

**City of Vacaville**  
**Community Services Department**  
*“We Create Community through People, Parks and Programs”*

**Adult Basketball Rules**  
**Revised July 2008**

**Objective**

The primary purpose of the Adult Basketball program is to provide an opportunity for residents of Vacaville and the surrounding communities to participate in and enjoy the game of basketball in a safe and organized manner.

**A. General Guidelines**

1. Rulings not specifically covered by the Community Services Department shall be governed by official NCAA rules. It is the responsibility of each manager to inform his/her own players of the established rules.
2. The Community Services Department will make every attempt to place teams in divisions based on overall skill level to ensure a fun and safe environment for all.

**B. Player Code of Conduct**

1. The Community Services Department shall suspend any participant which displays conduct that is considered not in the best interest of the Department’s Adult Sports Program. The length and scope of any suspension shall be determined by the Community Services Department depending on the degree of any code of conduct violation.
2. Unsportsmanlike conduct includes, but is not limited to, the use of profanity, obscene gestures, taunting, arguing calls, intentionally delaying play, unnecessarily rough play, or flagrant attempt to cause injury.
3. Any player displaying unsportsmanlike conduct before and/or after any game will be subject to disciplinary action.
4. Any player, manager, or fan directing verbal or physical abuse towards an official before, during or after a game shall be removed from the facility and may face further disciplinary action.
5. Any friends or family of a team displaying unsportsmanlike behavior will be removed from the facility and the team may forfeit the game.

**C. Ejections**

1. Any player ejected from a game must leave the facility immediately and will be considered ineligible to participate in their team’s next scheduled game, including playoffs, championships, and the following season.
2. Any player ejected from two (2) games during the season will be suspended the remainder of the current season and possibly into the following season.

## **D. Alcohol**

1. Any player, coach, or manager who shows up to a game with the presence of alcohol on his breath will be removed from the facility. Any player caught drinking alcohol during a game will be suspended and the game will be forfeited.

**According to the Vacaville Municipal Code, it is unlawful for any person to consume, drink, ingest, exhibit, display or possess an open container of any alcoholic or intoxicating beverage in any public place or off-street parking facility in the city. (Ord. 1510 §1, 1994; Ord. 1336 §1(part), 1988; Ord. 1108 §1(part), 1981).**

2. Any participant drinking alcohol on City property is subject to citation and their team being suspended from the league.

## **E. Player Eligibility**

1. All players must be 18 years or older by the first scheduled game of the season.
2. Each player is required to sign a release of liability and indemnification agreement provided by the Community Services Department before he/she is considered eligible to participate in the program. The list of names on the agreement will constitute that team's official league roster.
3. Rosters must be fully completed with correct name, address, and phone number of each player at all times. Players with incomplete and/or incorrect information on the roster will be considered ineligible to participate.
4. Any ineligible player found participating in a game will be suspended from further participation in any Adult Sports Program.
5. The manager of any team using an ineligible player may be suspended from the Adult Sports Program.
6. Any teams playing an ineligible player and/or under an assumed name will forfeit all games played with that player.
7. Players playing on High School and College teams are considered eligible to play after his/her school league has ended.
8. Players are only eligible to participate on one team per division. Should a player's name appear on two rosters in the same division, the player will be considered an eligible player for the team on which they first participated during that season.
9. Any Community Services Department employee, including scorekeepers and umpires, have full authority to prohibit an ineligible player from participating in a game.

## **F. Protesting Player Eligibility**

1. Any manager of a team that believes an opposing player is ineligible to participate in the game may file a protest with the Community Services Department. A written notification of intent to protest must be submitted to the scorekeeper before the last out of the game.
2. All protests must be submitted in writing to the Community Services Department within two business days from the date of alleged infraction and must include the name of player(s) under protest, the name of the team, the league in which the teams participated and the date the game was played.

3. The Community Services Department will review the protest and may contact the manager of the team that is being protested if necessary. In such a case, the manager has two business days to respond to the inquiry.
4. The Community Services Department will submit a written response to both team managers with a ruling on the protest and any action taken.

## **G. Rosters**

1. The manager shall be held responsible for his/her roster at all times during league play. He/she will be the only person allowed to make changes to the roster.
2. Team rosters must be turned into the Community Services Department no later than the first scheduled game of the season.
3. Additions and/or deletions to a team roster can be made at any time.

## **H. The Game**

1. Teams will play a standard number of five players. However, a team may play with as few as three players.
2. A ten minute grace period from the officially scheduled start time of the game will be granted for teams with less than three players.
3. All players must report to scorekeeper with first and last names and jersey number prior to game time.
4. Games will consist of two 20-minute halves. The game clock will run continuously for the first 18 minutes of each half. The game clock will stop on all dead-ball situations for the last two minutes of each half.
5. The game will begin with a jump ball at center court. Alternating possession will be the rule for the remainder of the game, including the start of the second half.
6. If a game is tied at the end of regulation, a three-minute overtime period will be played. The first two minutes of the overtime period will be running-clock. The last minute of overtime will be stopped-clock. The overtime periods will repeat until a winner is decided. Each overtime period will begin with a jump ball at center court.
7. Each team will have five time-outs which can be used during regulation. Each team will have the option of advancing the ball to the front court one time per half when calling a timeout. Each team will have one timeout which can be used for each overtime period. Timeouts are one-minute in length.
8. Substitutes must report to the scorekeeper and wait for the official to signal them onto the court before entering the game.
9. Five personal fouls on one player will result in disqualification from the game.
9. Starting with the seventh team foul, the opposing team will be placed in the bonus free throw situation (one-and-one). Starting with the tenth team foul, the opposing team will be awarded an automatic two free throws.
10. A technical foul called on a player will result in an automatic two points and possession of the ball to the opposing team. Two technical fouls called on one player during a game will result in automatic ejection. Technical fouls count as personal and team fouls.

## **I. Equipment**

1. All team players must wear like colored jerseys with permanent numbers. Tape does not constitute permanent numbers and is not permitted. Players without uniforms will not be allowed to play.
2. Teams who have the same colored jerseys will flip a coin to see who will wear pullovers provided by the Community Services Department.
3. Appropriate gym shoes and clothing must be worn during games.
4. Watches, jewelry, or other foreign objects may not be worn during the games.
5. Game ball will be supplied by the Community Services Department. However, a team may provide the game ball as long as both managers agree.

## **J. The Court**

1. Only eligible players for the current game are allowed on the bench.
2. The court will be regulation high school dimensions.
3. Teams waiting for the next scheduled game may not warm up on the side baskets or dribble balls inside the facility.
4. Any player who dunks a ball outside of official game time will be given a technical foul and will be subject to further disciplinary action.

## **K. Officials**

1. Two officials per game will be assigned by the City of Vacaville. However, if only one referee is present, the game will be played providing both managers agree prior to the game and both sign the Supervisor's Report before the start of play.
2. If there is no scoreboard, the scorekeeper will keep the official time.

## **L. League Standings and Playoffs**

1. The playoff format will be determined by the Community Services Department prior to publishing the league schedule. Playoff seeding will result directly from final league standings. The following criteria will be used to determine tiebreakers:
  - a. Head to head record
  - b. Lowest number of forfeits
  - c. Greatest point differential between the teams involved
  - d. Total points scored against the teams involved
  - e. Total points scored all season
2. Players must participate in a minimum of two league games to be eligible to participate in the playoffs.