

CYPRESS RECREATION AND COMMUNITY SERVICES DEPARTMENT
5-MAN BASKETBALL RULES AND REGULATIONS
Updated January 2017

REGISTRATION:

In order to provide better service to the participants of the Adult Sports Leagues, all registration deadlines will be strictly enforced. All fees must be paid at the time of registration. If your team does not make payment in full and have a complete roster of the team. That team will not be registered in the league. Partial fees are not accepted nor will spots be reserved without a full payment and complete roster.

ROSTER/PLAYERS:

- A. A completed official team roster is due in the Recreation and Community Services Office at the time of registration. The registration includes a roster completely filled out with signatures of all participants intending to play in the season, full payment and a copy of every participant's identification card with a date of birth e.g. driver's license, passport, California Identification Card. It is recommended that teams carry a full roster to allow for injuries and players that may be out of town. NOTE: League and playoff schedules will not be changed to accommodate players.
- B. Each team shall submit a complete roster of not more than 12 players, nor less than 3.
- C. Roster changes must be in writing and must be submitted via an Add-Drop form in order for the player to be eligible. An Add-Drop form may be turned in the night of the game.
- D. All players must be 18 years old or older to participate in the City of Cypress Adult Sports.
- E. Each season, every player must turn in a proof of age e.g. Driver's License, California Identification Card, Passport

NAMING YOUR TEAM

No team name shall include any of the following: References to drugs or profanity, any sexual references, sexual related terminology, anything that is degrading or offensive or in poor taste. The City of Cypress reserves the right to deny the use of your team name if we deem it to be inappropriate.

PLAYER ELIGIBILITY:

- A. ALL PLAYERS must sign the Code of Conduct (roster) sheet and agree to abide by such rules.
- B. A person may play on one team only in the Cypress Recreation and Community Services Department Basketball league, unless prior approval is given by the league coordinator. If a player is released from one team, he may play for a second team providing it's agreeable with all team managers and is approved by the League Director. A player that quits a team on their own accord is ineligible for any further league play.
- C. For playoffs, players must be signed on the team's official roster or on an official add/drop form. Players must have played at least two (2) games to be eligible for playoff game(s).
- D. New players will not be added after the 5th league game. See Adding/Dropping Players.
- E. No team may enter the league after league play has started.
- F. Teams participating in one game in C.R.P.D. leagues who drop, or are dropped for disciplinary reasons, forfeit all rights for refund.

ILLEGAL PLAYERS:

An Illegal player is:

1. A person playing on a team whose name and signature does not appear on that team's official roster or official add/drop form.
2. A person on more than one team roster in the same league or night/day.
Any team found using illegal players will automatically forfeit any and all games in which the illegal player participated in. It is each team's manager's responsibility to monitor or protest illegal players.

ADDING/DROPPING PLAYERS:

- A. Prior to participating in a game, all players must be on the roster. Teams may add or drop players the night of their scheduled game.
- B. All changes must be in writing on the add/drop form and may be done in the Recreation and Community Services Office or at the gym prior to the game.
- C. All new players can only be added during the time period of the first five league games. No new players will be added after the 5th league game.
- D. The Recreation and Community Services Office is open Monday – Friday 8:00am-5:00pm. For after hours, use the drop box located adjacent to the Office.
- E. Additional Add/Drop forms are located on our website at www.cypressrec.com.

PLAYER CONDUCT:

- A. The City of Cypress Recreation and Community Services Code of Conduct will be strictly enforced. All players must sign the Code of Conduct before playing in any of the City of Cypress Adult Sports Leagues.
- B. Each manager is responsible for the conduct of the team and spectators. Any manager, or acting manager, ejected from the game, will cause his/her team to forfeit that game.
- C. No foul language by player's either on the court or bench will be permitted. Such offense may result in the player being ejected from the game.
 1. **FIGHTING:** Any team, player(s), or spectator(s) fighting before, during or after any City of Cypress Adult Sport League game will be ejected from the area immediately. The area consists of the court, parking lot, and any portion of City and School District property. If a team, player, or spectator refuses to leave the area or stop fighting, the police will be called and additional team and individual penalties will be assessed. The minimum penalty for an individual for fighting is a one game suspension, which must be next scheduled game. Depending on the severity, individual(s) could be suspended for the remainder of the season and/or permanently banned from all City of Cypress Adult Sports Leagues. Once suspended, the player(s) or spectator(s) may not participate or attend any City of Cypress Adult Sports Leagues during the duration of their suspension. Failure to comply will result in additional penalties.
 2. **TRASH TALKING/VERBAL ABUSE:** Abusive language and/or gestures by any player(s), spectator(s), or coaches directed towards scorekeepers, officials, or other participants will not be permitted. The official will issue a warning on the first offense, a technical foul on the second offense, and if abusive conditions continue the individual(s) in question will be ejected from the area. The minimum penalty for individual(s) is a one game suspension, the next scheduled game. Depending on the severity, individual(s) could be suspended for the remainder of the season and/or permanently banned from all City of Cypress Adult Sports Leagues. Once suspended, the player(s) or spectator(s) may not participate or attend any City of Cypress Adult Sports Leagues during the duration of their suspension. Failure to comply will result in additional penalties.
 3. **ALCOHOL/DRUGS:** Alcoholic consumption or drug use on any City property is strictly prohibited. Any player(s) or spectator(s) believed to be under the influence of alcohol or any other drug will be immediately ejected from the area and will be suspended for a minimum of one week from the City of Cypress Adult Sports leagues. If the player(s) or spectator(s) refuse to leave the area, a forfeit will be called and the player(s) or spectator(s) will be suspended indefinitely pending a determination by the Adult Sports Committee. If a manager knowingly allows a member of the team to participate under the influence of alcohol or drugs, they will be subject to suspension. Managers are also responsible for the conduct of their spectators. Any violation of these rules could result in criminal prosecution.
 4. **PARTICIPANT EJECTION:** Any player(s), spectator(s), or coach ejected before, during or after any Cypress Adult Sports League game will automatically be suspended a minimum of one game, as well as the remainder of the game in which the suspension occurred. Once suspended, the team(s) or spectator(s) may not participate or attend any City of Cypress Adult Sports League games during the duration of the suspension

and until a decision is made by the Adult Sports Committee. Failure to comply will result in additional penalties. Following an ejections of an individual, the game will not continue until the ejected participant(s) vacate the area. Failure to vacate the premises will result in additional penalties.

- A. Any player receiving two (2) technical's in one game will immediately be ejected from said game, and subject to above penalty

GAME REGULATIONS:

A. OFFICIAL LINEUP:

Each manager is to have their team members check in at the score table by printing their first and last names in the scorebook prior the start of the game. Late arriving players may be added but need to sign the scorebook prior to playing. Managers must initial the official score sheet at the end of the game.

B. LENGTH OF GAMES:

Games will consist of two (2) 20-minute running clocks. The clock will be stopped only on time-outs and unnecessary delays.

C. SEASON/LEAGUE:

Each season will consist of ten (10) games, (2) play-off games, and (1) Championship game.

D. TIME OUTS:

1. Teams are allowed two (2) time outs per half.
2. In overtime, teams are allotted one (1) time out per overtime period.

E. THE CLOCK:

1. The clock is a running clock in the first and second half. If at the 2 minute mark of the last half the difference in score is 10 points or less, regulation stop-clock will be in effect for the remainder of the game.
2. The only thing that stops the running time is time outs, injuries and official time outs.

F. OVERTIME:

If the score is tied at the end of regulation time, a (2) minute regulation stop-clock overtime period will be played, with one (1) extra timeout allotted to each team, no matter how many timeouts remained during regulation. Additional overtime periods will be played until a winner is determined.

G. WARM UP TIME:

Teams need to be ready to play at game time. If the previous game ended early, teams may shoot around and get loose. Shoot around time is not always guaranteed so be stretched and ready to go.

H. UNIFORMS:

- A. All team players must have the **same** team shirt or jersey color. **Home team color = White. Visitors team color = Dark (similar).**
- B. All shirts must have legible numbers, and be permanently affixed to shirts on front and/or backside. Failure to adhere to this rule will result in a two-shot technical foul for each violation (either or both, wrong color or missing permanent number).
 - o If each team has the same number of illegal jerseys, the technicals DO NOT cancel out.

I. DUNKING:

- A. No dunking before, during or after any game. **NO WARNING!** Any team violating this rule will be penalized with a two (2) shot technical foul.
- B. If such offense occurs a second time, it will be considered flagrant and it will result in the player's immediate ejection from the game.

J. OTHER RULES:

- A. Rebounding free throws are on the release.
- B. All other rules not stated in this rule book will defer to high school rules.

K. PLAYERS AT THE START OF THE GAME:

- A. A team may begin play with four (4) players.
- B. However, at game time, if only one team has less than four (4) players the manager with at least four (4) roster players ready to play and on the court, will be asked if he wants the forfeit win or not. The answer is no, the game clock will start. When five (5) minutes of game time have lapsed and a team still does not have at least four (4) players ready to play and on the court, the game is forfeited. No time outs may be used during this time period by either team. If both teams are short players at game time, then a double-forfeit will be declared.
- C. A team playing with (4) players may add their fifth player at any time, unless a forfeit has already been called.

L. THE GYM:

- A. No food or drink is allowed inside the gym.
- B. Trash cans are located in the gym, please discard any trash in the trash cans.
- C. Any left items will be put in the lost & found. At the end of the season, everything collected will be set out to be claimed or you may call the Adult Sports League Coordinator to check on lost items.

RECLASSIFICATION:

The City of Cypress reserves the right to move teams up or down, if necessary. The team's record at the time of the move remains as is. If a team is currently in the highest level of league play, The City of Cypress reserves the right to not accept the team's registration for the next season or terminate league play and refund the league fee due to the team's level of play. Suggestions of more competitive leagues can be made upon request.

FORFEIT TIME and FEE:

- A. Game time is forfeit time. If a team is late and both managers agree upon it, there is a five (5) minute grace period for the first game only. The grace period will be subtracted from game time. The winning team will receive 40 points for the game.
- B. The forfeit fee is \$50 per forfeited game. Forfeit fees are to be paid in full at the Cypress Recreation and Community Services Office one (1) working day prior to the next scheduled game. No fee will be taken at the court.
- C. If a team forfeits more than two games and/or two games in a row, the team will automatically be dropped from the league. Dropped teams will lose all playoff privileges regardless of record. If a team is dropped from the league, all records will be adjusted at the date of the team's second forfeit whereby all teams previously defeated by said team will be credited with a win and received forfeit points (40pts).
- D. Games will be forfeited if:
 - 1. A team does not pay the officials fee (\$25) prior to game time
 - 2. A team that does not have four (4) players at game time
 - 3. A team found to have used an illegal or non-rostered player
 - 4. A team continues to harass the referee or if the referee feels the situation is such that a physical harm may come to him/herself, other players, or spectators
 - 5. Any player consuming any alcoholic beverages on the playing fields, park facility, or parking lots. Teams who violate this rule before, during, and after a game will forfeit the game and will be suspended from the league. If a manager knowingly allows a member of the team to participate under the influence of alcohol or drugs, they will be subject to suspension. Any violation of these rules could result in criminal prosecution. Refer to Sec. 17-40 of Cypress Municipal Codes.

MISSED GAMES:

In the event a game is not played for any reason, continue following your current schedule for the remaining games. Please contact the Recreation and Community Services Adult Sports Coordinator for rescheduling information.

OUTSTANDING BALANCE/REFUND POLICY:

Refunds for Adult Sports League Fees must be requested in writing ten (10) working days before the first scheduled game. There is a \$5.00 administrative fee for each team registration. Any team that is removed/dropped from the league will not be refunded any portion of their league fee. Refunds for league fees will be processed only if the league is cancelled. It takes 3-4

weeks to process any refund requests. Remember: Once your refund request has been submitted, you have given up your team's space for that League.

If an outstanding balance of forfeit/protest fees is not paid in full, the team manager will not be able to participate in any Cypress Recreation and Community Services programs, including but not limited to sport leagues, park and facility reservations, contract classes, youth sports, etc. until the balance is cleared.

OFFICIALS /SCOREKEEPING:

- A. Two (2) referees and two (2) scorekeepers per game.
- B. Managers need to tell players to sign the scorebook prior to the game. The scorebook will be kept at the score table.
- C. It is the responsibility of the managers to verify the score at the end of the game. Both teams should keep score.
- D. Official fees are \$25 per game for one (1) official per team.

PLAYOFFS/TIE BREAKERS:

- A. Single elimination tournament will be utilized. The top four teams in each division bracket will advance to the playoffs. When appropriate, first, second and third round playoffs will be played on the usual night and location of league play. Teams will be seeded for the tournaments.
- B. In the event of a tie in the final standings of a league, the following tie breaker will be used, in this respective order:
 - 1. Total wins
 - 2. Regular season head-to-head competition
 - 3. Most points scored in the season
 - 4. Fewest points allowed for the season
 - 5. Coin toss
- C. Home team will be decided on the seeding of the teams. The higher standing team receives Home advantage.

PROTESTS:

- A. Oral Protests must be made by the team manager with the official and the opposing team prior to the next live ball situation.
- B. Written protests will not be considered unless they are received in the Recreation and Community Services office within one working day of the incident.
- C. Protests for ineligible players must be made by the opposing manager before the last point of the game to allow the official/recreation leader to check the identification of the player in question. No protest fee is required at that time. Any player requested by the official/recreation leader to show identification must do so within 10 minutes following the completion of the game. If the player in question does not return within the 10 minute time period or if the identification does not match the name and signature on the roster, the game will be called a forfeit. If the player in question provides identification that matches the name and signature on the scorecard and the opposing manager still feels that the player is illegal, that manager must follow the standard protest procedure.
- D. Protest fees are \$15.
- E. For protests to be submitted, a written protest on the protest form and \$15 needs to be received at the Recreation and Community Services Office within one working day of the protest.
- F. If the protest is upheld, the fee of \$15 will be returned.
- G. Protests will be decided on the spot during the playoffs.

SCMAF 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.

FIRST AID:

The City of Cypress provides basic first aid supplies at the Adult Sports Programs/Facilities.

CITY OF CYPRESS ADULT SPORTS COORDINATOR & STAFF:

- A. The City of Cypress Adult Sports League Coordinator and Staff are the final authority for all on and off the court decisions, including suspensions. The Adults Sports Coordinator and Staff are responsible to oversee the overall safety of all of the participants, officials, spectators, and equipment at any Adult Sports venues.
- B. If necessary, the Adult Sports Coordinator and Staff are authorized to warn individuals of actions contrary to the City of Cypress Adult Sports Rulebook and eject any participant(s), spectator(s), or anyone else who does not comply with the rules and regulations as stated above. This authority does not supersede that of the officials of a game in anyway. It is in addition to that authority.
- C. No rules or regulations dealing with a team's right to protest are changed by this supplement. See Protests.
- D. The Adult Sports League Coordinator determines schedule changes, league relocations, and team reclassification as necessary.
- E. The Adult Sports League Coordinator determines whether any games are subject to suspension, replay, or forfeit as determined by the City of Cypress Adult Sports Rulebook.

CITY OF CYPRESS ADULT SPORTS COMMITTEE:

The City of Cypress Adult Sports Staff is the final authority for all clarification and interpretation of rules and regulations as outlined in the City of Cypress Adult Sports Rulebook and the Participant's Code of Conduct.

AWARDS:

1. Individual awards will be given for 1st place.
2. A maximum of 10 shirts will be awarded.