score sheet on all games (after your second game).
8. It is the manager's responsibility to keep track of the players who are on his/her team's roster in case of a player eligibility protest.

## Sec. 9 RULES

**All basketball games shall be played under the current C.I.F. rules, except as clarified or modified in the current City of Anaheim basketball rules:**

1. Game length is two (2) twenty (20) minute halves with the clock stopping only on timeouts and unnecessary delays. If the game is within ten (10) points or less with two (2) minutes remaining in the game, the playing time shall be regulation clock (stop clock).

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2. Home team will be specified on the schedule. Managers are responsible for providing the league schedules to Score keepers in cases where the score keeper is unaware or where there is a dispute of who the home team is. Home team has choice of jersey color.
3. If the score is tied at the end of regulation time, a three (3) minute running clock (stop clock at last minute) overtime will be played. If a tie still exists, sudden-death overtime will be played, first team to score will be declared winner. A jump ball will begin the sudden-death period.
4. Alternating Possession: Game and overtime periods will begin with a jump ball; each half will begin with the team designated by alternating possession arrow taking the ball out of bounds for a throw-in; tie-ups that occur shall be settled by alternating possession.
5. Teams are allowed four (4) timeouts per game (accumulative) and one additional timeout for overtime periods. Timeouts do not carry over in to overtime play.
6. A substitute may enter if (or as soon as) the ball is dead or during time-outs after reporting to the official scorer. Players must be waved into the game by an official.
7. The bonus rule will be in effect on the 7th team foul in a given half. Offensive and bench technical fouls will count as a team foul. At the 10th team foul, the offended team will have two (2) foul shots.
8. The three (3) point shot will be in effect. If a player is fouled while attempting a three (3) point shot and the shot is successful, one free throw is awarded. If the shot is unsuccessful, three free throws are awarded.
9. Players may enter the key on free-throws once the ball has been released by the shooter. However, players behind the 3-point line must wait until the ball hits the rim to enter the key.
10. Five (5) personal fouls and a player will foul out of the game. A technical foul will count as a personal foul and a team foul.
11. All participants shall behave in a sportsmanlike manner at all times. Unsportsmanlike conduct, aggressive play, profanity, derogatory remarks, flagrant fouls, excessive fouling, physical abuse or fighting will not be tolerated.
12. All technical fouls will carry a penalty of two (2) free throws and the possession of the ball. The player who receives the technical foul must exit the game and may not return for two (2) minutes of game time. A player on the bench may be substituted in their place. Game time will not start until after free throws have been shot and the ball has been put back in play. If a team does not have a sub, the player must still sit the required two (2) minutes while the team plays shorthanded.
13. **Uniforms:**
  - a) Team uniforms must be the same color. (Jerseys a few shades off will be accepted)
  - b) Uniforms must have legible numbers permanently affixed. (No Tape)
  - c) Each player on a team must have a different number. (Jerseys with no numbers will not be allowed for 0)
  - d) Two (2) color reversible jersey is recommended. Away teams are responsible for providing alternate uniforms when playing a team with a similar color.

**Penalty:** Opponent receives 2 points for each violation (jersey color, no number, duplicate number, etc).

14. **Player Conduct**
  - a) All players, coaches, and managers shall adhere to the C.I.F. Players Code of Conduct and the City of Anaheim Basketball Rules as participants in any City of Anaheim basketball league.
  - b) Players may be ejected at any time before, during, or after a game.

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- c) Any player, coach, or manager who is ejected from a game may be suspended for one (1) additional game (byes do not constitute a game) at the discretion of the League Director. The suspension will take place during the following game(s). If a suspended player plays in a game, the team will be charged with a forfeit loss which will result in negative one (-1) point in the standings.
- d) Any player, coach, or manager who is ejected twice in one (1) season will be suspended for the remainder of the season, including playoffs.
- e) Any player who receives four (4) technical fouls in one (1) season will be suspended for one (1) game (byes do not constitute a game). The suspension will take place during the following game. If a suspended player plays in a game, the team will be charged with a forfeit loss which will result in negative one (-1) point in the standings. For every two (2) technical fouls received after four (4), the player will be subject to an additional game suspension.
- f) Ejected or suspended players, coaches, or managers will not be allowed at the gym or surrounding areas including the parking lot while serving his/her suspension. Violation of this rule will result in a forfeit loss which will result in negative one (-1) point in the standings if documented by the officials or scorekeeper.
- g) Any manager or acting manager who refuses to assist the officials or scorekeeper in identifying questioned players will be suspended and the game will be forfeited.
- h) Any player, coach, or manager who is ejected anytime after the conclusion of a game, will likely be suspended for the next two (2) games, including playoffs.
- i) Any player, coach, or manager who physically abuses or threatens to push, shove, or strike an official, player, scorekeeper or staff member may be permanently banned from participation in adult sports with the City of Anaheim. In addition, any player, coach, or manager who is guilty of such abuse may be subject to criminal prosecution according to the State of California Penal Code.
- j) Any player, coach, or manager ejected from a game for any reason must leave the gym site and surrounding area including the parking lot within five (5) minutes. If an ejected player does not leave within five (5) minutes, his/her team will be imposed a forfeit.
- k) In case of spectator harassment, the scorekeeper or official will adhere to the following:
  - First Warning:** Manager will be asked to take care of the problem spectator.
  - Second Warning:** Spectator will be asked to leave the gym. If the spectator refuses to heed the officials or scorekeepers request, the manager will be subject to ejection from the game if the officials or scorekeeper determine that the spectator is associated with one of the teams.In the event that neither the spectator nor the manager leaves the gym and surrounding areas including the parking lot within sixty (60) seconds after the officials or scorekeepers request the game will be declared a forfeit.
- l) On a disputed call or decision by an official, the players may not address, make any gesture to, or communicate any undesirable remarks to, or toward, any official. Exception: A team manager or captain may request a time-out to courteously address an official for clarification or a question regarding the decision.

**NOTE:** *Players may be ejected from the game for an infraction of this rule. If a player receives two (2) technical fouls, that player, upon receiving the second, will be automatically ejected from*

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*the game for any reason and may not be allowed to participate in their teams next scheduled game. Suspensions may be increased depending on the degree the infraction.*

- m) Use profane, obscene, or vulgar language in any manner, or at any time is not permitted. Any player who does not abide by these rules will be ejected and may face future disciplinary action.
- n) No player shall be guilty of using unnecessary rough tactics in the play of the game against the body and person of any opposing player. Any player who does not abide by these rules will be ejected and may face future disciplinary action.
- o) Alcoholic beverages are not allowed at the gym and surrounding areas including the parking lot. No player shall appear on the court at any time in an intoxicated condition. Any player or team who does not abide by these rules will be ejected and may face future disciplinary action.

## 15. **Equipment**

- a) Athletic, closed toe shoes must be worn. No hard soled shoes or sandals are permitted.
- b) Each team is responsible for furnishing a game ball. The officials will choose the most appropriate ball.

## 16. **S.C.M.A.F. Blood Rule**

Any player, coach, or official who is bleeding, has an open wound, or has blood on his/her body or clothing, is prohibited from further participation in the game until appropriate treatment has been administered.

If first aid is required for a player, the player must be immediately removed from the game, unless treatment can be administered in a reasonable amount of time.

A player, coach, or official will not be allowed to participate unless:

- 1. All bleeding has stopped
- 2. Any exposed cut/scrape which has bled is completely covered
- 3. Bloody clothing is removed

It is recommended that teams have spare clothing available at the game site to be used if necessary.

## **Sec. 10 PLAYOFFS**

- 1. Scorekeeper will check ID's (Driver's License, State Identification Card, Passport or Military I.D.) for all players listed on your roster. Player's must have current picture ID. Players must provide current picture ID before prior to entering the game.
- 2. Playoff seeding will be determined by the total number of points earned during the regular season: two (2) points for a win, zero (0) points for a loss, and negative one (-1) point for a forfeit loss.
- 3. Top teams will qualify for a single elimination playoff tournament to determine league champions. Playoff format may vary based upon the number of teams. In rare circumstances playoffs may be canceled.
- 4. Tie Breaking procedure:
  - i) Head-to-Head season record among tied teams.
  - ii) Point differential in Head-to-Head games.
  - iii) Point differential in ALL games played.

**NOTE:** If schedule is unbalanced the best winning percentage will determine who wins the Head-to-Head record.

## **Sec. 11 AWARDS**

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1. Each league playoff champion shall receive eight (8) individual awards. Additional awards may be purchased but will be at the team's expense.
2. Awards will be distributed or ready for pick-up approximately five (5) to six (6) weeks after the start of the next season.