

# 2016 Basketball League Player Handbook



## ***GENERAL LEAGUE INFORMATION***

PLAYING FACILITY - Games will be played at one of the following facilities:

- Iron Horse Community Gymnasium, located at 12601 Alcosta Blvd.
- Pine Valley Community Gymnasium, located at 3000 Pine Valley Rd.

ALCOHOLIC BEVERAGES - Alcoholic beverages or smoking are PROHIBITED at all San Ramon Parks and Facilities. Officials have the authority to remove any player or fan who is drinking or is under the influence of alcohol or drugs. Forfeiture of game may result from infractions.

### ***PLAYER ELIGIBILITY***

A. AGE: All players must be at least eighteen (18) years of age. Any player believed to be under the age of 18 may be carded by city staff at any time. Players should have an ID with them that shows their birth date at all times. Any player found to be underage will be ejected from the game. The team with the underage player will not forfeit the game, but will receive a warning. If the team gets caught with an underage player after receiving a warning, that team will forfeit their game.

**For the 40+ league:** All players must be 40+ years and over by the end of the regular season to be eligible in the league.

B. Players may play on only one (1) team per league.

C. PLAYER TO A NEW TEAM - Player must be officially dropped by one team before another team may pick up that player. The first team a player plays for has the right to that player until such time as the player is dropped by the first team. The league director must approve all add/drop forms before being official. Adds and drops can be done using the add/drop form.

D. Any player playing or attempting to play under an assumed name will be cause for that team to forfeit the game in which that player participated as well as the team's previous wins in which the said player participated. Should further incident occur during the season, that team will be immediately removed from the league, and barred from further league participation, with a forfeiture of current league fees.

E. Identification - Upon request by a league official, all players shall be required to produce photo identification. Drivers Licenses or government agency issued photo-identification shall be accepted. League officials (scorekeepers) may use other means of establishing identification at their discretion. League officials will not ID entire teams upon request. However, if there is concern about one or two players, a league official will briefly talk with the questionable player, take some notes, and then play will continue as soon as possible. If player is found to be illegal (later), the game will be declared a forfeit. If the player is unable to provide I.D. they are considered an illegal player.

F. The City of San Ramon Parks and Community Services Department reserves the right to determine the eligibility of ALL players, and shall have final judgment on such instances.

### ***TEAM ROSTERS***

A. Team rosters must be filled on an official City of San Ramon Parks and Community Services Department team roster form, complete with player's full name, address, telephone number and signatures. Completed rosters are due at registration.

B. Falsifications to team roster or player contracts (such as residency requirements) will cause forfeit for any game in which said player(s) participated. Upon discovery of such falsification, managers/teams will required to bring non-resident fees up to date.

C. Unlimited roster changes (additions and deletions) will be allowed until the sixth week of the 10 game season and fourth week of the 6 game season. At this time the roster will be frozen. By this date, if a team has changed status from a resident team to a non-resident team they will be charged the difference of the non-resident rate and the resident rate. This balance will be charge to their account and must be paid before any registrations can take place in the future.

D. Tournament play stipulations: Any player who plays in the playoff tournament must have been added to the roster by the official add/drop period. Also, this player must have participated in at least two regular season games.

E. "Pick up" players may NOT be used in official league games.

F. A resident team may have no more than 4 non-residents.

### ***PLAYER CONTRACTS***

A. All players must sign the team roster or file an add/drop form with the City of San Ramon Parks and Community Services Department to be eligible to play in a league.

B. Those not submitting a signed roster or add/drop form will be ineligible to play in the league until such time as a form is on file and the player has met the other requirements.

### ***LEAGUE MEETING***

A. All teams must have a representative at the MANDATORY managers meeting prior to the beginning of league play.

B. Failure to attend meeting may result in team being excluded from league with forfeiture of league fees.

C. Meeting will discuss league schedule, rules and regulations, and other pertinent league information.

### ***FORFEITURES***

A. A ten minute grace period shall be allowed for each game. If a team uses the ten minute grace period, then the game clock will start and the opposing team shall receive 1 points for every minute used. After the ten minutes have elapsed, if the team still does not have enough players to start, the game will officially be called a forfeit.

B. Should a team not be able to play the required minimum of four (4) players to begin a game after

the grace period time has elapsed, the game shall be declared a forfeit. After a forfeit has been declared, a practice game may be played for the remainder of the playing time. Refs are not permitted to officiate practice games.

C. A forfeit shall be declared for non-appearance and tardiness as well as for flagrant violations of league rules and regulations.

D. If a team forfeits two (2) games during the course of the season, the team will be placed on probation and the manager shall meet with the league Supervisor to decide whether the team shall be suspended from further play. All games prior to and after suspension will be declared forfeits. League fees will not be refunded.

E. Teams are encouraged to add additional players to their roster to prevent forfeits. The city has no control over team forfeits.

### ***FINAL LEAGUE STANDINGS***

League winners will be the team that completes the schedule with the best win-loss-tie record (1 point win, ½ point tie, 0 point loss). If teams are tied with the identical point total after completing the league schedule, the team awarded higher final league standing will be the team:

- a. With the best record against each other (if this does not determine a winner, those teams tied move to step b). One team must be able to eliminate all other teams tied by beating each tied team to be awarded 1st place.
- b. With the highest difference between points allowed and points scored against teams tied; or
- c. With the highest difference between points allowed and points scored against the league; or
- d. By draw.  
\*Any team with a “tarnished” record will automatically loss the tie breaker. A tarnished record is a team that has a forfeit on their record.

### ***AWARDS***

Team sponsor trophy will be presented to the championship team in each league. Individual T-shirts, up to a maximum of 15 (depending upon roster), will be presented to championship team in each league.



## BASKETBALL RULES AT A GLANCE

1. Games shall consist of two twenty minute halves. The clock will run for the first half. The last two minutes of the second half will be stopped time, provided the score is within **12 points**.
2. Teams will be allowed a 10-minute grace period, which will start at game time. For every minute of the grace period a team uses, the opposing team will be awarded 1 points. If after the 10 minutes has elapsed and the team is still unable to start, the game will be called a forfeit.
3. Teams will be allowed two time-outs per half. Teams will be allowed one time out per over-time period, regardless of whether they had more time-outs previous to over-time.
4. Games will start with a jump ball, then alternating possession. **Overtime** will start with a jump ball. Over-time is always two minutes stopped time. **In case of a tie after 2nd overtime period**, *sudden death* play will start with a jump ball.
5. Bonus (one and one) is to be shot on the 7th team foul. Shooting two on the tenth.
6. Technical fouls (on player *conduct*) will be automatic two points to the opposing team and turnover of the ball to the non-offending team. "Conduct" technical fouls are also considered personal fouls.
7. Technical fouls on rules violations, such as entering game without reporting to scorekeeper will be administered as high school technical fouls (shooting two), and not count as personal fouls.
8. If for any reason a player is ejected, they are subject to a minimum one game suspension. The league reserves the right to suspend a player for any number of games for unsportsmanlike conduct. Any player that is ejected must leave the gym immediately. Any ejected player who refuses to leave the gym and/or continues to exhibit unsportsmanlike conduct after the ejection will result in the automatic forfeit of the ejected player's team.
9. Teams are allowed one non-uniformed player. A non-uniformed player is anyone who cannot play with a numbered, matching color shirt. Non-uniformed players beyond the first one are automatic two points per player to the other team.
10. Must wear protective glasses at all time.
11. Absolutely no alcohol, smoking or (illegal) drugs on school premises or in parking lot. Persons smelling of or under the influence will be asked to leave.
12. The City of San Ramon carries no medical liability insurance for participants.
13. Teams may *start* a game with four players, but may not *finish* a game with less than 3 players.
14. ROSTERS are frozen after the sixth week of the 10 game league and the fourth week of the 6 game league.
15. Tournament play stipulations: Any player who plays in the playoff tournament must have been added to the roster by the sixth week of play. In addition, said player must have played *at least two* regular season game(s) with the respective team.



# S.A.N.C.R.A.

## TEAM AND PLAYER CODE OF CONDUCT

The following "Team and Player Code of Conduct" has been adopted by all participating agencies within S.A.N.C.R.A. and will be strictly enforced. A suspension in one city will result in notification of all member cities and these cities may honor this suspension. This code of conduct applies to players, coaches, managers, and spectators.

- 1) **NO PERSON SHALL:** Be guilty of objectionable demonstrations of dissent at official's decision.  
  
**MINIMUM PENALTY:** Warning by the official.  
**MAXIMUM PENALTY:** Removal from the game.
- 2) **NO PERSON SHALL:** Discuss with an official in any matter the decision reached by such official except the manager or captain.  
  
**MINIMUM PENALTY:** Warning by the official.  
**MAXIMUM PENALTY:** Removal from the game.
- 3) **NO PERSON SHALL:** Refuse to abide by an official's decision. Officials are required to immediately suspend the player from further play and report such player to the League Director. Such player shall remain suspended until the League Director considers his/her case.  
  
**MINIMUM PENALTY:** Placed on probation for the remainder of the season.  
**MAXIMUM PENALTY:** Suspension for two (2) league games, and placed on probation for the remainder of the season
- 4) **NO PERSON SHALL:** Be guilty of an abusive verbal attack upon any player, official or spectator. Officials are required to immediately suspend player from further play and to report such player to the League Director. Player shall remain suspended until the League Director has considered his/her case.  
  
**MINIMUM PENALTY:** Placed on probation for the remainder of the season.  
**MAXIMUM PENALTY:** Suspension for one (1) calendar year and placed on probation upon returning to league action for one (1) season.
- 5) **NO PERSON SHALL:** Be guilty of gambling upon any play or the outcome of game with any spectator, player, or opponent. Officials are required to immediately suspend player from further play and report such person to the League Director. Player shall remain suspended until the League Director has considered his/her case.  
  
**MINIMUM PENALTY:** Placed on probation for the remainder of the season.  
**MAXIMUM PENALTY:** Suspension for the remainder of the season.
- 6) **NO PERSON SHALL:** Be guilty of using unnecessary rough tactics in the play of the game against the body or person of an opposing player. Officials are required to immediately suspend player from further play and report such player to the League Director. Such player shall remain

suspended until the League Director can consider his/her case.

MINIMUM PENALTY: Placed on probation for the remainder of the season.  
MAXIMUM PENALTY: Suspension from two (2) league games and placed on probation for the remainder of the season.

- 7) NO PERSON SHALL: Appear upon the field of the play at any time intoxicated condition. Officials are required to immediately suspend player from play and report the same to the League Director for further consideration.

MINIMUM PENALTY: Suspension for two (2) league games and placed on probation for the remainder of the season.  
MAXIMUM PENALTY: Suspension for remainder of the season.

- 8) NO PERSON SHALL: At any time lay a hand upon, shove, strike, harass, or threaten an official. Officials are required to immediately suspend player from further play and report such player to the League Director. Such player shall remain suspended until the League Director can consider his/her case.

MINIMUM PENALTY: Suspension from two (2) league games and placed on probation for one (1) calendar year.  
MAXIMUM PENALTY: Suspension for life and/or assault charges filed.

- 9) NO PERSON SHALL: Be guilty of physical attack an aggressor upon any player, official or spectator. Officials are required to immediately suspend player from further play and report such player to the League Director.

MINIMUM PENALTY: Suspension from two (2) league games and placed on probation for the remainder of season.  
MAXIMUM PENALTY: Suspension for life and/or assault charges filed.

**SPECIAL NOTES:**

1. All players ejected from a game are subject to an automatic one (1) game suspension. Depending on the situation, the player may be suspended for more games. This decision will be made by the league administrators
2. Any person being placed on probation for the remainder of the season and reported again for violating the "Player Code of Conduct" will receive further disciplinary action.
3. Any person that is removed from a game and asked by an official to leave the park of school facility must do so immediately. Failure to do so will result in further disciplinary action.

As managers, I am representing the team and take responsibility for knowing all of the teams and players code of conduct. I am responsible to pass this information to my team members.

Team Name: \_\_\_\_\_ Date: \_\_\_\_\_

Captain's Name: \_\_\_\_\_ Captains Signature: \_\_\_\_\_