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Always exhibit sportsmanship and honesty. And have some fun.

I. GENERAL INFORMATION

1. The following rules shall govern all teams and leagues of the adult 5x5 basketball program under the jurisdiction of the Solvang Parks and Recreation Department. All other rules will be administered in accordance with the SCMAF rulebook and/or the CIF High School Basketball Rules.
2. The City of Solvang and Buellton Recreation Center will not assume responsibility for personal injury or property damages to persons participating in this adult sport activity. The participant recognizes there is a risk of injury by participating in this program.
3. The City Recreation Staff shall serve as League Director and has final authority to make decisions pertaining to all league rules and regulations.
4. The team manager(s) has full responsibility for assuming all financial obligations to the city regardless of cause.
5. Neither players nor visitors may enter the gym(s) until directed to do so by a Solvang Recreation representative.

II. GENERAL PLAYING RULES

1. All games are played on full court. Teams supply their own balls.
2. Each game will consist of two (2) halves. Each half will be twenty (20) minutes of running time. The last two (2) minutes of the second (2nd) half will be played under a non-running clock if the point spread is ten (10) points or less at the eighteen (18) minute mark. The same rule will apply for overtime. The clock does not stop on a technical foul unless it occurs within the last two minutes of the second half.
3. All games will begin with a jump ball at mid-court. To begin the second half, the team who did not control the jump ball in the first half will now receive possession.
4. The standard sidelines, end lines, and half-court lines will be out-of-bounds.
5. The 3-point line will be in effect.
6. The games start promptly at the scheduled time. A team must have at least four players present to begin play. A game shall be deemed a forfeit, which will be recorded in the standings as a loss, if a team has less than four (4) players at game time. **A game may still legally begin 3-5 minutes after the scheduled time if players arrive late, however, the game clock will reflect this and start, i.e., at the 17:00 or 15:00 minute mark.** After this period (leeway) the game will indeed be deemed a forfeit. Simply, if a team does not acquire its fourth player until 5:01 (five minutes and one second) after the game was scheduled to start a forfeit will be issued. Each game will include a five- (5) minute warm-up, and a five- (5) minute halftime.
7. All players MUST have matching jerseys with numbers on the front and/or back. A technical foul will be immediately imposed for every player entering the court in violation of this rule. Legal numerals must be between 0-55, in a plain Arabic font, 6" high, ¾" wide on the back. Front numbers may be 4" high. Numbers 6, 7, 8, 9 are illegal. NOTE: Teams registering first will have first choice of jersey color.

III. PLAYER ELIGIBILITY/TEAM ROSTERS/LATE ROSTER ADDS

1. A roster of players is to include names, addresses, zip codes, phone numbers, and signatures of **ALL** players. Roster limits maximum of ten (10) and minimum of seven (7) players. The completed team roster is due prior to the start of the first game. **NO EXCEPTIONS.**
2. A player must be eighteen (18) years of age or older and out of high school to participate. A seventeen- (17) year old may be listed on a team roster but is not eligible to participate until his/her eighteenth (18th) birthday.
3. Each Team Manager **ASSUMES THE RESPONSIBILITY** of assuring that each of his players is legally rostered. A player found to be "illegal" for whatever reason is subjecting his team to a forfeit, his Team Manager to a suspension and himself to a suspension.
4. A player whose name appears on one or more rosters will have to "legally" participate on the team he plays for first in LEAGUE play.
5. Players may be added without the permission of the other team managers throughout the "Late Add" process during the first two (2) weeks of play only.
6. A Team Manager may petition the league to add players to his league roster following the first two (2) weeks if exceptional justification is given to the League Director to support this action. **Teams wishing to add players through this "Late Add" process need the written approval of the managers of the other teams within the division before the player(s) may participate.*

IV. SCORING/FOULS/INJURY/PLAYOFFS/OVERTIME

1. Individual fouls will be tabulated. Players can foul out. Players will be allowed five (5) fouls per game. Upon committing the fifth (5th) foul, the player will be removed from the game. Intentional/flagrant fouls will be strictly enforced and may be cause for ejection, suspension, and/or permanent disqualification. A flagrant foul constitutes an automatic two shots and possession of the ball. Two (2) flagrant fouls constitutes automatic ejection from the game warranting a forfeit if team with ejectee cannot continue play due to lack of legally rostered players.
2. A bonus one-on-one situation will occur on and after the seventh (7th) team foul. The NCAA rule of two (2) foul shots on and after the tenth (10th) foul will be enforced.
3. **Do not verbally attack the referees** whether they are right or wrong. The league is offered to allow each player an opportunity to have fun and get a workout while **playing the game** of basketball. Any fighting, deliberate mouthing off, berating or cursing will result in a technical foul and an immediate three- (3) minute game suspension. Two (2) technical fouls in one (1) game will result in an immediate ejection. Three (3) technical fouls in a season will result in a one (1) game suspension; a fourth (4th) technical foul will result in the player being suspended for the remainder of the season. All protests or appeals must be made in **WRITING** to the Recreation Department. All protests/appeals will be reviewed and a determination will be made prior to the following game(s).
4. The clock will not stop for any injury, unless severe. There will be a two (2) minute break between games. The clock does not stop on a technical unless it occurs within the last two minutes of the second half.
5. In case of a tie game, a three (3) minute overtime will determine the winner. A maximum of two (2) overtime periods will be played. At the end of the second (2nd) overtime period, if the game is still tied, the game will end in a tie. One timeout per overtime period is assessed. Timeouts from regulation cannot be carried into the overtime period.
6. Each team will be allowed three (3) time-outs per regulation game and one (1) time-out for each overtime period. The clock will be stopped during time-outs.
7. Playoff positioning may be determined through tiebreakers. Tiebreaker 1: Head to Head Competition. Tiebreaker 2: Head to Head Point Spread/Total. Tiebreaker 3: Head to Head Competition vs. Playoff Teams. Tiebreaker 4: Head to Head Point Spread/Total with Playoff Teams.
8. If no official is present at game time, team managers may jointly agree to play the game, if so, the final score of that game **will** stand. Officials cannot officiate a forfeit game.

V. POSITIONING IN LEAGUE

1. Upon registration, each team may request placement in a specific division; however, Solvang Recreation reserves the right to assign teams when necessary. If it is apparent that a team is misplaced within a division, adjustments may be made after the 3rd week of play and continue through the season. (Discretion regarding adjustments will be left up to the league director.) Teams moved up to a higher league because of this rule would be assured of a playoff position.

VI. AWARDS

1. Individual awards will be given to the first (1st) place teams of each division.
2. Awards must be picked up within 30 days of the season's end or will become property of the city.

VII. CONDUCT/SPECIAL CIRCUMSTANCES

1. **UNSPORTSMANLIKE CONDUCT WILL NOT BE TOLERATED.** Players ejected from a game will receive, at minimum, an additional one (1) game suspension. The department will review each case to determine if a more severe penalty is warranted. A suspension may range from one (1) game to permanent disqualification. If a suspension

- causes a team to have less than four (4) players, the game shall count as a forfeit. Players fighting will be ejected from the game and suspended for the remainder of the season. A player can be ejected from a game or any portion of the season at the discretion of the referee.
2. Consuming alcohol prior to, or during games, is not permitted. A team or player may be subjecting themselves to a forfeit and/or a suspension if caught violating this SCMAF, SYVUHS, Buellton Recreation Center, Solvang School, and City of Solvang rule. Consuming alcohol on school property is a violation of state law. Minimum penalty: suspension from two league games, placed on probation for the remainder of the season. Maximum penalty: suspension for the remainder of the season.
 3. Any physical contact or threat thereof upon an official, player or spectator meant to do harm will mean automatic removal from a game, and the offender(s) will be placed on suspension until action is taken. Minimum penalty: suspension from two league games, placed on probation for the remainder of the season. Maximum penalty: suspension for life and/or assault charges filed.
 4. No player shall refuse to abide by official's decision. Minimum penalty: placed on probation for the remainder of the season. Maximum penalty: suspension from two league games, placed on probation for remainder of the season.
 5. No player shall be guilty of objectionable demonstrations of dissent at official's decision. Penalty: the degree of infraction of this tenet of good sportsmanship shall in the official's judgment draw - minimum penalty: warning from the official; maximum penalty: removal from the game.
 6. No player shall be guilty of using unnecessarily rough tactics in the course of the game against the body and person of an opposing player. Officials are required to immediately suspend players from further play and report to the League Director. Minimum penalty: placed on probation for the remainder of the season. Maximum penalty: suspension for two league games and placed on probation for the remainder of the season.
 7. No player shall be guilty of an abusive verbal attack upon any player, official, or spectator. Officials are required to immediately suspend player from further play and report such player to the League Director. Minimum penalty: placed on probation the remainder of the season. Maximum penalty: suspension from two league games and placed on probation for the remainder of the season.
 8. No player shall be guilty of discussing publicly with spectators in a derogatory or abusive manner any play decisions of his/her personal opinion of other players during the game. Penalty: officials are required to warn players guilty of infraction of this rule, and failure of such player to comply will result in removal from the game.
 9. No players or manager shall be guilty of using, playing, or have knowledge of an illegal player, or player using an assumed name. Minimum penalty: two game suspensions. Maximum penalty: suspension for the remainder of the season.
- Please note:** a) suspensions have no boundaries. I.e. If a player gets suspended or put on probation during one season, it may carry onto the next season and/or other sports; b) any player being placed on probation for the remainder of the season and reported again for violation of the "Code of Conduct" will be suspended for the remainder of the season; c) any player removed from the game may be required to leave the facility immediately, failure to do so will carry the maximum penalty of suspension for the remainder of the season.
10. There is NO SMOKING, EATING, OR DRINKING IN THE GYM. Non-marking gym shoes MUST be worn.
 11. Teams (including players, coaches, and spectators) participating in sport leagues that are sponsored by the Recreation Department, or where officials and umpires are furnished by the City, shall be expected to exhibit proper sportsmanship before, during and after all games. Teams are responsible for the conduct of their team's spectators. Teams repeatedly abusing the sportsmanship rules as deemed by the official(s) and/or League Director may be unable to participate in any playoffs, nor may they receive any awards due for winning a given league. They may also lose priority for registering in further leagues. A team manager is the ultimate official representative for a team and is therefore responsible for informing all players of conduct rules.
 12. The game official is allowed to give each team one (1) warning per game for using profane language. Any further infractions will result in, at minimum, a forfeit of the game or ejection of the offending player.
 13. Officials assigned to games shall have complete charge of the game, and have the power to banish players, managers, sponsors, spectators, or any other person from the players' bench or from the gymnasium for misconduct, delaying the game, or any other reason deemed necessary for the good of the game. Official's decisions shall be final, with the exception of misinterpretation of the rules.
 14. Families and friends are welcome to come and watch, however, CHILDREN MUST BE SUPERVISED AT ALL TIMES by an individual not playing. If play must be stopped due to a child coming on or coming too close to the court a time-out may be charged to the offending team. If there are no time-outs available, the referee can require a player to be pulled from the game to supervise the children. NO SOLICITING is allowed in the foyer by any individual, adult, or child. NO PLAYING is allowed in the foyer. NO CLIMBING of bleachers. NO HORSEPLAY allowed inside/outside the gym on school property. Infractions of these rules by any individual related to a team directly/indirectly will result in possible forfeit(s). Repeated infractions will lead to severe action taken by League Director.
 15. Please use common courtesy when practicing while other teams are playing. Bouncing balls can distract players. If necessary, officials can require non-players to stop bouncing balls or from doing anything distracting. Side baskets will be kept up during play.
 16. League rules will be evaluated after two (2) weeks of play. If necessary, rules may be adjusted at that time. Players with suggested rule changes should call the recreation department at 688-7529.
 17. Excessive forfeits (more than 2) may result in action by the recreation director. If a team knows it is going to forfeit, please contact Solvang Recreation and the manager/captain of your opposing team to notify all those concerned of the situation.
 18. The school has asked that the gyms be in usable condition for the following school day. The gym supervisor/scorekeeper is not responsible for cleaning up after children or players.