



**Murrieta Modified
5 V 5 Basketball Rules**

Spring 2018

GENERAL RULES FOR

CITY OF MURRIETA

I. QUALIFICATIONS

- A. The City of Murrieta Adult Sports Leagues are open to all persons 18 years of age and over.
- B. Team managers are responsible for the enforcement of and adherence to all eligibility rules.
- C. Team fees are to be paid in full, with a single check, money order, cash, or credit card.
- D. The City of Murrieta does not carry insurance on adult sports participants; therefore, players are participating at their own risk. Should teams wish to purchase insurance for their players, they must seek that insurance on their own.
- E. A player's name on a team's roster confirms his/her full understanding of the above rules. Managers are responsible for bringing this to the attention of their players.

II. DEFINITIONS

A. Resident Team: For "resident team" status, 80% or more of the team's roster must consist of Murrieta residents at all times during the season. To qualify, each player must submit a copy of his or her driver's license or other picture I.D. as well as a copy of a mailed item (such as an utility bill) received to a Murrieta residence in their name.

Checks and deposit slips will not be accepted as proof of residency. If a team falls below the mandatory residency rate during the season they will not be eligible for playoffs and cannot register as a resident team for one full year.

B. Non-Resident Team: Any team whereby 80% of their roster does not consist of Murrieta residents or returning players.

III. REGISTRATION PROCEDURE

A. All teams interested in participating in the current season must submit, **in person**, all the items listed on the checklist to the Murrieta Youth Center during the appropriate registration dates. **ONLY COMPLETED PACKETS WITH THE CORRECT CORRESPONDING FEES WILL BE ACCEPTED. IF YOUR PACKET IS INCOMPLETE, IT WILL NOT BE ACCEPTED AT THAT TIME. NO EXCEPTIONS!!!**

B. Registration procedures will be as follows:

a) All resident teams will submit their packets first. Spots if available are taken on a first come first serve basis.

b) After resident team registration, there will be non-resident team registration.

Non-resident teams can only submit their packets during the appropriate registration time. Spots if available are taken on a first come first serve basis.

C. There is no priority given to returning teams.

IV. LEAGUES FEES

A. The City of Murrieta Adult Sports Program is self-supporting, and all fees are subject to adjustment every season.

B. Each non-resident player on a team roster will pay a \$10 non-resident fee.

C. Teams that drop out of the league once it has started will not receive a refund.

D. Any teams registering after the designated registration dates will be charged a \$50 late fee.

V. ROSTERS

A.

(1) Men's 6'5" and under 5v5 Basketball 10 players max. (4 to start)

(2) Women's 6' 5" and under 5v5 Basketball 10 players max. (4 to start)

B. Only players listed on the roster may play in league games.

C. All players must submit copies of a picture I.D.

D. Each player must be prepared to show a valid photo ID in case said player is questioned for eligibility status.

E. Signatures are required for all players! Any player who has not signed the roster form will automatically be dropped from the roster.

F. Women's teams may roster only women; Coed teams may roster a combination of men and women.

G. Rosters will be verified before a team is accepted into the league.

H. Players not listed on the roster are deemed as illegal players until verified the following business day.

VI. ADD/DROP POLICY AND ROSTER CHANGES

A. Once a team officially drops a player, he/she cannot play for any other team within the division for the remainder of the season.

B. The Manager or assistant manager must submit the add/drop form at least one business day in advance of the next scheduled game along with a picture I.D. and any non-resident fees.

C. Penalty for using a player not added before the one business day time frame: Manager suspension. No additions to teams will be accepted after the 5th week of the season.

D. Roster changes must be made directly with the Community Services Office. No changes will be accepted on the field. (The league director, depending upon the reason and need may consider hardship exceptions). Penalty for such violation is manager suspension.

E. To make a roster change, the manager will need to submit, in person, by mail, by email, or by fax, the add/drop form identifying the person to be added and/or the person to be dropped, As well as the player's Code of Conduct.

a) Proof of residency (used for Resident verification) shall also be submitted with the add/drop form for Murrieta residents.

b) All players must submit picture I.D.

c) A non-resident fee of \$10 will be charged for a non-resident being added.

F. Use of a new player without specific approval prior to the effective date of eligibility shall result in a forfeit.

VII. ILLEGAL PLAYERS (please read this section carefully)

A. If a dropped player is found to be participating on a team that they have been dropped from; the team will then forfeit the game.

B. Any player using an assumed name will cause his/her team to forfeit. In addition, the manager will be subject to suspension for the season. Should this occur more than once during the season, the team will immediately be ejected from the league for the remainder of the season and will forfeit all rights and fees.

C. Staff can randomly spot-check I.D.'s, and if the Recreation Staff finds that a player is participating illegally, their team will forfeit the game.

D. Any player who cannot produce a valid photo I.D when questioned will be declared ineligible.

VIII. FORFEITURE

A. Team managers are responsible for contacting the opposing team's manager before the start of the game in the event of a forfeit.

Game time is start time.

B. When a forfeit is declared, teams involved may use the field, however the official does not have to officiate the game.

C. After the second forfeit, the league director has the authority to eject the team from the remainder of the season, they will forfeit all rights and fees paid, and will lose their returning team status.

D. Any team using tactics noticeably designed to delay or to hasten a game will receive a forfeit.

E. Teams cannot ask for a game to be rescheduled.

IX. ILLEGAL PLAYER PROTESTS

A. The game shall be delayed until the player in question submits a valid photo I.D. to the game official, and signs the score sheet. If a player cannot provide I.D. acceptable to the game official, the said player may not participate further in the game.

B. If proper I.D. and signature are submitted, the said player's name shall be verified using the team's roster the following business day. If the said player's name does not appear on the roster, the game is an automatic forfeit.

C. Additionally, if a team is found to have used an illegal player, the said team's manager shall be suspended for a minimum of one week's scheduled game.

D. All illegal player issues shall affect only the game in which the matter was raised. Protests will not be retroactive.

X. PROTESTING (non-illegal player protests)

A. The final score, as approved by the official at the end of the game, is the official score. Protests about the accuracy of the final score shall not be received or considered.

B. Procedure regarding an alleged discrepancy on the official score sheet during the game:
a) All protests must be filed in writing on an official protest form by 5:00 p.m. the following business day after the game at the Community Services office located at the Murrieta Youth Center.

b) All protests need to be accompanied with a \$25 protest fee, which is returned if the protest is granted; retained if found invalid. Checks or money orders should be made payable to the City of Murrieta.

c) Protests filed late and/or without the protest fee will not be accepted.

C. Any protest of a misinterpretation of the rules must be filed in writing and received by the league director by 5:00 p.m. the next working day. A \$25.00 protest fee is required and will be returned if the protest is upheld. The decision of the league director is final. The decision shall be made within seven (7) working days.

XI. EJECTIONS AND SUSPENDED PLAYERS

A. The official is in complete control of the game. Unsportsmanlike conduct by a player, manager, coach, team sponsor, attendant, or spectator necessitates suspension from the game by an official. The official's decision is final and will not be reviewed by staff or the League Director.

B. Any player ejected from a game must leave the facility immediately or a forfeit will be called against their team.

C. Any ejected player must sit out during the next scheduled game and will not be allowed onto the facility. Exceptions: If infractions are covered in the Code of Conduct, which may necessitate harsher penalties.

D. The team manager or acting manager is responsible for giving the official the name of an ejected player. Any manager or acting manager giving a false name will be penalized and his/her team will receive an automatic forfeit.

E. Any player ejected for the remainder of the season will be suspended from all teams they are currently participating on within the City of Murrieta.

F. Any player or coach suspended for inflicting unnecessary harm (physical, mental or verbal) to any player, Official, or spectator shall be suspended for not less than four (4) games and cannot play until the League Director makes a final decision. The presiding Official shall provide a written report to the League Director stating the cause of the ejection.

G. The League Director will hear and decide on suspensions and protests.

XII. NO OFFICIAL

A. If an official does not show up, games may be played with a volunteer official as long as both coaches agree to a volunteer official. Volunteer officiated games will be official. If the coaches do not agree to a volunteer Official, the games will be rescheduled.

B. No protest will be allowed on games using a volunteer official. The game will stand as played and both coaches, as well as, the volunteer official must sign the score sheet.

C. City employees may act as an Official in the event that an Official does not show up.

XIII. PLAYOFFS

A. League Playoffs are NOT guaranteed. If offered the a team's overall record throughout the season will determine playoffs.

B. Playoff notifications will be done both by e-mail and phone; however, it is the ultimate responsibility of the manager to contact the Community Services Department for details.

C. In the event of a tie in the standings (which are based on winning percentage), the following formula will be used to determine the playoff schedule.

- a) Head to Head competition
- b) Point differential
- c) Fewest points allowed

D. If possible, playoffs are always scheduled the week following the conclusion of league play, on the regular league day/night. It is possible for make-up games and playoff games to be scheduled on the same night. It is also possible for a team to play more than one playoff game on the same night.

E. Playoff Formats- Playoff will typically consist of the Top Four Teams in each league.

1. Exception: Leagues with two separate divisions will take the top two teams for playoffs.

F. In unusual league circumstances other means of determining a league champion may be utilized.

G. CSD Staff will verify all rosters prior to the start of playoffs. If a player is not listed on the roster, they will be considered ineligible and not be able to play. Please see Section IX for additional information on the determination on an illegal player.

XIV. AWARDS

A. First place teams will receive a team award.

In the even t-shirts are given here are the sizes that will be given.

Men's teams will receive a maximum of 2 XXL, 4 XL, 4 L

Women's team will receive a maximum of 2XL, 2L, 4M, 2S

XV. TEAM CLASSIFICATION

A. The City of Murrieta maintains the right to change a team classification at any time during the season.

XVI. MANAGER RESPONSIBILITIES

A. Each team shall have one permanent manager. Duties of the manager shall include, but are not limited to the following:

B. Report and keep current the phone numbers and addresses of both the manager and assistant manager.

C. Call the Community Services office and verify make-up games whenever your game has been canceled or postponed. Failure to appear for a make-up game shall be declared a forfeit and will not be rescheduled.

D. Insure that each team member has read and understands the rules and the Code of Ethics for Players and Coaches.

E. Insure that each team member signs and prints his/her name on the team roster.

F. Filling out accident forms if an accident or incident happens involving your player.

G. Informing the Recreation Staff of the injured player within 24 hours of the incident.

XVII. LEAGUE STANDINGS

A. Standings will be based on teams winning percentage of the season.

B. Standings will be posted each week on the City's web site at www.murrieta.org/adultsports.

C. If any errors are noticed in the standings, please notify the League Director.

XVIII. THE CODE OF ETHICS FOR PLAYERS AND COACHES

A. Coaches and players should comply with the meaning and the spirit of the playing rules. Purposely ignoring or willful violation of the rules is unacceptable. Those who break the rules not only degrade themselves but the game, their team, and the community.

B. Coaches and players should show respect for the decisions of Officials and the efforts of their opponents, and they must conduct themselves as to dignify the game.

C. Coaches should motivate players so they will control themselves at all times; thereby, preventing any unsportsmanlike act to opponents, officials or spectators.

D. Coaches should refrain from heckling game officials and from challenging judgment decisions of the Officials. Discussing an occasional rule interpretation is permissible if it is done with dignity and sincerity.

E. Coaches with an ethical approach will not tolerate actions by players, which are physically dangerous to opponents.

F. Coaches and players should cooperate in eliminating game delays and stalling tactics.

G. Coaches in coach's boxes are expected to direct their remarks to their teammates and not use their position in attempting to upset the opposing team players.

H. A dedicated coach will instill in all his/her players the habit of properly respecting opponents and game officials. Players must not direct unbecoming language or personal remarks to opponents and/or officials.

I. All participants/ spectators are responsible for their actions before, during, and after the game.

Appendix A - Basketball Rules

Equipment

A. Each player must be prepared to show a valid photo ID when asked at any point.

Each player must wear appropriate basketball shoes and matching colored jerseys. The home team must bring an alternate jersey in the event of conflicting colors. League Directors will provide the game ball.

B. Headgear is not allowed to be worn by any participant during games, except for one piece head/sweat bands that do not have to be tied or do not have any form of knot(s). Illegal headgear consists of any hats, bandannas, baseball caps, and any other such similar headgear. Players must **REMOVE ALL JEWELRY** prior to participating, including any viewable body piercing.

C. Athletic, closed toe shoes must be worn. No hard soled shoes or sandals are permitted.

D. Each team is responsible for furnishing a game ball. The officials will choose the most appropriate ball.

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

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.

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.

A player, coach, or official will not be allowed to participate unless:

1. All bleeding has stopped
2. Any exposed cut/scrape which has bled is completely covered
3. Bloody clothing is removed

It is recommended that teams have spare clothing available at the game site to be used if necessary.

Game Times

6:00, 7:00, 8:00, and 9:00 PM

Players

A team will consist of 5 players.

A team may start the game with as few as 4 players.

Substitutions must be approved by the official before they are made following C.I.F guidelines. (Only during a stoppage in play)

All added players must submit the appropriate paperwork one business day in advance see rule VI.

The Game

A. There will be two 20 minute quarters with a continuous running clock.

Officials can account for stoppage time.

Each team will have one time out (lasting one (1) min), for the entire game.

B. Home team will be specified on the schedule. Managers are responsible for providing the league schedules to Score keepers in cases where the score keeper is unaware or where there is a dispute of who the home team is. Home team has choice of jersey color.

C. 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 will be declared winner. A jump ball will begin the sudden-death period.

D. 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 shall be settled by alternating possession.

E. Teams are allowed four (4) timeouts per game (accumulative) and one additional timeout for overtime periods. Timeouts do not carry over in to overtime play.

F. 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.

G. 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.

H. 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.

I. 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.

J. 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.

K. All participants shall behave in a sportsmanlike manner at all times. Unsportsmanlike conduct, aggressive play, profanity, derogatory remarks, flagrant fouls, excessive fouling, physical abuse or fighting will not be tolerated.

L. All technical fouls will carry a penalty of two (2) free throws and the possession of the ball.

M. Uniforms:

a. Team uniforms must be the same color. (Jerseys a few shades off will be accepted)

b. Uniforms must have legible numbers permanently affixed. (No Tape)

c. Each player on a team must have a different number. (Jerseys with no numbers will not be allowed for 0)

d) Two (2) color reversible jersey is recommended. Away teams are responsible for providing alternate uniforms when playing a team with a similar color. Penalty: Opponent receives 2 points for each violation (jersey color, no number, duplicate number, etc.).