CITY OF EUREKA – PARKS & RECREATION DEPARTMENT
ADULT BASKETBALL LEAGUE
RULES AND REGULATIONS

The following rules shall govern all teams participating in the Eureka Parks & Recreation Department's Basketball Leagues.

SECTION I GAME RULES

All games will be governed by rules adopted by the "The National Federation of State High School Associations" with certain exceptions as noted herein.

1. A team must have five players to start a game. Should a team be unable to play at least four eligible players throughout the game, the game will be halted and declared a forfeit.
2. A game will consist of two 25-minute halves. A "running clock" will be in effect throughout the game except for the final five minutes of the game. **EXCEPTION:** The clock will continue to run if a discrepancy of fifteen or more points exists in the game score.
3. Overtime periods will consist of three minutes (stopped clock). As many overtime periods as are necessary to determine a winner shall be played.
4. Each team is allowed four one-minute time-outs per game. For overtime periods, each team is allowed a single one-minute time-out.
5. Dunking or hanging on the rim is NOT PERMITTED before, during, or after a game. ANY violation will result in an unsportsmanlike technical foul. Repeated violations will result in forfeiture of the game.

SECTION II FORFEIT GAMES

1. Scheduled game time is forfeit time! A five-minute grace period will occur prior to a forfeit being declared.
2. Any team forfeiting a game without first notifying the league coordinator during the hours of (8:00 am – 4:00 pm) is required to pay a $30.00 forfeit fine prior to its next scheduled game. This fine must be paid IN PERSON at the Adorni Center, 1011 Waterfront Dr. Failure to pay will result in automatic forfeiture of the succeeding game and an additional $30.00 fine. (Phone 441-4245).
3. Any team forfeiting more than two games during the season will be dropped from League play and subsequently forfeit all League fees and privileges.
4. Any team using an ineligible player is required to pay a $30 forfeit fine. If unpaid, the following game will be forfeited. A second violation involving use of an ineligible player will result in suspension from the League.

SECTION III PLAYER ELIGIBILITY

1. All players must sign the official team roster to be eligible to play and **have their photo ID on file.**
2. Players may be added or dropped until the final two League games. Rosters are frozen at that time. Before added players are eligible, the following steps must be followed:
   a. Players must sign the official team roster
   b. Once rostered, the player is ineligible for play at the next scheduled game
3. **Winter/Spring League -** Players may **not** participate for more than one team. Likewise, players may participate in only one division.
   Fall League – Players may participate for more than one team in different age divisions if they qualify for division.
4. Players must be out of high school and at least 18 years old.
5. Members of college or junior college basketball teams as of January 1 are not eligible for League play.
6. To be eligible for post-season playoffs, a player must have played in at least three of his team's regular season games.
7. Any person owing the City of Eureka money from a previous program is not eligible to participate.

SECTION IV PLAYER RESPONSIBILITY

1. No player will enter or play in a game if he is determined to be under the influence of alcohol.
2. Players are required to abide by all regulations dictated by state law. State law prohibits smoking and/or alcoholic beverages anywhere on school property. Violations will result in forfeiture of game.
3. Players may not enter school gymnasiums until the scheduled employee of the Recreation Division arrives.
4. Players ejected from a game shall immediately leave the premises upon request. Failure to do so will result in forfeiture of the game.
5. Neither the Recreation Division nor the School (Eureka City Schools) shall be responsible for any lost or stolen items.

SECTION V UNIFORMS

1. All team members must wear jerseys of similar color and design.
2. Commercially printed or stenciled numbers in a contrasting color to the shirt must appear on the front or back of each shirt. The numbers must be at least four inches high.
3. Uniform numbers may not include any digit greater than 5. The following numbers are legal: 0, 00, 1, 2, 3, 4, 5, 10, 11, 12, 13, 14, 15, 20, 21, 22, 23, 24, 25, 30, 31, 32, 22, 34, 35, 40, 41, 42, 43, 44, 45, 50, 51, 52, 53, 54, 55.

4. Each player must have a different number. No two members of a team may use the same number.
5. Gym trunks are recommended. *Absolutely **NO** street pants, cut-offs, or Bermuda shorts will be allowed.* Any warm-up pant determined by game officials to be distracting will not be permitted.

6. No pockets, belt loops, or zippers are allowed on uniforms.
7. Only tennis shoes or other approved basketball shoes are allowed. ***NO** hard-soled or black-soled shoes may be worn on the floor.*
8. Penalty for uniform violations – **VIOLATORS WILL NOT PARTICIPATE!**

SECTION VI LINE-UPS AND SUBSTITUTIONS

1. A line-up containing the first and last names of players who might participate must be submitted to the scorekeeper five minutes prior to the scheduled game. The line-up should include each player's number.
2. Any and each change to the submitted line-up will result in a technical foul.
3. A substitute wishing to enter the game must first report to the official scorer. The substitute may not enter until signaled by the official.

SECTION VII TECHNICAL FOULS AND EJECTIONS

1. Unsportsmanlike conduct technical fouls will result in the awarding of two free throws to the opposing team and immediate suspension of the player responsible for the technical.
2. All other technical fouls (including dunking or hanging on the rim or backboard) will be penalized by awarding two free throws to the opposite team.
3. The penalties for unsportsmanlike technical fouls are:
   1st Technical of Season – Immediate ten minute suspension
   2nd Technical of Season – Immediate ejection and suspension from next scheduled game
   3rd Technical of Season – Suspension from League
4. If the technical is called on a player on the bench, that player may not enter the game until the appropriate suspension is served.
5. If an unsportsmanlike technical foul is assessed after a game, the suspension will be served at the next game.
6. An unsportsmanlike technical foul on a coach, team attendant, follower, or disqualified player will result in the awarding of two technical free throws to the opposing team.
7. Two unsportsmanlike technical fouls on a player in a single game will result in immediate ejection from that game.
8. Ejection from a game will result in suspension from the League. The duration of the suspension will be determined by the Eureka Recreation Division.
9. Any player ejected twice during the season will be suspended from the League.
10. Fighting will result in suspension from the League as determined by the Recreation Division.
11. Suspension from the League may result in suspension from future Recreation Division programs.
12. **Physical and/or verbal abuse of officials will not be tolerated**. Violation of this rule will result in suspension.
13. Any player striking an official will be permanently suspended from Eureka Recreation Division programs.

SECTION VIII PROTESTS

1. Only protests regarding player eligibility will be accepted for consideration.
2. Intent to protest must be given to the officials and scorekeeper during the game. Otherwise, it will not be considered.
3. The following work day, a formal written protest must be submitted to the Recreation Division Office during normal work hours.
4. Along with the written protest, a $10 deposit must be submitted. If the protest is upheld, the deposit will be returned.
5. All protests must be submitted by the Team Manager.

SECTION IX MISCELLANEOUS

1. Teams tied for first place at season's end will have a one-game playoff to determine a division champion.
2. Teams in the second game must be ready to take the floor immediately following the first game. Time permitting, ten minutes of warm-ups will be allowed between scheduled games. *Five minutes of warm-ups will be allowed under all circumstances*.
3. The team listed first on the schedule is the home team.
4. Five personal fouls during a game constitutes *"Fouled Out".*
5. The bonus free throw (One-Plus-One) will be in effect with the seventh team foul of each half.
6. Beginning with the tenth team foul of each half, teams will be awarded two free throw attempts on loose ball fouls.
7. The Three-Point Basket will be in effect at all times.
8. All games begin with the visiting team in-bounding the ball at mid-court. Thereafter, alternating possession will determine control of the basketball.
9. Any participant possessing tobacco or alcoholic beverages on City or School Property will be suspended from future participation.
10. Children must remain seated in the gymnasium at all times. Participants are solely responsible for the supervision of their children.