

CITY OF MERCED PARKS AND RECREATION  
ADULT BASKETBALL  
RULES & REGULATIONS

**LEAGUES**

1. All league activity will comply with Parks and Recreation regulations.

**TEAMS**

1. Team rosters may consist of no more than twelve (12) members.
2. Rosters must be submitted on the official team entry blank and player contract.
3. If needed teams **may** be shifted up or down in leagues/divisions at the conclusion of the first half or the mid-way point of the season for the good of the program.  
*The Parks and Recreation decision will be final.*

**ROSTER CHANGES**

1. If a team wishes to pick up a new player not previously on another team, the procedure will be as follows: The manager (as designated on the official roster form) will be the **ONLY** person able to make roster changes. **ROSTER CHANGES MAY BE MADE AT ANY TIME PRIOR TO THE START OF THE SECOND ROUND OR HALF OF PLAY, AND NO MORE THAN FOUR (4) ADDITIONS MAY BE MADE TO THE ROSTER IN ONE SEASON.** Roster changes will be taken from 8:00 A.M. on Monday to 5:00 P.M. on Friday of each week. All changes must be made through and approved by the Recreation Department.

**EXCEPTION:** Teams losing players during the season due to injury, job transfer or school (all verified in writing) may replace players on a one-for-one basis. However, loss of the player must be for the entire season before replacements are allowed.

**PLAYER ELIGIBILITY**

1. All players must be at least 18 years old or above and out of high school in order to participate in the league.
2. Any player who is **CURRENTLY** playing on any (collegiate or professional) basketball team is not eligible to participate in this program. Collegiate and professional players must sit out one season prior to playing in the Rec. League.
3. To participate in league tournaments (**playoffs**), a player must have participated in **at least two (2)** league games during the regular season.



4. **Team members must bring their identification (photo i.d.) with them to the games. Failure to produce a photo i.d. to City Staff, if requested to do so to validate roster inquiries will result in player not being able to play for that game.**
5. For a player to change teams, he/she must secure permission from the team whose roster he/she has played and permission from all team managers in the league he/she is joining. He/she may not jump from one league to another for the purpose of league or championship play.
6. Any player who plays at any time in any one season are eligible to play in different leagues offered but not in the same division on different teams. Players are restricted to drop down to 1-2 leagues/depending on the number of leagues offered at a season. City staff members may declare a player ineligible if they detect the player playing illegally before, during or after a game. City staff member's decisions are final.
7. Any player found playing on a team, but not on the roster will be ineligible to play in the league and the coach will be ineligible for the following two (2) games.
8. Teams using ineligible player(s) in league games or tournaments (playoffs) will automatically forfeit all games in which he/she participated.

### **FORFEITURE**

1. Teams are encouraged to avoid forfeiture of scheduled games. Teams may forfeit no more than three (3) times and remain in the league. Upon a fourth (4) forfeit, the team will be removed from the league for the duration of the season and remaining games will be awarded as wins to the opposition. The games will still count in the standings regardless.
2. Teams must play at the time, place and date specified by the Parks and Recreation. Failure to do so will result in forfeiture of the game.
3. **No game will start or finish with less than four (4) players. There will be a five (5) minute grace period allowed between games. If the fourth player does not arrive prior to the end of five (5) minutes, the team will forfeit. (Exception: The CITY STAFF on duty will determine if a game will or will not be played. Game time will not exceed assigned time slot)**
4. Teams that participate in one game or more will automatically forfeit their right to reclaim any part of their team entry fee if they drop or are suspended from the league.

### **POSTPONEMENT**

1. A game may be postponed by the Parks and Recreation if, for any reason, a facility is not available or is not in proper playing condition or unsafe for play.
2. All postponed games MAY be rescheduled, however, rescheduling of games (for personal reasons) is not possible once the schedule has been published.



## GENERAL REGULATIONS

\*NCAA rules shall govern play with the following exceptions:

1. Games will consist of two (2) twenty (20) minute halves, with the last (2) minutes of each half being stopped time. Only team and official time outs shall stop the clock prior to the final two (2) minutes of each half. NOTE: There will be an exception if a team is leading by twenty (20) or more points during the last two (2) minutes of the second half. The clock will run in this instance barring time outs.
2. Two (2), one (1) minute time outs per half. Time outs cannot carry over from the half or into overtime.
3. If a tie exists at the end of regulation, the game will continue after one (1) minute of rest, for a three (3) minute overtime. Repeat if necessary. One (1) time out per overtime period will be allowed.
4. No game will start with less than four (4) players. There will be a five (5) minute grace period allowed between games. If the fourth player does not arrive prior to the end of five (5) minutes, the team will forfeit. NO EXCEPTIONS
5. In case of no game clock, the scorekeeper will keep the official time.
6. A game ball will be furnished for play by the Parks and Recreation. Practice balls must be furnished by the respective teams. If a team wishes to use their own ball for the game, then both managers must agree to it. City staff will make the final decision.
7. Non-marking tennis or basketball shoes will be the only shoes allowed on the playing court.
8. All teams must have **SAME COLOR JERSEYS NUMBERED ON THE FRONT AND BACK**. Failure to not have shirts of the **SAME COLOR** and shirts/jerseys without numbers **FRONT & BACK** will result in a forfeit of the scheduled game.
9. Players receiving two (2) technical fouls during a game will be automatically suspended from a minimum of one additional game.
10. The game may be called if any team receives three (3) technical fouls for any sportsman-like conduct. The opposing team will automatically be awarded a win.
11. An official may not play in the same league in which he/she officiates.

## PROTESTS

1. No protest unless an illegal player regulation was violated. Notify the scorekeeper that you are protesting the game and play the game. However, be sure to notify the Parks and Recreation by the next working day of the protest.
2. All decisions made by the Parks and Recreation pertaining to the game are final.



## CODE OF CONDUCT

1. A specific “Code of Conduct” for all adult sports programs has been adopted by the City of Merced and all participants will held under its’ jurisdiction.
2. The manager will be held responsible for all rules as set up in this copy of the “Rules and Regulations”. Managers of teams are directly responsible for the conduct of their players at all times. Violations of these rules and regulations may result in player and/or team suspension from the league.
3. **Keep the gym clean. Please be responsible for your team. Please Note: MHS and ECHS does not allow soft drinks or sports drinks in the gymnasium. Teams that do not comply with this rule will forfeit their scheduled game if need be.**
4. **All comments concerning league members, referees, scorekeepers, and the condition of the playing court should be directed to the Parks and Recreation IN WRITING.**

