

Adult Sports Basketball

Playing by the Rules

Parks, Recreation & Libraries
Coordinator – Chris Pelzman

Recreation & Libraries
Supervisor – Dustin DiPlacito

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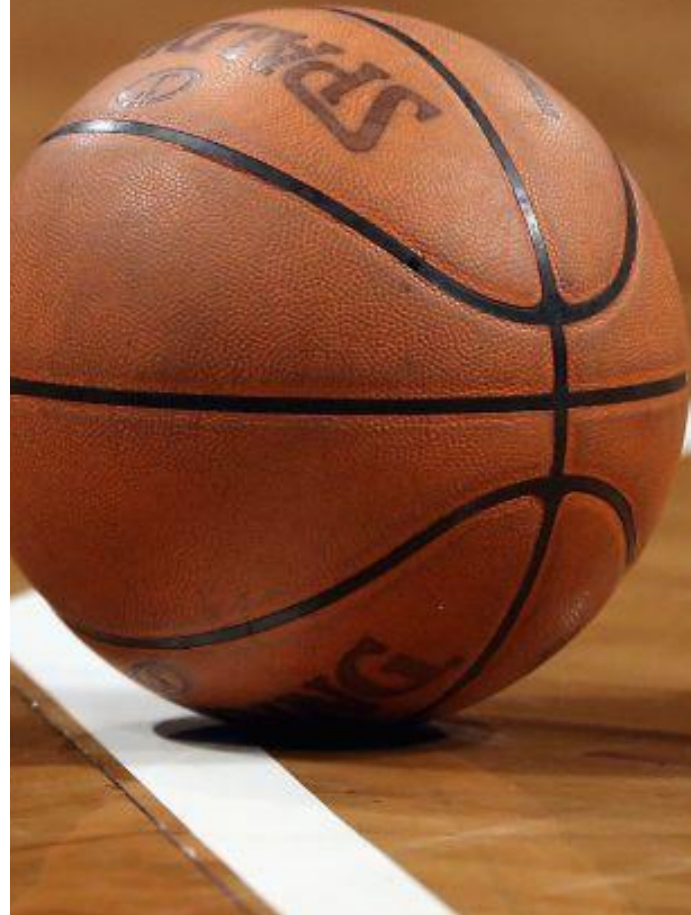
League Standings and Player
information website:

www.rosevillesports.com

Adult Sports Division
Maidu Community Center
1550 Maidu Drive
Roseville, CA 95661

Phone: 916-772-PLAY

Revised: November 2023



General League Information

ELIGIBILITY & ROSTER REQUIREMENTS

- A. A player may only be signed on one roster and play on one team in the same league on the same night.
- B. Players must have a legal picture ID in their possession at each game. Roseville staff and officials reserve the right to conduct random ID checks.
- C. Rosters are “frozen” after the team’s first 4 games. Signatures can still be added until final game but must be done before the player participates in a game.
- D. Minimum age for participants is 18 years old.

PROTEST & ILLEGAL PLAYERS

- A. The manager or acting team captain is the only member of a team allowed to protest.
- B. To be accepted, the protest must be made immediately following the official’s or league’s interpretation of a rule followed up by the submission of the completed protest form and \$50 non-refundable protest fee.
- C. An illegal player may be challenged anytime during a game, before the conclusion, however, it is recommended the protest be made when the player is discovered participating in the game. All protests must be made with the official by a team manager.
- D. Protests must be made prior to the next pitch (Softball).

LEAGUE STANDINGS AND RAINOUT PROCEDURES

- A. Standings – League standings (wins/loses) will be posted every Wednesday morning by 12pm. Standings will be posted at URL - www.teamsideline.com/roseville . Standings will only be announced via this site.
- B. Rainouts – Rainouts will be announced via www.teamsideline.com/roseville and on our X (Twitter) feed. We will make the rainout decision ASAP (after 3pm) when such an occurrence arises.
- C. Please do not call or e-mail League Director for rainout info. There are times when Director is not in the office and you may not get an immediate response.

LEAGUE REGISTRATION POLICY & PROCEDURES

- A. Full league fees are due at the time of registration.
- B. Discount opportunities:
 - a. Only one (1) first place championship coupon will be honored per league per season. First place coupons cannot be combined.
 - b. Teams winning two league championships in a row may be required to move up a division. Under the League Director’s discretion, a team may be required to move up after one complete season. Conversely, a team may be required to move down a level. We will only

move a team up or down, if need be, if there is a league to move up or down to on the same night of registered play.

REFUND POLICY

- A. A team withdrawing prior to schedules being published (Dates are listed on registration packets) on Team Sideline Website will receive a refund.
- B. Teams withdrawing after published schedules (Dates are listed on registration packets) will not receive any refund for league fees paid.
- C. No refunds will be granted for no-shows or team forfeits during the season.

MAKE UP GAMES

- A. Make up games will typically be re-scheduled at the end of the season before playoffs. Make up games could be played on different nights, times and/ or location due to scheduling conflicts.
- B. Games will be subject for make up in the case of lockouts, rainouts, blackouts, protests and other reasons under the discretion of the League Director. The City of Roseville reserves the right to not reschedule games or refund money.

CHAMPIONSHIP COUPON

- A. League Championship Coupons (LCC) will be awarded to the team(s) who wins their league. League Championship Coupons can only be used for following:
 - a. \$150.00 is awarded to league winners in Basketball, Football, Softball and Soccer.
 - b. \$75.00 is awarded league winners in Volleyball.
 - c. League coupon expires one year of issuance and has no cash value and cannot be combined with other coupons.

TEAM MANAGERS

Managers are responsible for their team.

- A. All managers are required to review league information including:
 - a. Manager Meeting
 - b. Code of Conduct
 - c. Basketball Rules
- B. Managers are required to sign and submit Manager Acknowledgement form before the first scheduled game.
- C. If a player is ejected from a game, the team manager will receive immediate ejection as well.
- D. Following ejection the League Director will then evaluate ejections and defer to the Code of Conduct rules for follow-up probations, suspensions, or permanent dismissal from Roseville Adult Sports Programs.

City of Roseville Adult Sports Rules

ROSTER

- A. Each roster must consist of 6-15 players.
- B. Leagues with playoffs, players must be on the roster, have signed the roster and have picture ID at the time of playoffs to be eligible to play. No Exceptions.
- C. Players may be added to the team roster up through the first 4 games of the season. After 4 games the rosters are frozen.

GAME TIME

- A. Game time is forfeit time. Exception: Only the first game will be given a 5-minute grace period.
- B. Games are four 10-minute running quarters, stopped time in the last two minutes of the 4th quarter. There will be a three-minute halftime intermission. At the two-minute mark of the 4th quarter will designate if there will be a stop/running clock for the remainder of the game. If a team is leading by 12 or more at the two-minute mark, the clock will continue to run without stopping (unless a team calls a time-out). If the score drops below 12 with less than two minutes to play in the second half, the clock still runs. If the score has determined the game will be stop clock the final two minutes and the score difference becomes 12 or more, the game still will remain in stop-clock mode.
- C. In the event of the first game starting late due to unforeseen gym conflicts upon arrival, the games will start as soon as possible. All games will be played in their entirety. If the first game starts later than expected, the last game may be postponed until a further date is chosen.
- D. A three-minute overtime period will be played in the event of a tie after regulation with the clock stopping the last two minutes. Bonus carries over. One time out will be allowed per team in overtime. In the case of a tie following the first overtime period, a second two-minute, stop clock, period will be played and as before bonuses will carry over. Teams will receive no additional time outs but can still use the one they were given to start the overtime session(s) if they have not used it. If after two (2) overtime sessions no winner has been declared, the third and final overtime will be sudden death. The first team to score a point will be the winner. This can be done by field goal, free throw or technical foul. (Note: technical fouls count as field goals for the opposing team)
- E. Teams get two (2) timeouts per game.

FORFEITS

- A. Two forfeits will result in non-participation in the playoffs and suspend registration for one season.
- B. Forfeits will count as 1.5 losses in the standings.

PLAYOFFS

- A. A team forfeiting twice during the season will not be considered for the playoffs.
- B. If a league has 4 – 9 team entries, the top 4 teams will be eligible for the playoffs. If a league has 10 – 12 teams, the top 6 teams will be eligible for the playoffs. All players must be on the team roster and have a picture ID present at all times and on playoff game day(s). No ID, not on the roster, no play.
- C. The seeding of playoff teams will be decided by the following in order:
 - a. Overall record (Winning %)
 - b. Head to Head (unless tied teams didn't play equal number of games against each other)
 - c. Point Margin in "head to head" games (unless tied teams didn't play equal number of games against each other)
 - d. Defensive team average of points allowed per game tallied from all league games.
 - e. Offensive team average of points scored per game tallied from all league games.
 - f. Coin Flip

Special Playoff Rule Clarifications

In the case of forfeits, since no points are scored or allowed, that game will not be factored into defensive or offensive averages; however, the rule still is in effect that a team forfeiting receives 1.5 losses in the standings.

PLAYING RULES

- A. High School (NFHS) rules and the "Code of Conduct" govern play, with exceptions listed.
- B. Only the manager or captain is allowed to approach the officials or scorekeepers.
- C. Teams may start and finish a game with four (4) players. Once a team falls to three (3) players the game is a forfeit.
- D. Basketball teams will shoot two free throws for common fouls while in the "bonus." This change eliminates the one-and-one scenario.
- E. New foul limits each quarter for awarding the bonus free throw. Two foul shots for all common fouls, teams will reach the bonus when their opponent commits five fouls in each quarter and team fouls will reset at the end of each quarter.
- F. When the ball is in team control in the offensive team's frontcourt and the defensive team commits a violation, a common foul prior to the bonus, or the ball becomes dead, the corresponding throw-in by the offensive team will be at one of four designated spots determined by where the infraction took place. The designated spots are either the nearest 28-foot mark along each sideline or the nearest spot 3 feet outside the lane line on the end line.
- G. The one exception is when the defensive team causes a ball to be out of bounds, the throw-in shall be the spot where the ball went out of bounds.
- H. When an official administers a throw-in to the wrong team, the error can be fixed before the first dead ball after the ball becomes live unless there has been no change of possession.

- I. Players must have a numbered shirt or jersey. Written on numbers are acceptable. Taped numbers are not acceptable. Same numbers on the same team are not acceptable. All players stepping onto the court without a numbered jersey will result in two points given to the opposing team per non-numbered players.
- J. All technical fouls will result in the other team receiving an automatic two points and the ball out of bounds. Technical fouls are also considered personal and team fouls. Two “misconduct” technicals will result in immediate disqualification from the game. Three technical fouls in one season will result in a one game suspension. Four technical fouls in one season will result in suspension for the remainder of the season. This does not include technical fouls due to jersey violations.
- K. If a player gets ejected from a game for any reason other than for grabbing/hanging on the rim, the manager will be immediately ejected as well. If the suspended player receives a multi-game suspension, the manager will receive the same penalty.
- L. All technical fouls will be subject to the Players Code of Conduct.
- M. **Dunking, grabbing or hanging on a rim** is not allowed at any time in our facilities. The penalty for doing so will be a double technical foul; furthermore, If somebody on the team **dunks, grabs or hangs** on a rim prior to the game, during halftime or following the game, the penalty will be assessed to the player and team for the game that day which may result in further penalties in future games to the team and/or the player based on the rules and code of conduct policies.

RULE CHANGES

The League Director reserves the right to make changes at any time to the rules or code of conduct if he/she feels it is for the betterment or safety of the league. These changes may occur with little or no notice.