



CITY OF BEVERLY HILLS
COMMUNITY SERVICES DEPARTMENT
League Coordinator: Evan Doyle
310.285.6823
edoyle@beverlyhills.org
www.beverlyhillsadultsports.org

ADULT BASKETBALL LEAGUE RULES

OBJECTIVE:

This is a recreational basketball league. The objective of the league is to promote, develop and conduct recreational basketball within the City of Beverly Hills and to promote physical activity and good sportsmanship. Respect each other. Play hard. Play fair. Compete. Have fun.

LEAGUE INFORMATION:

- 1) All games will be played in the upstairs boy's and girl's gyms at Beverly Hills High School, located at 241 South Moreno Drive.
- 2) Schedules will consist of a 10-12 week regular season.
- 3) Game times are 6:45pm, 7:45pm, and 8:45pm.
- 4) Games will be 40 minutes long (Two 20 minute halves) with a running clock, with the exception of the final two minutes of the second half, if the score differential is 10 points or less.
- 5) Game times will be determined by the league coordinator.
- 6) Games will be played on Monday, Tuesday, Wednesday, and Thursday nights.
- 7) All league matters will be primarily communicated via e-mail and www.beverlyhillsadultsports.org. Text messages may also be incorporated.
- 8) League schedules, standings, and registration information will be posted and updated daily on www.beverlyhillsadultsports.org.
- 9) It is the manager's responsibility to ensure that his team receives the schedule and schedule revisions.
- 10) Placement of teams in respective divisions shall be the responsibility of the league coordinator. The league coordinator reserves the right to move teams up or down within the first two (2) weeks of league play
- 11) Teams are responsible for their own bench, including the removal of all trash and personal belongings. Teams should vacate their bench quickly after their game.

- 12) Men's restrooms are located on the 1st floor near the main east entrance. Women's restrooms are located on the 1st floor just outside the west gym. The use of the women's restroom by men and vice versa is strictly prohibited

REGISTRATION & LEAGUE FEES:

- 1.) How to register:
 - a. Log on to www.beverlyhills.org/bhregonline.
 - b. Complete team roster form due at the managers meeting.
 - c. Provide payment via credit card (payment due at time of registration) **on your appropriate registration date.**
- 2.) Registration Priority:
 - a. **1st Priority:** Any returning or new resident team with over 50% (min of 5) players on the roster residing in Beverly Hills. (Players who use address of parents of a P.O. Box in the city do not qualify as resident players). Business status is applicable to a business sponsored team if the business is licensed by the City of Beverly Hills and over 50% (min of 5) of the players on the roster are employees of **that** business.
 - b. **2nd Priority:** Any non-resident returning team from the season **immediately** preceding.
 - c. **3rd Priority:** Any NEW non-resident team.
 - d. Registration is first come, first serve, based on priority dates set by the league coordinator.
- 3.) League Fees:
 - a. Beverly Hills Resident Team - \$357
 - b. Beverly Hills Business Team - \$399
 - c. Returning and New Non-Resident Team - \$446
 - i. Official Fees - \$40 per team, per game (Exact change ONLY).
- 4.) Leagues Offered:
 - a. Monday – Level C & Level D-2
 - b. Tuesday – Level C & Level D
 - c. Wednesday – Level D & Level D-2
 - d. Thursday – Level D & Level D-2
 - i. Level C is a high skill level and competitive league.
 - ii. Level D is a moderate skill level and “recreational” league.
 - iii. Level D-2 is a lower skill level and “recreational” league.

LEAGUE RULES:

The following are City of Beverly Hills Basketball rules which overwrite the C.I.F. rule book where contradictions occur. Games are officiated on an advantage / disadvantage premise for the protection of players and the overall benefit of the league. All league decisions on protests, illegal players, and basketball rule interpretation are final – NO appeals will be allowed.

- 1.) The minimum age requirement to participate in the league is 18 years old.
- 2.) Teams are allowed (2) two timeouts in the first half and (2) two timeouts plus (1) one 20 second timeout in the second half. Unused timeouts **DO NOT ROLL OVER**. Teams are given (2) two timeouts per overtime period.

- 3.) Players are allowed (5) five personal fouls per game. After receiving the fifth foul, that player will foul out of the game.
- 4.) A technical foul will count as a personal foul.
 - a. Technical fouls are an automatic (2) two shot penalty plus possession of the ball.
 - b. Technical fouls are judgment calls made by the discretion of the official and may be given for unsportsmanlike conduct.
 - c. Any player receiving (1) technical foul will be required to sit out for 2 minutes on the game clock starting at the time the foul was received.
 - d. Any player receiving (2) two technical fouls will:
 - i. Sit out the remainder of the game.
 - ii. Be asked to leave the gym if deemed necessary by the scorekeeper and/or official.
 - iii. Automatically, be suspended for the next scheduled game and possibly further games, if deemed necessary by the league coordinator.
- 5.) The bonus rule will be in effect on the (7th) seventh team foul in a given half.
 - a. Offensive fouls and bench technical fouls will be counted as team fouls.
 - b. At the (10th) tenth team foul, the offended team will be awarded (2) two foul shots.
- 6.) Overtime: If the score is tied at the end of regulation, a (3) three minute overtime period will be played (One minute running clock, two minute stop clock if the game is within 10 points). Teams will each be given (2) two timeouts. NO ROLL OVERS.
 - a. If the score is tied at the end of the first overtime a (2) two minute overtime will be played (One minute running clock, one minute stop clock if the game is within 10 points). Teams will each be given (2) two timeouts only. NO ROLL OVERS.
 - b. If the score is tied at the end of the second overtime, sudden death overtime will be played. The first team to score will be the winner. No time outs will be given.
- 7.) The ball will be advanced to half court, when a time-out is called after a made basket or change of possession, within the final two minutes of the second half only.
- 8.) After the initial jump ball, all possessions shall be determined on an alternating basis.
- 9.) No hanging on the rim. Players will be held responsible for any damages made to the basketball backboard/rim incurred by misuse of the backboard/rim.
- 10.) During a penalty shot, players may enter the key upon the shooter's release; however, the shooter must wait for the ball to hit the rim before entering the key.
- 11.) No off ball fouls.
- 12.) The (3) three point shot will be in effect for all adult basketball divisions.
- 13.) With 2 minutes or less remaining on the game clock with a point deficit that exceeds 20, the scorekeepers, officials, or league coordinator reserve the right to call the game if neither team is putting forth the effort to maintain a competitive game.
- 14.) A (10) ten minute grace period will be in effect for the 6:45pm game and a (5) minute grace period will be in effect for the 7:45pm and 8:45pm game only if:
 - a. A team does not have the minimum four players needed to begin the game.
 - b. Two referees have not arrived to officiate the game (6:45pm game only).
 - i. If a second referee has not arrived after the (10) ten minute grace period, the game will begin with one official.

ROSTER & ELIGIBILITY:

- 1.) Team rosters must be turned into the scorekeeper prior to the start of the first league game.
 - a. Rosters must be complete with player names, contact information, and signatures, in order for player to be eligible to participate.
 - b. Only players who are listed on the roster and have all the required information completed are eligible to participate.
 - c. Any player who is not listed on the roster, or who is listed but has not signed the roster, will be considered an illegal player.
- 2.) Each team will be allowed a maximum of (12) twelve players on its roster.
- 3.) All players must have a positive means of photo identification at all games.
- 4.) A player must play in (3) three league games in order to be eligible to participate in the playoffs.
- 5.) Roster changes may be done at the gym with the site scorekeeper through the (3rd) third week of play in a 10 game season and the (4th) fourth week of play in a 12 game season.
 - a. Add forms and roster changes will not be considered after the (4th) fourth week of play, with the exception of injured players.
 - b. Once a player has been dropped from a roster for any reason he is no longer eligible to play and cannot be added again until next season.
- 6.) Any team found to be using an illegal player (a player that has not signed the team's official roster) will be penalized in the following manner:
 - a. First Offense:
 - i. Forfeiture of the game.
 - ii. A (2) two game suspension for the manager of the offending team, REGARDLESS if he was at the game or not.
 - b. Second Offense:
 - i. Forfeiture of the game.
 - ii. Manager of the offending team will be suspended for the remainder of the season.
 - c. Third Offense:
 - i. Forfeiture of the game.
 - ii. Offending team will not be eligible to register or participate in the following season.

PLAYER CONDUCT:

The Code of Conduct applies to all players, coaches, managers, and spectators. The Code of Conduct applies to players as individuals or as a team and penalties can be applied to an individual or an entire team. The Code of Conduct becomes effective as soon as the participant arrives at the facility of play and it remains until the participant leaves the facility (parking lots, streets, and general vicinity included).

- 1.) No participant shall:
 - a. At any time push, shove, strike, or threaten any player, official, spectator, or City employee.
 - b. Endanger the safety of any player, official, spectator, or City employee.
 - c. Verbally abuse a player, official, spectator, or City employee.
 - d. Taunt another player, official, spectator, or City employee.

- e. Use profanity at any time while on the facility premises. Excessive use determined by the officials, scorekeepers, and/or league coordinator will result in a warning on the first offense and a technical foul on the second offense.
 - f. At any time have in possession of any alcohol or drugs. Players under the influence of alcohol and/or drugs are strictly prohibited from participation.
- 2.) Any player and/or team involved in fighting or unsportsmanlike conduct shown towards a player, official, spectator, or City employee will automatically:
 - a. Be suspended for the remainder of the current game.
 - b. Be suspended for the next scheduled game at minimum.
 - c. Have the incident reviewed by the league coordinator for possible further disciplinary action.
 - i. Discipline action after review could range from no further suspension to the permanent suspension of the player(s) and/or team(s) involved from the City of Beverly Hills Basketball Leagues.
 - d. A player ejected from (2) two games in one season due to unsportsmanlike conduct will be suspended for the duration of the season and may be suspended indefinitely from future Beverly Hills Sports Leagues.
 - 3.) Any ejected player will be automatically suspended from his team's next game as a minimum penalty.
 - 4.) Officials have jurisdiction before, during, and after the game.
 - 5.) Team managers may address the officials during timeouts for rule clarification only.
 - 6.) Team managers will be held responsible for the conduct of their players and fans. It is the manager's responsibility to notify his team of the league conduct policies.

UNIFORM & EQUIPMENT:

- 1.) All teams are required to have a team uniform.
 - a. Uniform includes:
 - i. A permanent number on the back of the jersey no less than six inches in height.
 - ii. The same design and the same color jerseys.
 - b. Each player must have his own jersey with his own number permanently printed on the back of the jersey. (No tape or markers).
 - c. Players are not allowed to exchange uniforms during any scheduled game. Violating teams will be charged with a forfeit.
 - d. Reversible jerseys are recommended and preferred.
- 2.) Only one (1) player per game will be allowed to play without a team jersey, if he has a t-shirt of the same color as his team's jersey.
 - a. Player will be considered number "00" for the duration of the game.
 - b. Player will receive an automatic technical foul upon entering the game for the first time.
 - c. Teams will not be allowed to play any more than one (1) player in a game that does not have a jersey with a number on the back. **NO EXCEPTIONS**
 - d. Jerseys without a number on the back are considered a non-team jersey.
 - e. Two players with the same jersey number may not play together in the same game.
- 3.) Home team has the choice of uniform color. Away teams are responsible for an alternate color uniform.

- 4.) Each team is responsible for furnishing a game ball. The official will decide which basketball will be used.
- 5.) All players must have proper footwear.
- 6.) All support braces must be fully covered, with no metal, hard points, or sharp edges exposed. If not covered, player will not be allowed to participate.
- 7.) Bandanas may be worn if deemed necessary by the official.
- 8.) Absolutely no jewelry (ear rings, nose rings, etc.) may be worn during the game.

FORFEITS:

- 1.) A game shall be determined a forfeit, if in the judgment of the official and/or scorekeeper:
 - a. The grace period has elapsed. (6:55pm for 1st game, 7:50pm for the 2nd game, and 8:50pm for the 3rd game).
 - b. A team continues to delay a game after the officials have indicated that it's time to play ball.
 - c. **The referee fees have not been paid prior to the starting whistle.**
 - d. A team has less than (4) four players.
 - e. A manager does not have control of his team.
 - f. A player, who has been disqualified and asked to leave due to unsportsmanlike conduct, refuses to leave the gym.
 - g. A team and/or their spectator(s) are guilty of harassment of players, officials, spectators, score keepers, or city employees.
 - h. A team uses illegal player(s).
- 2.) **A forfeit fee of \$80.00 must be paid to the league office at Roxbury Park Community Center no later than one (1) day prior to your team's next scheduled game. The league office is open Monday through Friday from 10am-7:00pm to accept payments in exact cash, check or credit card. Failure to post the forfeit fees prior to the start of your team's next scheduled game will result in your team being dropped from the league. Refunds will not be granted.**
- 3.) Teams who forfeit (2) two games in one season will be dropped from the league and will not be able to participate in the next season. Refunds will not be granted.

PROTESTS:

- 1.) A protest cannot be made on a judgment call. A protest will only be received and considered based on misinterpretation of playing rules ONLY.
- 2.) Whenever a matter of protest arises during a game, only the manager of a team may notify a City staff member of their concern, during a time-out or after the game.
- 3.) All protests not resolved with the on-site staff must be submitted in writing to the league coordinator's office, detailing the full nature of the protest, no later than 5:00pm the following day.
 - a. Teams will be charged \$25 for all protests not granted and must be paid to the league coordinator office prior to the next scheduled game.
 - i. Fax number: (310) 553-3862
 - ii. E-mail: jleuning@beverlyhills.org

- 4.) A team manager suspecting the use of an illegal player(s) by the opposing team, must inform the scorekeeper(s) before the game or during an official time-out, prior to the conclusion of the game.

PLAYOFF DETERMINATION:

Playoffs will be held the week following the last week of regular season play. Playoffs will consist of the (1st) first place team playing the (4th) fourth place team and the (2nd) place team playing the (3rd) third place team. Winners of these two games will play in a championship game.

NOTE: Each forfeit will be counted as an additional half loss, when determining playoff position.

- 1.) Tie breaking procedure:
 - a. In the event of a two-team tie, playoff position will be determined in the following order:
 - i. Number of forfeits
 - ii. The best head-to-head record of tied teams.
 - iii. Point differential between tied teams (head-to-head).
 - iv. Point differential over the course of the season (total points scored minus total points allowed.)
 - v. Coin flip.
 - b. In the event of a three or more team tie, playoff position will be determined in the following order:
 - i. The best record involving games between the tied teams.
 - ii. Point differential between remaining tied teams (head-to-head).
 - iii. Point differential over the course of the season among the remaining tied teams (total points scored minus total points allowed.)
 - iv. Coin flip.
- 2.) The league coordinator reserves the right to move a team who wins (2) two consecutive championships into a higher division.
- 3.) The league coordinator reserves the right to move a team who finished in last place (2) two consecutive seasons into a lower division.

MANAGER'S RESPONSIBILITIES:

- 1.) Team managers assume the responsibility of all the following:
 - a. Attendance at mandatory manager meeting's (if scheduled) or sending a well informed representative in their absence.
 - b. Payment of league fees. Only exact change will be accepted.
 - c. Submittal and maintenance of official league roster.
 - d. Knowledge of all league rules contained herein and in the CIF High School Rule Book.
 - e. Convey all league rules and information to teammates.
 - f. Presentation of a starting line-up and the \$40.00 official's fee to the league scorekeeper before the start of the scheduled game. Only exact change will be accepted.
 - g. Notifying the league coordinator of any roster changes and/or manager contact information changes.