



CITY OF ROSEMEAD
PARKS AND RECREATION DEPARTMENT

ADULT BASKETBALL LEAGUE



RULE BOOK

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INTRODUCTION

Welcome to the City of Rosemead's Adult Basketball League. We are looking forward to a **fun** and **enjoyable** season. This program is 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 Rosemead's Parks and Recreation Department.

PROGRAM PHILOSOPHY

Rosemead's Adult Sports is designed with recreation in mind. All leagues are designed to further develop more experienced participants, while also providing a fun environment for participants who are looking to have fun! Our programs are designed to instruct and enhance skills such as shooting, dribbling, passing, and most importantly **SPORTSMANSHIP**. It is our belief that each participant contributes to his or her team in their own unique way. Rosemead's Adult Sports are designed in order to develop each participant not only as an athlete, but also as an individual.



Participant's Code of Conduct

I hereby pledge to live up to my responsibilities as a City of Rosemead Adult Sports participant by following the Participant's Code of Conduct.

1. No player shall refuse to abide by an officials' decision.
2. No player shall be guilty of objectionable demonstrations of dissent at an official's decision by throwing the ball, chair or other equipment.
3. No player, other than the team captain, shall discuss with an official in any manner, the decision reached by an official.
4. No player shall use unnecessary rough tactics in play of the game against the body and person of an opposing player.
5. No player shall at any time lay a hand on, push, shove, strike or threaten to strike an official, City of Rosemead's staff member, spectator, or another player.
6. No player shall be guilty of physical attack as an aggressor upon any player, official, staff member or spectator.
7. No player shall be guilty of personal verbal abuse upon any official or staff member for any real or imaginary wrong decision or judgment.
8. FOUL LANGUAGE will not be tolerated. Any player or spectator guilty of using foul language will receive a warning. Any team member using foul language after his/her team has received a warning will be given a technical foul.
9. Any one player receiving two technical fouls in one game will be ejected from that game and will receive a minimum one game suspension for the next game. Any ejected player must leave the gym before play can resume. Two ejections of the same player in a season (including playoffs) will result in dismissal from the league for the remainder of the season. That person will also be banned from the athletic facility during league play hours for the remainder of the season.
10. Any decisions on suspensions and player/team participation will be made by the league director. NO REFUNDS WILL BE GIVEN TO ANY TEAM OR PLAYER DISMISSED FROM THE LEAGUE FOR FAILURE TO FOLLOW CODE OF CONDUCT.

I understand that failure to abide by the above Code of Conduct or any serious violation of the rules and guidelines may result in the removal, suspension or termination as a Participant.

Rules and Regulations

1. ADMINISTRATION:

- a. 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 Rosemead's Parks and Recreation Department. All departmental decisions on illegal players and basketball rule interpretation are final – no appeals will be allowed.

2. LEAGUE FEES:

- a. No refunds will be granted after a team has played its first scheduled league game.
- b. A fee of **thirty-five dollars (\$35) per team** is due to the officials in **cash** with exact change prior to the beginning of each scheduled game in order to play. The City of Rosemead's Parks and Recreation Department will schedule two (2) officials per game; however, a regulation game may be played with one (1) official working the game. **IT IS THE RESPONSIBILITY OF EACH TEAM TO MAKE SURE THE CORRECT AMOUNT IS PAID TO THE OFFICIAL(S). NO REFUNDS WILL BE GIVEN.**
- c. Registration balances are due at the time of team registration. Any team who does not pay their balance by the Thursday prior to the start of the season, will be dropped from the league.

3. LEAGUE INFORMATION:

- a. Sunday games will start between 11:00 a.m. and 3:00 p.m.
- b. All teams are guaranteed to be scheduled to play at least eight (8) regular season games. Playoff games are included for teams that qualify. 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.
- c. Games are played at Garvey Park Gym (7954 Dorothy St. Rosemead CA 91770).
- d. In the event that a team changes managers during the season, the new manager must notify the League Director of the change immediately at (626)569-2265 or email tchu@cityofrosemead.org.
- e. Smoking and vaping are not permitted in the gymnasium or its surrounding areas.
- f. Only players and managers are allowed in the team bench area.
- g. Prior to the start of your first game of the season, a team roster must be submitted to the scorekeeper. Complete all information, including printed first and last name, signature, address, phone number and email. The Team Roster form can be

downloaded at cityofrosemead.org. **IF A PLAYER'S INFORMATION IS INCOMPLETE OR NOT LEGIBLE, THE PLAYER WILL NOT BE INCLUDED ON YOUR ROSTER.**

- h. No postponements or schedule changes allowed. However, the Rosemead's Parks and Recreation Department reserves the right to change the schedule.
- i. Your team's line-up on the score sheet must be signed, and uniform number written by each player prior to entering the game.
- j. A first week schedule will be posted on the website at least two (2) days prior to the start of the season. Complete season schedules will be published on cityofrosemead.org after your league's first 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 AND EMERGENCIES.**
- k. As a courtesy, please call the League Director at (626) 569-2265, or email tchu@cityofrosemead.org, in advance if you know your team will forfeit so that the other team can be notified.
- l. Any team with three (3) forfeits in a season will be removed from the league without a refund.
- m. The scorekeeper will keep score and players statistics each game.
- n. If you have any issues regarding gym conditions, opposing player/team, officials, scorekeepers or any other concerns, please contact Tam Chu at (626) 569-2265 or email tchu@cityofrosemead.org.

4. FORFEITS: Games shall be forfeited if:

- a. 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, signed in, 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 and tip-off cannot occur until all players have signed in with the scorekeeper.
- b. A team is found to have used an illegal or non-rostered player.
- c. In the opinion of the officials, a manager does not have complete control of his/her team.

- d. A team continues to delay the game.
- e. 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.
- f. Any player is consuming any alcoholic beverages or smoking marijuana at the gymnasium, gymnasium 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.
 - i. If a player appears at the gymnasium and in the judgment of the officials and/or site supervisor is intoxicated, he/she will be ejected from the game and may be suspended from the league. Fans are the responsibility of the team managers, and the above information applies to spectators as well as team players.
- g. Any team that forfeits a game must pay **seventy dollars (\$70)** forfeit bond replacement per game to the Rosemead's Parks and Recreation Services Department. Payments must be paid with by cash, within two business days. In case of a double forfeit, both teams are required to submit a forfeit bond replacement of **thirty-five dollars (\$35) per game.** If a team does not pay its forfeit bond replacement by within two business days by 5 p.m., 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.**
- h. The score 10-0 will be recorded for all forfeited games.

5. ELIGIBILITY

- a. Players must be at least eighteen (18) years of age before playing.
- b. 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.
- c. **Each player must be present to sign-in on the scoresheet.**
- d. Players may not play on more than one (1) team in the same division.
- e. League is Co-Ed, however, there will be no special restrictions or modified rules.
- f. The scorekeeper will check ID's during **Playoff and Championship 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.

6. PLAYER ELIGIBILITY PROTESTS

- a. **If a manager believes a player is illegal, he/she may announce the player eligibility protest at any point during the game. Protest shall be made as follows:**
- b. Time must be called and protesting team will lose a time out.
- c. 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.
- d. Managers have the option to request an I.D. check against only one player on the opposing team per game.
- e. Decisions regarding player eligibility will be made final by the scorekeeper/site supervisor.

7. PROTESTS

- a. 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.

8. ROSTERS & ADDING AND DROPPING PLAYERS

- a. A complete, legible team roster, including printed first and last name, signature, address, phone number and email, 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 team roster.
- b. Team Roster may not exceed eleven (11) players. Any number of players may be added or dropped up until the roster addition/deletion deadline (Week #6).
- c. Any participant in the area of the bench must be a rostered player (this includes coaches).
- d. Teams may add a maximum of three (3) players at the gym each game.
- e. Roster additions and deletions must be completed at the gym prior to the start of the game, except when other team approves, they may be added after the game begins. 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. 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.

9. Roster Addition/Deletion Deadline:

- a. Sunday League: October 29, 2023 (6th game of the season).
- b. 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.
- c. 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.

10. General Game Format -All basketball games shall be played under the current C.I.F. rules, except as clarified or modified in the current Rosemead's Adult Basketball League rules:

- a. 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).
- b. Home team will be specified on the schedule.
- c. Home team will always wear light colored jerseys and visitor will always wear dark colored jerseys.
- d. 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 four (4) points will be declared winner. A jump ball will begin the sudden-death period.
- e. 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 will be settled by alternating possession.
- f. Teams are allowed two (2) timeouts per half and one additional timeout for overtime periods. Timeouts do not carry over at halftime or into overtime play. All time outs will be 30 seconds in length. If the time out is used just to stop the clock, the opposing team may still use the 30 seconds if they choose to do so.
- g. Ball may advance on time outs.
- h. 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.

- i. 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.
- j. 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.
- k. 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. Shooter must also wait until the ball hits the rim to enter the key.
- l. 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.
- m. All participants shall always behave in a sportsmanlike manner. Unsportsmanlike conduct, aggressive play, profanity, derogatory remarks, flagrant fouls, excessive fouling, verbal abuse, physical abuse or fighting will not be tolerated.
- n. 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 three (3) 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 three (3) minutes while the team plays shorthanded.

11. Uniforms:

- a. Team uniforms must be the same color. (jerseys a few shades off will be accepted)
- b. No tape will be allowed for jersey numbers.
- c. Each player on a team must have a different number. (Jerseys with no numbers will only be allowed as number “0” for one player per team if there is no “0” or “00” playing in the same game).
- d. All teams must be able to play in both dark and light matching colors to identify as home or visitor. Teams are responsible for providing alternate uniforms when playing a team with a similar color. If teams cannot agree to which colors to wear in a timely matter before game time, both team colors will be defaulted to the game schedule which states home and visitor.
- e. Home will always wear light colored jerseys and visitor will always wear dark colored jerseys.

- f. **Penalty:** Opponent receives 2 free-throw attempts for each violation (jersey color, duplicate number, etc.)

12. Player Conduct

- a. All players, coaches, and managers shall adhere to the C.I.F. Players Code of Conduct and the Rosemead's Adult Basketball League Rules as participants in any Rosemead's basketball league.
- b. Players may be ejected at any time before, during, or after a game.
- c. Players must remain in the immediate vicinity of their bench. During an altercation, any player who leaves the bench and steps onto the court will receive an automatic ejection and will be suspended for future games at the digression of the League Director.
- d. 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. (forfeit fees will be assessed)
- e. Any player, coach, or manager who is ejected twice in one (1) season will be suspended for the remainder of the season, including playoffs.
- f. 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.
- g. Ejected or suspended players, coaches, spectator 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. (forfeit fees will be assessed)
- h. 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. (forfeit fees will be assessed)
- i. Any player, coach, or manager who is ejected any time after the conclusion of a game, will likely be suspended for the next two (2) games, including playoffs.

- j. 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 Rosemead. 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.
- k. Any player, coach, spectator 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. (forfeit fees will be assessed)
- l. In case of spectator harassment, the scorekeeper or official will adhere to the following:
 - i. **First Warning:** Manager will be asked to take care of the problem spectator.
 - ii. **Second Warning:** Spectator will be asked to leave the gym and surrounding areas including the parking lot. 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.
 - iii. 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. (forfeit fees will be assessed)
 - iv. 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 use one of their remaining time-outs 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 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.*
 - v. 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.
 - vi. 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.

- vii. Alcoholic beverages are not allowed at the gym and surrounding areas including the parking lot. No player shall appear on the court, bench area or surrounding areas 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.

13. Equipment

- a. Athletic, closed toe shoes must be worn. No hard-soled shoes or sandals are permitted.
- b. Rosemead's Parks and Recreation will provide a game ball.

14. S.C.M.A.F. Blood Rule

- a. 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.
- b. 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.
- c. A player, coach, or official will not be allowed to participate unless:
 - i. All bleeding has stopped
 - ii. Any exposed cut/scrape which has bled is completely covered
 - iii. Bloody clothing is removed
 - iv. It is recommended that teams have spare clothing available at the game site to be used if necessary.

15. PLAYOFFS

- a. **Player Eligibility – Player must be on the current team roster and play a minimum of half of the season (4 games total). Each Player must be present to sign-in.**
- b. 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 prior to entering the game.
- c. 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.
- d. 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.
- e. 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.

16. AWARDS

- a. Each league playoff champion shall receive individual awards for each player on the roster that is eligible for playoffs. Additional awards may be purchased but will be at the team's expense.
- b. Awards will be distributed or ready for pick-up approximately five (5) to six (6) weeks after the start of the next season.