

Culver City 2010 ADULT BASKETBALL RULES

The City of Culver City reserves the right to pursue any action deemed necessary to preserve the integrity of the League including ruling on all conditions and regulations set forth for the League play, interpreting rules when needed and the right to reclassify any/all teams/individuals to a more or less competitive league.

Rules and conditions for League play shall follow the rules outlined for regular basketball in [National Federation of High Schools](#) (N.F.H.S.) Basketball Rulebook. The Culver City Basketball Rules take precedence over the N.F.H.S. basketball rulebook where contradiction(s) exist

1. ELIGIBILITY

- a) The minimum age requirement to participate is 18 years old.
- b) Anyone participating in any league game must have a valid California driver's license or picture I.D. in his/her possession at all times. If at anytime a League Representative (Official, Scorekeeper, etc.) asks a participant for his/her I.D. he/she **MUST** show it to the League Representative immediately. If the participant does not have his/her I.D. with him/her at the time the Representative asks to see it, he/she shall be ineligible for that game. If the game is already in progress, the player shall be considered an illegal player and any/all penalties shall apply.
- c) Women are allowed to play in the men's divisions.
- d) All program participants **MUST** completely fill out and sign the "Official Roster/Consent Release/Alcohol Ordinance" form prior to the first game they will play in.
- e) The team manager must turn in this form to the League Scorekeeper at the game site.
- f) Player must sign score sheet by their name to get credit for game played

2. PLAYER CONDUCT

- a) It is the responsibility of each player to read the Culver City basketball rules contained herein AND in the N.F.H.S. rulebook. Ignorance of the rules will not reduce penalties for rule(s) violations.
- b) Participants are not allowed to harass, threaten or deride City staff, including game officials. *The use of physical force with the intent to harm any City staff, including game officials, will not be tolerated.* The Recreation Supervisor will determine all penalties for those in violation of this rule
- c) No one is allowed to drink alcoholic beverages at any of the Culver City parks according to the City Ordinance 13.03.025.
- d) Penalties for individuals who are in violation of Ordinance Number 13.03.025 (Consumption of Alcoholic Beverages on Streets and Public Parks), in the Adult Sports Program will be permanently eliminated from future participation in the Culver City Adult Sports Leagues. This penalty will be effective immediately upon discovery of the violation and is non-protestable.
- e) Players and managers are responsible to adhere to all Culver City Parks Rules including no animals allowed at anytime.
- f) Any player and/or team involved in fighting or unsportsmanlike conduct, during or after a game will be subject to an suspended from the League and will not be allowed to return to the league, or participate in any other Culver City Adult Sports League until given written notice by the City of Culver City Adult Basketball Coordinator or Recreation Supervisor. If necessary, cases of unsportsmanlike conduct may be referred to a hearing by the Basketball Executive Committee (Adult Basketball Coordinator, Head Official, and Recreation Supervisor) for final determination of penalties.
- g) Penalties for unsportsmanlike behavior may include suspension(s) or elimination from the League depending on the severity of the incident.
- h) Any participant violating a City Ordinance, other than the Alcohol Ordinance, will be subject to discipline procedures, which may include suspension/expulsion.

3. MANAGERS' RESPONSIBILITIES

- Paying league fees on time. Teams will not be included in League without payment.
- Learning in all rules and regulations contained herein AND in the N.F.H.S. rulebook AND to convey such information to all players. Knowledge of the N.F.H.S. rules and the Culver City league rules is the responsibility of each player. Ignorance of the rules will not reduce penalties for rules(s) violations.
- Attending the **MANDATORY** Managers meeting or sending a representative.
- Turning in a legible "Official League Roster" by the designated deadline. Failure to turn in an official roster will result in forfeit of games each week the roster is still outstanding.
- Keeping contact information (main phone number, email, etc.) current.
- Handling the eligibility of each player and verifying each player's signature on the "Official Roster/Informed Consent and Release/Alcohol Ordinance" form. Only rostered players will be eligible to participate.
- Presenting a starting line-up to the Official League Scorekeeper at least five (5) minutes prior to the start of the game.
- **MAKING SURE THERE IS NO ALCOHOL CONSUMED IN THE GYMS BY ANY PLAYERS, OR SPECTATORS. THIS IS A SCHOOL DISTRICT AND CITY ORDINANCE. IF A TEAM OR THEIR SPECTATORS ARE IN POSSESSION OR CONSUMING ALCOHOL, THE GAME WILL BE FORFEITED BY THAT TEAM AND THE OFFENDING TEAM WILL BE IMMEDIATELY AND PERMANENTLY REMOVED FROM THE LEAGUE. *Teams in the Adult Sports Program who are in violation of this ordinance will be permanently prohibited from future participation in Adult Sports League play. This penalty will be effective immediately upon discovery of the violation and is non-protestable.***
- Ensure proper conduct of his/her team members and spectators
- Ensure that no food or drinks are brought into the gyms by their team members or spectators associated with their team
- Ensure that there is no smoking on school grounds by their team members or spectators associated with their team
- Forfeits are the responsibility of the registered manager. The Culver City Park & Recreation Dept. will bill you as the party responsible for payment. This will block our registration for any class, event, & permit request with the city until this fee is paid. Please see: Forfeits sec:14a
- *Managers are required to fill out first (1st initial is acceptable) & last name in the scorebook accompanied by officials' game fee in cash*

4. EQUIPMENT & UNIFORMS

- a) The league will provide the "Official" ball for play. If the "Official" ball is not available the referee will designate the ball for play.
- b) Players on the same team MUST have similar and light colored uniforms with numbers on the back (numbers on the front or optional). If there is a duplication of colors, slipover pennies may be available for one team to use.
- c) All jewelry must be removed prior to entering the game.
- d) Must have uniform by third (3rd) game played.

5. GAMES TIMES, GRACE PERIOD, & OVERTIME

- a) Game time is determined by the Official Game Schedule
- b) Games are played in 4 eight-minute quarters. The clock will stop for free-throw/s & the last two-minutes of the fourth quarter only
- c) Timeouts are one full and one 30 second per half. The team that calls the timeout can advance the ball to the half court. There is a one min break between quarters Halftime will be three (3) minutes and warm-up times are five (5) minutes if time permits.
- d) Teams may start and play with four (4) players once the fifth legal player arrives, the NHSF rules apply.
- e) Grace period is ten (10) minutes. This will come off the game clock & one point per-minute is added to the non-offending teams score.
- f) The Overtime will be two (2) minute with one time out only. No time outs will carry over to the next period. The clock will stop in the last two minutes.
- g) The 3rd overtime will be decided by Sudden Death: 1st team that scores 5 points

6. GAME STATUS LINE (310) 253-6663 & GAME CANCELLATIONS

- a) Managers are responsible for informing players of the Game Status telephone number: (310) 253-6663. This line will provide information on the game times and possible cancellations, beginning at noon of game day.
- b) If games are cancelled, every effort will be made to notify each manager.
- c) Cancelled games will be rescheduled at the end of the regular season.
- d) If more than one week of schedule games were cancelled, they will be scheduled in the order that they occurred
- e) If a referee or league official deems it necessary cancelled due to ANY unsafe condition arising with the basketball court (equipment & ect...)
- f) The original schedule should be followed to the end of the regular season's games unless otherwise specified, by the League Coordinator

7. CULVER CITY IN-HOUSE RULES AND N.F.H.S. OVERWRITES

- a) No "C" or "D" division team may have more than two (2) "B" division players on their roster at any time.
- b) No "DUNKING" is allowed in the "D" division.
- c) Three (3) unsportsmanlike technical fouls on one team shall constitute a forfeit.
- d) Any player ejected from a game **AUTOMATICALLY** sits out the next scheduled game and may be subject to additional penalties depending on the severity of the action. This is non-contestable
- e) *The clock shall be stopped on all whistles in the last (2) two minutes of the 4th period ONLY, provided the difference in score is nine (9) points or less.*
- f) *The clock shall be stopped on all made baskets in the last 30 seconds of the 4th period ONLY*
- g) *The clock Will run if the lead is Fourteen (14) or more points at four (4) minutes remain in the 4th period*
- h) *Overtime: The length of the 2 (if necessary) extra period shall be two (2) minutes. The Third Overtime will be the sudden death.*
- i) NO ANIMAL OF ANY SORT IS ALLOWED IN THE GYM. REGARDLESS OF WHETHER
- j) OR NOT THEY ARE ON LEASH. MANAGERS SHOULD INFORM HIS/HER PLAYERS OR
- k) SPECTATORS THAT THE GAME WILL NOT CONTINUE UNTIL SUCH TIME THE
- l) ANIMAL IS REMOVED FROM THE GYM. A FORFEIT WILL OCCUR FOR NONCOMPLIANCE TO REMOVE AN ANIMAL.
- m) Eating, drinking, and smoking is not permitted in the gyms.
- n) Player along the free throw line may enter the lane space upon release of the ball by the free throw shooter.
- o) The Bonus will be shot on the 5th team foul & reset at the start of each period
- p) Jump ball will follow the NBA rule: The clock will stop. But if the official judge that there is a delay the offending team will be assess a delay of game penalty.
- q) In-bounding the ball: The team may quickly in-bound the ball on violations after the official gives the verbal command to "play" or any universal communication to let the team know that a check of the ball is not needed. If there is a substitution or any other stoppage needed & has been in-bounded the official has the right to stop play and correct any situation. In this case the ball will be placed out of bounds at the point of interruption (whistle stoppage) and play will resume
- r) **8 second back court violation: All Division**
- s) **Personal Foul - Players that receive the seventh and each personal thereafter that the player commits will result in two free throws and possession for the opposition.**
- t) **Note: Flagrant Fouls can cause immediate ejection based on the judgment of the official.*
- u) **Screen Foul: Defined as violation not as personal fouls (penalty loss of possession)**
- v) The under two (2) minutes in the game the second team foul will start the bonus foul situation. The team will shot the double bonus on the third team foul once the offensive has entered the bonus



Culver City Parks, Recreation & Community Services Department
Game Status updated 12pm (310) 253-6663 Fax (310) 253-6671
[Adult Sports @ culvercity.org](mailto:AdultSports@culvercity.org) email: darrell.fulton@culvercity.org

8. PLAYER SUSPENSIONS

1. Technical & Flagrant Fouls

- a) A team receiving a combined total of three (3) technical fouls in one game shall forfeit that game.
- b) Technical foul by a player. That player must sit out two dead balls
- c) Flagrant fouls are under a strict cumulative point system
 - 1 point - immediate ejection
 - 2 points - suspension for one game
 - 3 points - play off game or future regular season game suspension
- d) Any foul deemed unsportsmanlike will be an immediate ejection and possible one game suspension (future penalties will follow if necessary)

Flagrant Fouls are not Intentional Fouls
- e) All players serving suspensions must notify the managers of any/all teams they play on that they are ineligible for the period of time set forth by the League.
- f) Suspended players are not allowed at the game sites.
- g) Any hostile behavior will be subject to further disciplinary action.

9. ROSTERS

- a) Rosters must be complete with names, email, resident address, and phone numbers for all players.
- b) The maximum number of players per team roster is unlimited, which includes playing managers and coaches
- c) Rosters MUST be turned in to the League Representative at the game site before the team's first game
- d) ADDING PLAYERS
 - 1) Managers can add and/or make changes to their official roster until the start of the fifth (5th) game. *Players must sign a Waiver Form before playing/participating in any game.*
 - 2) Managers must submit roster changes, by the deadline, in the following manners:
 - a) darrell.fulton@culvercity.org
 - b) Fax (310) 253-6671
 - c) In writing, delivered in person to the Recreation Office ATTN: Adult Basketball (4117 Overland Blvd.) Have staff time date stamp the document in and the staff member sign it.

10. FREE AGENTS

- a) To add a free agent, the Team Management may request a copy of the "Free Agent List" from the Adult Basketball Office (310) 253-6663. The Team Manager should notify the Sports Official of the players they are adding from the "Free Agent List" in order to keep the list updated.

11. INJURED PLAYER(S)

- a) After the roster and period has expired, changes regarding injured players may be made at ANY time during the *regular season* (*excluding* playoff and championship games) ONLY if written verification can be produced by the injured player's **physician** stating why the player cannot participate further in the league and for the estimated period of inactivity. *Written verification must be turned into the League Administrator.*
- b) Once written verification is produced, the injured player may be replaced with player of the manager's choice *& must fit the competitive level of the division to be determined by the Adult Sports Staff.*
- c) When the injured player is eligible to return (ONLY after he/she can provide medical clearance) the manager may drop any player of his/her choice.

12. ILLEGAL PLAYER (S)

- a) Any team found using illegal player (a player who has not completely filled out and signed an "Informed Consent and Release/Alcohol Policy" form, and is not on the team's "Official" League Roster) will be penalized in the following manner:

First Offense:

- One game suspension for the Manager of record of the offending team REGARDLESS if he/she was at the game or not AND one game suspension for the illegally rostered player.
- Forfeiture of the game

Second Offense:

- Manager of the offending team is suspended for the remainder of the season
- Forfeiture of the game

Third Offense:

- Offending team is suspended from registering for participation in the following season
- Forfeiture of the game

13. REFEREES

- a) Referees have jurisdiction BEFORE, DURING, and AFTER all games.
- b) Two referees will be assigned to every scheduled game
- c) Each team is responsible for paying \$30 to their game's official scorekeeper prior to the start of each game (CASH ONLY). Initial the scorebook for verification.
- d) No game will start until the referees are paid. If a team fails to pay the referee fee, the game will be forfeited. The time will follow grace period rules.
- e) If an assigned referee fails to appear for any scheduled game, the game will be played with one referee until the game is completed or until the assigned or are placement referee arrives.
- f) "One Man Mechanic" that official will receive a minimum fee equal to a game and a half of a game divided by the teams (ex: \$30 + \$15= \$45)
- g) If an official arrives late the teams will only have the obligation to pay for the quarters worked. ex: Official per quarter rate= \$ 7.50; One Man Mechanic per quarter rate= \$5.65
- h) If both assigned referees fail to appear and they arrive late without enough time to complete the game, the game will be rescheduled.

14. FORFEITS

- a) Forfeit fees are due 5 minutes before your next game played. Fees are to be sealed in an envelope check only make out to CASH. You will sign the scorebook as conformation of this transaction
- b) Two forfeit will constitute a review by the management for possible removal from the league.
- c) The Forfeit fee is your team plus your opponent's fee

15. FORMING NEW TEAMS/CHANGE OF OR TRANSFER OF MANAGERS

- a) If anyone (managers or players) wishes to "break away" to form a new team, they will be considered a NEW TEAM and therefore will register as such.
- b) If a team is to have a change in manager, the former manager **MUST** notify the Sports Office of the change in writing.
- c) Notification should come from existing manager and consist of:
 - Name of new manager.
 - Address and phone number of new manager.
 - State the fact that he/she is relinquishing his/her duty as manager.

16. PROTESTS

- a) A PROTEST WILL ONLY BE CONSIDERED INVOLVING RULEINTERPRETATION/MISAPPLICATION.
- b) Teams that did not participate in the game in question cannot make a protest.
- c) A protest must be reported to the referee in charge by the captain or manager of the protesting team prior to the next "live" ball.
- d) A protest regarding an "alleged" illegal player(s) must be reported by the protesting team to the referees in charge before the game is completed.
- e) The referees will then notify the opposing Team Manager or representative and Scorekeeper that the game is under protest.
- f) A written protest MUST be submitted at the main Recreation Office by the protesting team within two working days no later than 5:00 p.m. after the game in question along with a \$25 protest fee.
- g) If the protest fee does not accompany the written protest, the protest will not be considered valid. *No fee is required for protest of an illegal player(s).*
- h) A formal protest should include the date, time, place of game, names of referees and scorekeeper, the rule and section of the N.F.H.S rulebook or
- i) Culver City Adult Basketball Rules, and all essential facts involved in the protest.
- j) If the protest is upheld, the protest fee will be returned. If the protest is not upheld, the protest fee will be forfeited to the City of Culver City.

17. PLAYOFFS

- a) Play-off formats vary depending on the number of teams participating in each
- b) League and can be found on the "Official" League schedule. The Recreation
- c) Supervisor reserves the right to change any element of the originally scheduled playoff format if/where necessary.
- d) In cases where teams are tied at the end of the regular season, the following criteria will be used to break the tie(s) (in order):
 - 1. Each forfeit counts as an additional half loss
 - 2. Head-to-head record of tied teams
 - 3. Point differential (points scored minus points allowed) of tied teams (Head-to Head)
 - 4. Point differential (points scored minus points allowed) within League.
 - 5. Coin flip
- e) To be eligible for playoff participation, all players must have played in at least half of the regular season games. Managers must turn in a game line up for all games, including forfeits, for players to receive credit for games played for playoff purposes.
- f) **Managers must have their player initial the official roster or in the official scorebook next to their name to receive credit for that played game**

18. AWARDS

- a) A total of 8 awards will be presented to the team that wins the League Championship Series in each League.

19. Game Locations:

Main Gym:

[Culver City High School Men's Gym](#)

4401 Elenda Street

Parking is permitted on the blacktop off of Huron St.
Drive through the two sets of blue gates to the RT.

Alternate Game Sites:

[Veterans Park Auditorium](#)

4117 Culver Blvd. 90230

[Culver City Middle School Gym](#)

4601 Elenda St. 90230

80 yds. south of the Men's Gym

Parking is permitted on the blacktop off of Huron St.
Drive through the two sets of blue gates to the RT.