

2010 SUMMER BASKETBALL LEAGUE



Foster City Parks and Recreation Department
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IMPORTANT INFORMATION

- * League Play will begin on January 10, 2010
- * Sports Web Site- <http://www.fostercity.org/sports>

THIS RULEBOOK IS DESIGNED TO ACQUAINT BASKETBALL MANAGERS, PLAYERS AND SPONSORS WITH SPECIFIC LEAGUE RULES AND CONDITIONS OF PLAY SET FORTH BY THE FOSTER CITY PARKS AND RECREATION DEPARTMENT FOR THE ADULT SOFTBALL LEAGUES.

IT IS IMPORTANT FOR ALL PARTICIPANTS TO BECOME FAMILIAR WITH THE INFORMATION CONTAINED IN THE FOLLOWING PAGES.

IT IS THE INTENT OF THE FOSTER CITY PARKS AND RECREATION DEPARTMENT TO PROVIDE AN OPPORTUNITY FOR ADULTS TO TAKE PART IN AN ORGANIZED AND STRUCTURED ATHLETIC PROGRAM WHICH WILL ENABLE ITS PARTICIPANTS TO ACHIEVE A SENSE OF PERSONAL ENJOYMENT AND PHYSICAL DEVELOPMENT.

PLEASE KEEP IN MIND THE VALUE OF SPORTSMANSHIP WHEN PLAYING IN RECREATIONAL SPORTS.

LEAGUES

FORMAT

The league format is a 10 game or 6 schedule. Foster City offers four leagues per year, a fall league that begins in October, a Winter League that begins in January, a spring league that begins in April, and a summer league that begins in July. There will be playoffs for the top four teams in each league.

TEAM ROSTERS

1. Players must be 18 years of age to compete in all basketball leagues offered by Foster City Parks and Recreation Department.
2. A completed roster is due at registration. A minimum of 7 and maximum of 11 players must be on the roster. All information requested on roster must be complete. Printed names must be legible.
3. Teams that participate in one game automatically forfeit their right to reclaim any part of their entry fee if they drop or are suspended from the league.
4. Add/Drop Deadline: Teams may add or drop players before 50% of their games have been played. No player may be added to your roster after that without League Director approval.
5. Players must **Play** in at least 30% regular season games to be eligible for the playoffs.

PLAYER ELIGIBILITY

1. A player may participate in the league only if the player's name, address, telephone number, and signature appear on the official team roster as filed with the Parks and Recreation Department.
2. Players must be able to show identification on the field if a question of eligibility arises. No I.D. will result in a forfeit. **Questions of eligibility must be raised upon entry into the game (as a substitute), prior to completion of their at bat, or prior to the end of the second inning of play.** You must inform the Officials, the scorekeepers, and the Field Supervisors of the protest, and any illegal players involved. The home umpire will be in charge of checking ID's of players in question. Please have all of your players bring ID's to your games.
3. A team will forfeit any protested games that an ineligible player participated in, and the player and the manager will be automatically suspended from their next scheduled game.
4. Professional and College players are ineligible to play in a Foster City league for a period of 1 calendar year from the finish of such participation.
5. A player can only be on one Foster City basketball team per division.
6. If caught playing on two (2) teams in the same division, the player will be suspended for one game. It is the responsibility of all team managers, to know what other teams his/her players are participating on.

PRE-GAME AND GROUND RULES

1. Line-up cards must be turned into the scorekeeper at least five minutes prior to game time.
2. All players must be on lineup card prior to the start of the game, even if not present. A technical foul will be charged for each player entering the game that was not on the lineup card before the game started.
3. The team must have at least 4 legal players to start and finish a game. If a team falls below 4 players during the game it will immediately be declared a forfeit. A team must insert late arriving players into the game up to 5 players on the next possible dead ball.
4. All players must check in with the scorer's table before entering the game.
5. **No smoking is allowed on San Mateo and Foster City School Property.**
6. No beverages are allowed at Brewer Island Gym except water.
7. Only players, managers, team scorekeepers whose names are on the roster are allowed on bench.

LOCAL RULES AND REGULATIONS (SUBJECT TO CHANGE)

Official rules as set forth by the High School Association Rulebook will be used except where superseded by Foster City rules and regulations.

The Foster City Parks and Recreation Department and League Director have the final authority to make decisions pertaining to all Adult Basketball League Rules and Regulations.

TIME LIMIT

1. Game time-Two twenty minute halves.
2. Overtime periods-two minutes.
3. Game time will be a running clock except for the final two minutes of the second half and all overtime periods which are regulation stop clock.
4. The clock will not be in regulation if there is a 15-point lead or more.
5. Half-time will be a minimum of 3 minutes, maximum of 5 minutes.

TIME OUTS

1. Each team is allowed two timeouts per half (no carry over). One time out per team will be given for each overtime period. All remaining time outs are lost at the end of regulation time.

NO DUNKING

1. A squad member shall **at no time** grasp any basket, dunk or stuff, or attempt to dunk or stuff a ball.
2. Goal, if made, is disallowed.
3. Technical foul charged to the player.

4. Player and team will be reported to the League Director and may be suspended indefinitely for repeat offenses, and will be responsible for the cost of any damages that may occur as a result.
5. Any player whose contact with the rim or backboard shatters or damages the backboard and or rim at any time will be responsible for the cost of damages.

EQUIPMENT

1. All Players must wear no skid shoes.
2. Teams **must** have uniforms with numbers on the back that are at least six inches in height. Players without proper or matching uniform may participate with the approval of the game officials and will be charged with a technical foul upon entry into the game if approved.

OFFICIALS

1. California Penal Code 243.8 covers battery against sports officials and representatives. Penalty is up to a \$2,000 fine or imprisonment not exceeding one year.

FINAL LEAGUE STANDINGS

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League winners will be the team that completes the schedule with the best win-loss record (2-point win, 1-point tie, 0-point loss). If teams are tied with the identical point total after completing the league schedule, the tiebreaker will be as follows (in order):

1. Head-to-head record
2. Head-to-head point differential
3. League point differential against playoff teams
4. Blind draw or coin flip.

AWARDS

DIVISION WINNER

First Place - Team Trophy

Second Place - Team Plaque (Only upon request)

PLAYOFF WINNER

11 Individual playoff Champion T-Shirts will be presented to the **playoff winners** at the end of the playoffs.

PLAYER MISCONDUCT

1. A player using profane and/or abusive language, or whose actions endanger the safety of others, may be ejected from a game without prior warning.
2. Any player ejected from a game for any reason will automatically be suspended from their team's next game with the possibility of an extended suspension upon the League Director's review.
3. The second technical foul charged to a coach, squad member, or any bench personnel is considered a flagrant technical foul and is ejected from the game.

4. A player using profane and/or abusive language, or whose actions endanger the safety of others, may be ejected from a game without prior warning, and may be subject to S.A.N.C.R.A. Code of Conduct penalties as decided by the league director and the City of Foster City.
5. An individual ejected from a game must leave the court, stands and facility. If they refuse to leave, the official will stop the game. If he/she continues to refuse to leave, his/her team will forfeit their game.
6. The City of Foster City Recreation Department and the League Director have the final authority to make decisions on penalties imposed to players for violations of the S.A.N.C.R.A Player Code of Conduct.

MANAGERS-CAPTAINS

The manager shall be the representative of his/her team unless he/she designates a player on his/her roster as the team captain prior to the start of the game. Only the team representative is permitted to raise a question concerning a rule interpretation.

2. The team Manager is responsible for the conduct of his/her players and spectators at all times and may be held responsible for their actions. It is the Managers responsibility to make sure all players become familiar with the S.A.N.C.R.A "Player Code of Conduct."
3. Any team manager may submit an Official Comment Form to the scorekeeper to bring to the League Directors attention the good or bad representation of an official

BLOOD BORNE PATHOGEN PARTICIPANT COMPLIANCE

Any bleeding participant must stop bleeding before continuing play. No participant may continue play until all exposed blood on the body and clothing is removed and/or properly bandaged.

FORFEITS

1. Forfeit time is game time. If a team cannot field a team of **four** players at game time, the game will be forfeited to the opposing team with the exception of the 6:30 weeknight game. The 6:30 weeknight game has a 10-minute grace period. Game will start on schedule if **four** players are present.
2. An official or scorekeeper may forfeit a game in the event there is excessive game disturbance problems with players or spectators. League Director will review on a situational basis.
3. In the event of a double forfeit, both teams receive a loss.
4. Courts may be used for a practice game in the event a game is forfeited due to lack of players. (NOTE: Officials will not officiate a practice game.) The game area must be vacated 10 minutes prior to the next scheduled game or as directed by the scorekeeper.
5. A team that forfeits more than one game in a season will pay a \$40 forfeit fee on their 2nd and 3rd forfeits unless they give 24 hour notice to the Recreation Department of their intent to forfeit. This fee must be paid in cash to the Recreation Department by 5pm on the day before their next scheduled game. Failure to do so will result in forfeiture of their next scheduled game. Any team forfeiting three (3) times in a season, even if notice is given, will automatically be dropped from the league and given low priority for upcoming seasons until all fees (if any) are paid.

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PROTESTS

Protests shall not be reviewed if they are based solely on a decision involving the accuracy of judgment on the part of an official. Protests that will be received and considered, concern matters of the following type:

GAMESCORE

Only the manager can address questions on the score to the scorekeeper at that time, once play has stopped. Team scorekeeper may be involved upon the approval of the officials.

GAME RULES AND INTERPRETATIONS

Protests must be stated at the point of contention (before the ball is put back into play or before all players have walked off the court, if the final play is the play being protested). The manager must notify the officials and scorekeeper of his/her intent to protest.

PLAYER ELIGIBILITY

The protest must be stated as soon as the player in question participates. The scorekeeper will then check the team's roster. If the person's name is not on the roster, or cannot show a picture I.D. for verification, he/she is not eligible to play. If the protesting team feels the player is on more than one roster or has not played enough regular season games to be eligible for the playoffs, then the protest procedures below must be followed.

PROTEST PROCEDURES

1. All protests must be filed with the scorekeeper on an official protest form at the time of protest.

All protests must be accompanied by a \$50 protest fee (which will be returned if the protest is upheld) and a letter outlining the situation being protested. Protest fee and letter must be turned into the Library Community Center, 1000 E. Hillsdale Blvd., Foster City within one working day of the protest.

PROTEST LETTER MUST CONTAIN THE FOLLOWING INFORMATION

1. Names of teams involved
2. Date, and time of incident
3. Names of the official and scorekeeper
4. Rule and section of the official rules or local rules under which the protest is made
5. The decision and condition surrounding the making of the decision
6. All details involved in the matter protested

Failure to follow the protest procedures outlined above will void protest. On upheld protests, the League Director will decide the outcome or whether the game will be continued or replayed.

MISCELLANEOUS INFORMATION

1. Games that have to be made up due to unforeseen conflict, power failure or other circumstances will be rescheduled in the order that they occur immediately following the completion of all scheduled games. If the games cannot be played, the win-loss record will be computed on games actually played.
2. Normally, two officials will officiate each game. If one official is present the game will be played. If no official is present, games will be postponed and made up according to the above rules on makeup games.
3. No schedule changes are allowed. Teams must play when scheduled.
4. League standings can be found on the official City of Foster City website. The address is www.fostercity.org/sports

INSURANCE

Persons or players participating in activities sponsored by the Foster City Parks & Recreation Department are not covered in any way for personal liability or property damage. There is a liability waiver on the roster that is signed by all participants. Players, coaches, managers and team scorekeepers all participate at their own risk.



SPORTS ASSOCIATION OF NORTHERN CALIFORNIA RECREATION AGENCIES

PLAYER CODE OF CONDUCT

The following "Player Code of Conduct" has been adopted by all municipal softball directors within S.A.N.C.R.A. and will be strictly enforced. Individual League Directors have the final decision on any situation. A suspension in one city is recognized as a suspension in all cities. PLEASE READ IT CAREFULLY.

A. **NO PERSON SHALL:** At any time lay a hand upon, shove, strike, spit upon or threaten an official, player or spectator.

PENALTY: Suspension for life/and or assault charges filed. A California Law states that anyone who is found guilty can be fined \$2,000.00 and sentenced to jail for up to one year.

B. **NO PERSON SHALL:** Refuse to abide by official's decision. Officials are required to immediately suspend player from further play and report such player to the League Director. Such player shall remain suspended until his case has been considered by the League Director.

MINIMUM PENALTY: Placed on probation for the remainder of the season.

MAXIMUM PENALTY: Suspension for two league games, and placed on probation for remainder of season.

C. **NO PERSON SHALL:** Be guilty of objectionable demonstrations of dissent at official's decision. Discuss with an Official, in any manner the decision reached by such official, except the team manager or captain.

MINIMUM PENALTY: Warning by the official.

MAXIMUM PENALTY: Removal from the game, and one additional complete league game.

D. **NO PERSON SHALL:** Be guilty of using unnecessarily rough tactics in the play of the game against the body or person of an opposing player. Officials are required to immediately suspend players from further play and report such player to the League Director.

MINIMUM PENALTY: Placed on probation for the remainder of the season.

MAXIMUM PENALTY: Suspension for two league games and placed on probation for remainder of season.

E. **NO PERSON SHALL**: Use profane, obscene or vulgar language in any instance at any time.

MINIMUM PENALTY: Warning by official

MAXIMUM PENALTY: Removal from game

F. **NO PERSON SHALL**: Have in his/her possession or consume an alcoholic beverage, illegal substance or be under the influence while on the field of play or during his/her scheduled game. Officials are required to immediately suspend the player from further play and report such player to the League Director.

MINIMUM PENALTY: Placed on probation for the remainder of the season.

MAXIMUM PENALTY: Suspension from two league games and placed on probation for the remainder of the season.

G. **NO PERSON SHALL**: Be guilty of discussing publicly with spectators in a derogatory or abusive manner any decision by the officials or any opinions of players.

MINIMUM PENALTY: Warning by official.

MAXIMUM PENALTY: Removal from the game.

H. **NO PERSON SHALL**: Be guilty of intentionally throwing his/her bat.

MINIMUM PENALTY: Removal from the game.

MAXIMUM PENALTY: Suspension from two league games.

I. **NO PERSON SHALL**: Be guilty of using altered equipment. Which means doctoring equipment to improve performance of sports equipment (bats, balls, gloves)

MINIMUM PENALTY: 2 year suspension.

MAXIMUM PENALTY: 3 year suspension for not giving possession of possible Altered equipment to municipal softball directors within S.A.N.C.R.A.

Appeal Process: Suspension of 2 or fewer games may be appealed to the League Director in your city. Suspensions of more than 2 games can be appealed to the SANCRA Board of Directors.