



CITY OF ROCKVILLE  
ADULT BASKETBALL LEAGUE RULES

I. SPORTS PROGRAM SUPERVISOR

- A. The League shall operate under the rules administered by the Sports Program Supervisor.
- B. Duties of the Sports Program Supervisor will include, but not limited to:
  - 1. Consider basketball league rule changes.
  - 2. Approve requests for player transfers.
  - 3. Determine player eligibility. Investigation of protests and initiating appropriate disciplinary action when necessary.
  - 4. General league administration.

II. GYM DIRECTOR

- A. The Gym Director is employed by the City to supervise the gymnasium and carry out duties and responsibilities assigned by the Sports Programs Supervisor. The person does not coach or represent any team in the league.
- B. The Gym Director's duties and responsibilities are as follows:
  - 1. All Gym Director's are to see that the rules are adhered by each team in the gymnasium.
  - 2. Each Gym Director, when warranted, prepares and files game conduct reports to include any of the following: player, coach, official and spectator.
  - 3. The Gym Director has the ultimate responsibility for the behavior of spectators, game officials, and coaches. If the conduct of spectator(s) prohibits the orderly continuance of a game the Gym Director will take whatever action is necessary to restore order. This may require the removal of a team follower(s), or the clearing of the court before the game is permitted to continue. If the disruption is not brought under control and the contest cannot safely continue, rather than assess technical fouls, the Gym Director is advised to suspend or forfeit the game. This action is taken only as a last resort.
  - 4. The Gym Director provides all game equipment.

III. PLAYER ELIGIBILITY

- A. Players need not live or work in the limits of the City of Rockville, however, new teams having rosters with 60% of this requirement fulfilled benefit with priority registration.
- B. Teams and players will be permitted to play in other jurisdictions, such as Montgomery County, etc. However, teams or players that play in a "B" or higher league will be ineligible to participate in City of Rockville leagues. Players must be 18 years old and out of high school.
- C. Each team must roster a minimum of seven (7) players and can roster no more than twelve (12). A maximum of ten (10) awards will be distributed to Champions.
- D. The team manager shall submit to the League Office before the first scheduled game the official roster with all the players on his/her team. Changes, additions, or deletions can be made prior to the third scheduled game in writing to the League Office on the roster "Addition/Deletion" form. It is the Manager's/Coach responsibility to make sure that all rosters and changes have been received in the Sports Office.

- E. A player must participate in a minimum of two (2) league games to be eligible to play in the playoffs. A player who has not participated in the minimum number of games because of an injury shall be eligible to play in playoffs upon approval of the League Director
- F. No players shall play on more than one team the same night.
- G. A player officially released in writing by his team manager may sign with another team. (No transfers after final rosters have been submitted).
- H. A player shall not play for any college or professional team during the current basketball season. A player who tries out for one of the aforementioned teams and is dropped before the first regularly scheduled game shall not be considered on that team.
- I. Any team using an ineligible player shall automatically forfeit all games in which the ineligible player participated. If a team uses a player under an assumed name, that team jeopardizes the present and future involvement in the league. Each game played with that player shall be forfeited to the opponent.
- J. Protests as to the use of an ineligible player may be made at any time during the operation of the league with no protest fee required. The protest must be submitted in writing to the department. Players are to keep some form of photo I.D. accessible at games, should a challenge to player identity occur.
- K. **WAIVER OF LIABILITY**  
The City assumes no liability for injury or damages arising from the results of participation in the adult basketball program. We strongly urge that each team in the league have insurance to cover each player appearing on the roster for every game, practice game, and travel to and from each league game and practice game, or that each player be covered by personal health insurance. The team roster now includes an **Agreement to Participate and Release** on the back of the roster. **A player's signature on the roster indicates that the player has read and understands the terms of the Agreement and Release.**

#### IV. League Play

- A. NCAA EDITION OF BASKETBALL rules will govern play except as modified by these rules.
- B. **STARTING THE GAME:**
  - 1. At least 15 minutes prior to the scheduled game time, the Gym Director shall meet with coach (representatives) of both teams to confirm the official scorebook with names and numbers of all players who will be attending and playing that day.
  - 2. The team must start the game at the scheduled starting time if four (4) players are present or as soon four players are present after the scheduled starting time. Five (5) players must be present to begin the second half, otherwise the game will be declared a forfeiture.
  - 3. There shall be a five (5) minute grace period from the scheduled starting time of all games or within five (5) minutes after the completion of the previous game, whichever is later.
- C. **LENGTH OF GAME**  
All games shall consist of two (2) 20-minute halves. There shall be a three (3) to five (5) minutes rest period between the two (2) halves. There will be a four (4) one-minute time outs that can be used anytime during the game. The clock will stop on timeouts only, except during the final two minutes of each half when it will be stopped for all violation/penalties. Exception: See letter D below.
- D. **Point Differential Rule** – During the last (2) two minutes of either half, if a team is ahead (20) twenty points or more, the clock will only be stopped for time outs.

- E. **OVERTIME**  
In the event of a tie, there will be one three (3) minute overtime period stopping the clock only for shooting fouls, team timeouts, and official timeouts. If still tied a second overtime period will be played. If the score is still tied, the third overtime shall be sudden death.
- F. **TIMEOUTS**  
Each team will be give four (4) time-outs per game. During any overtime period each team will be granted one additional time-out. Timeouts not used during the game can be carried over into overtime periods.
- G. **LANE VIOLATIONS**  
NCAA rules on foul shots will apply; players may enter the lane after the shooter has released the ball.
- H. **TEAM FOULS**  
Each team shall be allowed seven (7) team fouls per half before the one and one rule shall apply; with the 10<sup>th</sup> foul of each half, players will shoot two (2) shots.
- I. **ADDITIONAL FOUL SHOTS/3 POINT TRY**  
A player fouled on an unsuccessful 3 point field goal attempt will receive 3 free throws.
- J. **PROTESTS**  
Only protests regarding player eligibility will be accepted and no protest fee will be required.
- K. **GAME BALLS**
  - 1. B1200 Wilson or equivalent

#### V. DISCIPLINARY ACTION

- A. A player, manager, coach, or spectator who is ejected from a game by an official or for **dunking/grasping** the ring shall be suspended for at least one (1) additional game (next league game played by that team). A second ejection during the season shall be an automatic suspension for a period of at least one (1) year from the date of the second incident. Any dunking before the game will result in **Unsportsmanlike Technical Foul**.
- B. Any player, manager, coach, or spectator who approached an official in a negative manner after the conclusion of a league game shall be suspended for at least one (1) game.
- C. Anyone who makes physical contact with or threatens an official shall be suspended for at least one (1) year from the date of the incident.
- D. Any unsportsmanlike conduct may result in barring the player(s) or the team from further participation in the league.

#### VI TIE-BREAKER CRITERIA

In the event of a tie(s) at the conclusion of regular season play, the following criteria will be used to determine Division Champions.

- a. Record in the division (Win=2 pts; Loss=0 pts; Forfeit= -1pt.) if tied, then;

- b. Record of team against each other in division competition if still tied, then;
- c. Margin of victory of teams against each other in division competition.

## VII. AWARDS

Awards shall be as follows:

Playoff Champion – 1 team award and individual awards

Playoff Runner-Up - 1 team award

## VIII. GENERAL LEAGUE ADMINISTRATION

### A. UNIFORMS

- 1. It is recommended that each team member wear jerseys of the same base color. These jerseys should have numbers and numbers should be located on either the front, the back, or both front and back. The numbers on the jerseys should be easily readable from the scorer's table.
- 2. In the event that two teams arrive with the same jersey color, the Gym Director will conduct a coin toss with the winner of the coin toss having the option of wearing their jerseys or pennies supplied by the Gym Director. If other arrangements cannot be made and a team must play without numbered shirts, the team MUST provide a "spotter" to sit at the scorer's table and assist the official scorekeeper with the identification of that team's players.

### B. FORFEITURES

- 1. Any team forfeiting two (2) League games may be dropped from the League if evidence indicates that the team may not be able to field a team. All scheduled games not played shall be forfeited to the opponents.

### C. REFUNDS

- 1. Any team dropped from the League during the first half of the regular season may be refunded that part of the unused franchise fee for referees' cost of future scheduled games, less a \$100.00 administrative fee.
- 2. Any team dropped from the League after the first half of the regular season shall forfeit their entire franchise fee.

### D. INCLEMENT WEATHER POLICY

- 1. In case of inclement weather on the day of the game, call for the recorded message on 240-314-5055. All decisions are usually made by 10:00 a.m.
- 2. The CUPF will determine whether or not to close facilities on weekends. If they decide to close facilities, NO activities, including Adult Basketball, will be conducted. A decision regarding closings will be made by 7:30 a.m.

### E. FACILITY RULES

No smoking or drinking (includes alcoholic and non-alcoholic beverages) are allowed in City facilities or Montgomery County Public School facilities. Teams reported as violating this policy will be dropped from the League. We must maintain good relations with the schools or we may lose the use of the facility.

### F. SCORES

To check scores and standings online, please visit [www.rockvillemd.gov](http://www.rockvillemd.gov) ; navigate using the following links: Department Recreation & Parks; Team Sports in Rockville; and Men's Basketball.