



COMMUNITY SERVICES DEPARTMENT
949-460-2730, 949-581-4709-FAX
Communityservices.svUSD.org

5-MAN BASKETBALL LEAGUES

League Information

Please remember that the league does guarantee night of play but can not guarantee classification, location or game times.

Schedules

The team manager is supplied with hard copies of the schedule at the beginning of the season. All games are subject to change based on gym availability. If the schedule is changed for any reason it will be immediately updated on the website and the team manager will be contacted. It is the duty of the team manager to notify the team of any schedule changes.

Website

League schedules, scores and standings are available online at communityservices.svUSD.org

Rosters

Rosters must be submitted at your team's first game. Add/drop forms must be submitted prior to the start of the sixth game. After, the sixth game rosters will be frozen. Teams not submitting a roster by the designated dates are subject to forfeit. Teams not submitting a roster will not be permitted to play in the playoffs.

Playoff Rosters:

All teams participating in the playoffs, individual team players must have photo identification. Players will not be allowed to participate without a valid form of photo identification. NO EXCEPTIONS. Rosters and photo ID will be checked prior to the start of the game.

Eligibility

All players must be 18 years or older. Players may only participate on 1 SVUSD TEAM PER NIGHT. If a player is found to be playing illegally, the player as well as the team manager will be suspended for the remainder of the season.

Rosters

1. Each team will submit a complete roster with a maximum of twelve (12) players.
2. **COMPLETE Rosters must be turned in to the Recreation Office before you play your FIRST regular season game.**
3. Rosters can be faxed to 949-581-4709, submitted to your scorekeeper, or mailed to 25171 Moor Ave, Mission Viejo, CA 92691.
4. No additions or deletions may be made after the start of the sixth regular season game.
5. All roster changes must come to the Community services Office by mail, fax or in person, on the Basketball Add/Drop Form.

SVUSD Community Services Department League:

NO DUNKING ALLOWED. Players may not dunk, touch or hang on the rim during warm-up, during the game, or following the completion of their game. PENALTY: Flagrant technical foul (Two-shots, ball out of bounds at division line, player ejected).

Forfeit Procedures

1. If a team forfeits a game, **the forfeiting team will pay the Community Services Office \$60 cash.** The team that shows up for the game does not pay anything.
2. If a team forfeits a second time, the manager must pay \$60 cash to the Community Services Office. Failure to pay will result in the dismissal of the team from the league.
3. If a team forfeits a third time, the manager must pay \$60 cash to the Community Services Office and will automatically be dropped from the League with no refund.

For further information, please call SVUSD at 949-460-2722.

ADULT BASKETBALL LEAGUE RULES

I. Eligibility

- a. Persons who have played on an educational institution basketball team, either in the first or second semesters of the current school year are NOT eligible.
- b. Players must be at least **18** years of age.
- c. A person may play on only one SVUSD team per night per season. . **NOTE: If an illegal player is identified and protested in the specified period, the game will be forfeited and the player in question and the team manger will be suspended for the remainder of the season. See below for player protests.**
- d. Players should have picture ID at all games. If the player in question does not have picture ID, then the player will not be allowed to participate until ID is established.

II. League Format

- a. Ten (10) league games will be played.
- b. Teams will be divided into leagues based on ability. (Ability to be based on teams past history.)
- c. Ties in the standings will be broken by the following procedure:
 - i. Record against opposing team(s).
 - ii. Point differential between the teams involved.
 - iii. Lowest average number of points allowed.**NOTE: Any team forfeiting a game used in the deciding tiebreaker will automatically lose the tiebreaker.**

III. Adult Basketball Rules

- a. Games will be played under the current National Federation Official High School Basketball Rules with the following changes and clarifications:
 - i. Games will be played in twenty (20) minute halves.
 - ii. The clock will not stop during the game (RUNNING TIME), except on an official's or team time out. **During the last 15 seconds of the first half (regardless of score) and during the last two (2) minutes of the second half, if the point spread is ten (10) or less points, the clock will stop on all whistles. Clock stops on 10/runs on 11.**
 - iii. Time Outs: Two timeouts per half (non-accumulative). **A team may carryover into overtime any second half time-outs not used.** A time out will be one minute in length.
 - iv. In the event of a tie score at the end of regulation time, a three (3) minute overtime will be played, (2 minutes running clock, 1 minute of regulation clock). **NO SUDDEN DEATH.**
 - v. A team will be in the bonus situation on the seventh (7) team foul, two (2) shots on the tenth (10) team foul.
 - vi. Uniforms: **Each team is required to have REVERSIBLE TOPS of similar colors with numbers that adhere.** Teams designated as the home team will wear white jerseys, and teams designated as the visitor will wear dark jerseys of a similar color. (Penalty: Two points will be awarded to the opposing team for each player out of uniform at the start of the game or when he enters the game). If this occurs more than one week, the team may be suspended from the league without refund. **All teams are required to obtain uniforms by their second league game.**

IV. Forfeit Procedures

- a. A game shall be called a forfeit if.
 - i. A team fails to have four (4) players on the court at game time. **GAME TIME IS FORFEIT TIME.**

- ii. A team fails to pay \$30.00 CASH to the officials at game time.
- iii. In the opinion of the officials, a manager does not have complete control of his team.
- iv. Continued harassment of officials and/or scorekeepers. This includes during any breaks in the game (half-time and dead balls), and after the conclusion of the game.
- v. If a team is unable to complete a game due to lack of players for whatever reason.

V. Protests

- a. All protests must be submitted to the SVUSD Community Services Department, 25171 Moor Avenue, Mission Viejo, no later than 5:00 p.m. the following day.
- b. Protests must be clearly written and accompanied by the required **\$50.00 cash-filing fee**. If a protest is upheld, the fee shall be returned. **No protest shall be considered or honored on any official's judgment call.**
- c. All protests must be stated (before the ball is put back into play) to the referee, scorers and the opposing manager, stating the exact reason of the protest. The referee shall note the protesting manager's statement exactly.
- d. Protests regarding roster eligibility must be made immediately (**BEFORE THE BALL IS PUT BACK IN PLAY**) after the player in question enters the game.
 - i. In the case of a player protest, the player's identification will be checked and documented and the game will be allowed to continue with the player in question participating. If the league administrator determines that the player in question is illegal, then the game in question will be forfeited and the player in question and the manager from the team in question will be suspended from the league for the remainder of the season, and proper protest procedures will be followed.
- e. Two (2) minutes will be allowed for a protest and the time clock shall be stopped for that period of time.

VI. Conduct

The team manager shall conduct all grievances. Any unusual tactics, profanity, or derogatory remarks by a player or manager shall result in eviction from the game and gym. **Ejected players must leave the gym within 60 seconds** or their team will automatically forfeit the game.

NOTE: The first ejection carries an automatic minimum **one game suspension**. If a player is ejected from a game twice during the season, the second ejection will result in elimination from further competition for the remainder of the season.

The first ejection may also result in elimination from further competition for the remainder of the season, if, in the opinion of the League Director, the offense warrants strong action.

Any player who physically or verbally abuses an official will be banned from further competition in any SVUSD Adult Sport League, and can be legally prosecuted.

Team Managers and/or coaches are responsible for informing all of their players of all rules and information regarding the League.

VII. Schedules – Holidays and Days Off

Games will not be scheduled on the following holidays: New Year's Eve, New Year's Day, Martin Luther King, President's Day, Easter, Memorial Day, Fourth of July, Labor Day, Thanksgiving Day and Friday after the holiday, or any time during school recess of the Christmas holiday season. Holidays that fall on a Friday or Monday will have no games scheduled the entire weekend.



Bench Decorum:

Bench personnel shall remain in their designated bench area AWAY from the scorer's table. Substitutes may approach the table area prior to entering the game to replace a player. Coaches may request a time out for any correctable error situation. During time outs and intermissions, coaches and/or players may request information concerning player fouls, or remaining time outs. Otherwise, no one is to be at the scorer's table distracting the scorer from their duties during live ball situations. Teams are responsible for their bench personnel, as well as for their spectators.

Free Throw Administration:

Substitutes wishing to enter the game to replace a player shall wait until PRIOR TO the final try of any multiple free throws. Substitutes shall wait in the reporting area until called onto the court by an official.

ALL players shall **wait until the ball is released** prior to entering the lane; crossing the free throw line, or breaking the three-point arc behind the free throw line extended.

Game Management:

Players, bench personnel, spectators, officials, or table crew shall not disrupt the game by bouncing the ball, tossing the ball off of the side baskets or walls, or enter onto the court during a game in progress, or during any time outs.

Anyone asked more than once by an official to hold onto a basketball, or to refrain from shooting a basketball during time outs, shall be asked to leave the facility until the completion of the game in progress.

Saddleback Community Services Department League: NO DUNKING ALLOWED. Players may not dunk or hang on the rim during warm-up, during the game, or following completion of their game. PENALTY: Flagrant technical foul. (Two shots, ball out of bounds at Division Line; player ejected).

Sportsmanship:

Players, bench personnel, and spectators are to be reminded that this is an ADULT RECREATION program. As such, everyone should conduct themselves as adults. Abusive, obscene, or vulgar actions, gestures or language shall not be tolerated. Women and children often accompany players to the games, or are hired to work as representatives, of the respective adult sports recreation departments, and should not have to be subjected to abusive and vulgar language.

Uniforms:

Jersey tops shall be numbered and of the same color. Taped numbers will not be allowed nor shall members of the same team wear dissimilar colors. Teams will have properly colored and numbered uniforms by the second week of the season. Players not meeting this requirement will not be allowed to play. Teams may have a number "0" or a number "00" but **NOT** both numbers. Undergarments will match the dominant color of the jersey top, if undergarments are to be worn by players.

Manager's Name (please print clearly): _____

Manager's Signature: _____ **Date:** _____