



2019
MENDOCINO COAST RECREATION & PARK DISTRICT
16+ BASKETBALL LEAGUE

TEAM REGISTRATION FEE: \$400 PER TEAM
PLAYERS FEE: \$40

REGISTRATION FEES MUST BE PAID IN FULL.
ALL PLAYERS MUST PAY BEFORE PLAY. NO PAY-NO PLAY.

EACH TEAM MUST HAVE NUMBERED SHIRTS.

MCRPD BASKETBALL RULES

PLAY WILL BE ACCORDING TO CURRENT HIGH SCHOOL BASKETBALL RULES EXCEPT WITH THE FOLLOWING EXCEPTIONS:

- 1) ABSOLUTELY NO ALCOHOL, DRUGS OR TOBACCO IN ANY FORM IS ALLOWED ON SCHOOL PROPERTY. THAT IS THE LAW.
- 2) PLAYER FEES (\$40) MUST BE PAID BEFORE THEIR FIRST GAME (NO PAY, NO PLAY). NO REFUNDS FOR TEAM FEES AFTER THE REGISTRATION DEADLINE. NO PLAYER REFUNDS ONCE PLAYER IS REGISTERED ON A TEAM ROSTER. FEES CANNOT BE TRANSFERRED. ROSTERS MUST BE SIGNED BY PLAYER BEFORE THEY STEP ON TO COURT.
- 3) EACH GAME WILL CONSIST OF TWO 20 MINUTE RUNNING HALVES, EXCEPT DURING TIME OUTS. INSIDE THE FOUR-MINUTE MARK WE WILL RUN THE REGULAR BASKETBALL CLOCK.
- 4) THERE WILL BE A FIVE-MINUTE BREAK AT HALF-TIME.
- 5) EACH TEAM IS LIMITED TO TWO TIME OUTS PER HALF. ONE EXTRA TIME-OUT PER TEAM WILL BE ALLOTTED FOR EACH OVERTIME PERIOD.
- 6) BONUS FREE THROWS WILL BE AWARDED BEGINNING WITH A TEAM'S 7TH PERSONAL FOUL FOR EACH HALF.



- 7) **IF THERE IS A TIE AT THE END OF REGULATION PLAY, A THREE MINUTE OVERTIME PERIOD WILL BE HELD (BEGINNING 3 MINUTES AFTER REGULATION PLAY HAS CONCLUDED). OVER-TIME PERIODS WILL CONTINUE UNTIL THE TIE IS BROKEN.**
- 8) **TEAMS HAVE UP TO TEN MINUTES AFTER THE SCHEDULED GAME TIME TO FIELD AT LEAST FIVE PLAYERS. IF A TEAM FAILS TO FIELD FIVE PLAYERS BY THAT TIME, IT WILL BE DEEMED A FORFEIT.**
- 9) **FORFEITS COUNT AS 1 LOSS. 3 FORFEITS WILL ELIMINATE TEAMS FROM CONSIDERATION FOR PLAYOFFS. IF A TEAM FORFEITS 4 TIMES THEY ARE REMOVED IMMEDIATELY FROM THE LEAGUE.**
- 10) **THE TEAM CAPTAIN MUST PRESENT TO THE SCOREKEEPER THE NAMES, SIGNATURES AND NUMBERS OF HIS STARTING LINEUP BEFORE THE OPENING WHISTLE. A TECHNICAL FOUL WILL BE ASSESSED FOR PLAYERS ON THE COURT WHO HAVE NOT BEEN REPORTED TO THE SCOREKEEPER.**
- 11) **SUBSTITUTIONS: PLAYERS MUST CHECK IN WITH SCOREKEEPER BEFORE ENTERING THE GAME. THEY MUST THEN WAIT ON THE SIDELINES AND ENTER THE COURT ONLY WHEN THE SCOREKEEPER SOUNDS THE BUZZER AND THE OFFICIAL SIGNALS FOR THE CHANGE.**
- 12) **ROSTER ADDITIONS IN THE CASE OF REPLACING AN INJURED PERSON OR SOMEONE WHO MOVES AWAY FROM THE AREA MUST BE CLEARED BY THE LEAGUE DIRECTOR. This must be cleared before the start of playoffs. No additions to any rosters will be made during playoffs- no exceptions.**
- 13) **TO BE ELIGIBLE FOR PARTICIPATION IN THE CHAMPIONSHIP PLAYOFF GAMES AT THE END OF THE REGULAR SEASON, A PLAYER MUST PLAY ON THE COURT IN A MINIMUM OF 3 REGULAR SEASON GAMES (EXCEPT A PLAYER WHO HAS REPLACED A PLAYER AS IN RULE #11). THIS EXCEPTION MUST BE APPROVED BY LEAGUE DIRECTOR, NATALIE COTTRELL, BEFORE THE START OF THE PLAYOFFS.**
- 14) **IN CASE OF A TIE IN THE FINAL STANDINGS, THE FOLLOWING CRITERIA WILL BE USED, IN ORDER, TO DECIDE THE WINNER:**
 - 1) **BEST RECORD HEAD TO HEAD AMONG TIED TEAMS**
 - 2) **POINT DIFFERENTIAL HEAD TO HEAD**
 - 3) **POINT DIFFERENTIAL IN ALL LEAGUE GAMES**
 - 4) **MOST POINTS SCORED IN ALL LEAGUE GAMES**



GENERAL INFORMATION

RECOMMENDED ROSTER SIZE IS 14 PLAYERS, BUT NOT LIMITED.

PLAYERS MUST BE AT LEAST 16 YEARS OLD AND NOT PLAYING HIGH SCHOOL BALL WHILE PARTICIPATING IN RECREATION LEAGUE. **IT IS UP TO THE TEAM CAPTAINS TO MAKE CERTAIN THAT HIGH SCHOOL PLAYERS ARE NOT PLAYING HIGH SCHOOL BASKETBALL, OR SIGNED ON TO TWO SPORTS ROSTERS. EACH GAME THAT A MINOR PLAYS IN WHILE ON TWO ROSTERS WILL RESULT IN A FORFEIT LOSS FOR THAT TEAM.**

PLAYER CONDUCT: THIS RECREATION DISTRICT'S ADULT SPORTS PROGRAM IS DESIGNED AS A RECREATIONAL PROGRAM FOR THE **ENJOYMENT** OF THE PARTICIPANTS. ALTHOUGH COMPETITIVE, THE RECREATION ASPECT OF THE LEAGUE IS STRESSED AND GOOD SPORTSMANSHIP IS EMPHASIZED AND WILL BE ENFORCED.

IT IS THE TEAM CAPTAINS RESPONSIBILITY TO INFORM THEIR TEAM MEMBERS OF THE ADULT SPORTS GUIDELINES AND POLICIES AND TO INSURE THAT THEIR TEAM MEMBERS ADHERE TO THEM. ABUSIVE LANGUAGE, FIGHTING, AND UNSPORTSMANLIKE CONDUCT TO ANOTHER PLAYER OR OFFICIAL, ON OR OFF THE COURT, WILL NOT BE TOLERATED AND WILL BE PENALIZED.

TEAM CAPTAINS ARE RESPONSIBLE FOR CONTROLLING THE CONDUCT OF THEIR PLAYERS. PLAYERS AND MANAGERS GUILTY OF UNSPORTSMANLIKE CONDUCT MAY BE SUSPENDED FROM THE LEAGUE FOR A TIME DETERMINED BY THE DEPARTMENT. ANY FIGHTING OR PHYSICAL ABUSE OF AN UMPIRE OR ANOTHER PLAYER SHALL BE DEALT WITH IN A SEVERE MANNER. TWO UNSPORTSMANLIKE CONDUCT CALLS TO THE SAME PLAYER DURING A GAME WILL RESULT IN AN EJECTION FROM THE GAME. A PLAYER THROWING A PUNCH OR FIGHTING WILL BE EJECTED. A PLAYER EJECTED FROM THE GAME SHALL BE BARRED FROM FURTHER PARTICIPATION IN THE GAME AND MUST LEAVE THE GYM. IF THAT PLAYER REFUSES TO LEAVE, THE GAME CAN BE CALLED A FORFEIT. IF DURING A GAME A REFEREE DETERMINES THE CONTINUATION MIGHT LEAD TO PHYSICAL VIOLENCE, HE IS TO CALL A TIME OUT AND CONFER WITH THE OTHER REFEREE. IF THE SECOND OFFICIAL AGREES, THE GAME WILL BE STOPPED AND THE OFFENDING TEAM (S) WILL BE GIVEN A LOSS. IF BOTH TEAMS ARE AT FAULT, THEN A DOUBLE FORFEIT WILL BE CALLED AND BOTH TEAMS GIVEN A LOSS. AN EJECTION FROM A GAME WILL WARRANT AN AUTOMATIC SUSPENSION FROM THE NEXT GAME. A PLAYER RECEIVING TWO EJECTIONS IN A SEASON WILL BE SUSPENDED FROM THE LEAGUE FOR THE REMAINDER OF THAT SEASON.



PROTESTS: A PROTEST CAN ONLY BE MADE ON A REFEREE'S INTERPRETATION OF THE RULES. JUDGEMENT CALLS CANNOT BE PROTESTED. A PROTEST SHALL BE MADE ONLY BY THE CAPTAIN IN THIS ORDER:

- A. NOTIFY THE OFFICIAL IN CHARGE (AND SCOREKEEPER) SO IT MAY BE MARKED DOWN IN THE OFFICIAL BOOK AS TO WHERE AND WHEN THE PROTEST HAS OCCURRED.
- B. TURN IN TO THE LEAGUE DIRECTOR A WRITTEN PROTEST WITHIN 24 HOURS, INCLUDE \$25 FOR THE PROTEST FEE.

THE LEAGUE DIRECTOR WILL RENDER A DECISION WITHIN ONE WEEK OF RECEIVING THE PROTEST. DECISIONS OF THE LEAGUE DIRECTOR ARE FINAL. THE PROTEST FEE WILL BE RETURNED ONLY IF THE PROTEST IS UPHOLD.

BLOOD RULE: THIS LEAGUE WILL BE UPHOLDING THE BLOOD RULE. IF A PLAYER IS BLEEDING OR HAS VISIBLE BLOOD, THEY MUST LEAVE THE COURT AND GET THE PROPER MEDICAL ATTENTION BEFORE RE-ENTERING THE GAME. A PLAYER MUST REMOVE ANY CLOTHES WHICH HAVE WET BLOOD ON THEM.

ELIGIBILITY: IF A MANAGER CHALLENGES THE ELIGIBILITY OF AN OPPOSING TEAM PLAYER, HE HAS TO NOTIFY THE REFEREE AND THE OFFICIAL WILL GET THE PLAYER'S NAME AND ID. THE GAME WILL BE PLAYED. IF THE DEPARTMENT DETERMINES THE PLAYER WAS INELIGIBLE, THAT TEAM WILL BE GIVEN A FORFEIT LOSS.

LET'S HAVE A GREAT SEASON. REMEMBER IT'S A RECREATION LEAGUE, SO HAVE FUN AND STAY HEALTHY!!!!

**NATALIE COTTRELL
MENDOCINO COAST RECREATION AND PARK DISTRICT
964-9446 Ex203 OR 357-5171**