



City of Norco
Parks, Recreation and Community Services



Adult Basketball Information Packet and Rules

Registration Fees:

The registration fee of \$350.00 dollars includes the registration fee, and a non-fundable \$42.00 forfeit fee.

Game Fees:

Each team is to bring \$21.00 cash to each game, paid to the score keeper before tip-off. If a team does not have the money, the game is played and the team owes \$42.00 at the next game. There are no exceptions to this rule.

Game Time:

Regulation game consists of **(2) 20 minute halves**, running clock. Halftime is 3 minutes. The clock stops at every whistle only in the last 2 minutes of the game if a team is down by 12 points or less.

Mercy Rule: If a team is ahead by 12 points or more with 2 minutes remaining in the game, the clock will continue to run. No time-outs may be called by either team if a team is ahead by 20 points or more with 2 minutes left.

Time-Outs: Teams are allowed 2 full (1 min.) time-outs per half. Each team will be given 1 additional time-out for each overtime that may occur. Time outs remaining after the second half will be carried over into succeeding periods. No time-outs may be called if there is a sudden victory period.

Overtime: The first 2 overtimes are 2 minutes, with the last minute stop clock. The 3rd and final overtime period is sudden victory. The first team to score 1 point is declared the winner without any time clock running and no time-outs.

Grace Period/ Late Teams: Teams with less than four (4) players, 15 minutes after scheduled game time will forfeit. Five (5) minutes after scheduled game time the game clock will start. One (1) point will be given to the present team for every minute the late team takes to have at least four (4) players on the court.

Free Throws: Players on the lane may enter on the release. Shooter and players outside of the arc (3-point line) must wait until the ball hits the rim.

Disqualified Players: A disqualified player is barred from further participation in the game for committing a 6th foul, 2 technical, or a flagrant foul.

Suspended Players: If a player gets two technicals, he is suspended for the next game, no exceptions. If a player incurs a flagrant foul that considered purposeful and extreme, they may be suspended from the league upon coordinator, staff, and official review.

Technical Foul: If a player gets a technical foul at any point during the game, they must sit for 3 minutes. Regardless of possibly leaving the team with 4 players on the court.

Jersey Rule: After the 2nd week of games, if a registered player does not have a legal uniform for their team he is given an automatic administrative technical. The team wearing proper uniforms/jerseys gets the ball after they shoot free throws. The possession arrow will be in favor of the alternating throw in team. Each player must be wearing the same color jersey/shirt with either screen printed numbers or easily visible writing. If you have jerseys, please make sure they are reversible or a color no other team has. If teams have the same jersey color, the home team chooses if they want the “Jersey Rule” in effect.

Major Violations: Violation of unsportsman-like conduct will result in either; a technical foul, disqualification from the game(s), and suspension from the league. The officials have authority to remove team members with just cause at any time. Please respect the officials at all times.

No player shall, at any time, lay a hand upon, push, shove, strike, or threaten any official, timer, scorer, or spectator.

No player shall be guilty of an abusive verbal attack upon any player, official, scorekeeper or spectator.

No player shall be guilty of using unnecessary rough tactics in the play of the game against the body and/or person of an opposing player.

No player shall use profane, obscene, or vulgar language in any manner at any time.

League Standings: Teams will be ranked and seeded based on their win to loss ratio during season play. When two or more teams share the same win to loss ratio the seeding will be determined based on a point spread analysis of the games played solely between those teams.

Forfeit/ Make Up Games:

If both teams forfeit the game prior to tip-off, there is no rescheduled game and both teams receive a loss. If there is a conflict with the gym such as lack of courts, hazardous reasons, or emergencies then a make-up game will be scheduled.

Called Games: A game may be called off by an official for the following reasons; Continuous verbal attacks directed toward the official after a warning is issued, continuous verbal attacks directed toward a player or players after a warning is issued, bodily attack on an official or player.

*Including any actions the official deems inappropriate under their discretion.

If a game is called for any of the above reasons the game is considered a loss for the team that committed the violation (s). If both teams commit violations both teams receive a loss.

Playoffs: All teams will make playoffs. Playoffs consist of a single loss elimination tournament. Teams will be placed into brackets according to seed number.

Eligibility of Individuals:

Minimum age is 18 years old to play.

A team may begin the game with a minimum of 4 registered players.

“Open” league: Any height player may play.

“C” league: 6’3” and under, with the exception of one 6’5” and under player per team. A team may ask for a roster check (refer to roster check procedure).

“D” league: 6’3 and under...ABSOLUTELY NO EXCEPTIONS

Registered Players: Each team needs to have the team roster completed by the 3rd week of games, no later and no exceptions. Each player must fill the entire participation form out prior to playing in a game. If there is incomplete paperwork, the game is under protest and may be subject to a forfeit.

Roster Limit: Maximum of 12 players on each roster. Players can only play on **1 team per division**, no exceptions.

If a team plays with an unregistered player at any time, the game is under protest and may be forfeited.

A manager may request a roster check of an opposing team player, up to the start of the 2nd half.

Limit: 2 players can be checked.

In the case of late players a roster check may be requested when signing in.

Players involved in a roster check must present I.D. to the league coordinator/staff. Failure to do so will result in a player not playing until the I.D. is verified.

Add/Drop players: A team may add a player any time before the 3rd week when the final roster is due. No players may be added after the roster is accepted, unless the team will be reduced to 4 players. No exceptions. A team may drop a player at any time. Dropped players can be picked up before the 3rd game and must be put on the revised roster.

Eligibility for Playoffs: A player must have played in at least 4 of the regular season games to qualify for post season play. No exceptions.

Suspended Player: If a suspended player participates in a game, any game they play in will automatically be forfeited and result in loss for their team’s standings. The suspended player is then suspended an extra game. A suspended player is suspended for all divisions; they still are not eligible to play on any team until the suspension is completely over.

Roster Check: A protest concerning the use of non-rostered players or players playing out of classification, must be entered to the official prior to the 2nd half. The players being protested must be named.

Conduct: It is expected that individuals and teams will conduct themselves in a sportsmanlike manner toward their opponents, officials, and staff. It is the manager's responsibility to make sure each player registered on their team is familiar with the rules.