



City of San Marcos

Parks & Recreation Department

Basketball Rules & Regulations

REVISED January 2023

LEAGUE PLACEMENT

- ◆ Returning teams will be placed into leagues based on the following guidelines:
 - A. Any team with an 80% or higher winning percentage may advance to the next highest league.
 - B. Any team with a 30% or lower winning percentage may drop to the next lowest league.

REFEREES

- ◆ \$35.00 per team per game

SCOREKEEPER / TIMEKEEPERS

- ◆ \$8.00 per team per game

LEAGUE FORMAT

- ◆ Leagues will consist of six (6) teams and round robin play.
- ◆ Teams may be switched half way through the season to create a better balance of competition

SCHEDULES

- ◆ All schedules will be played as published unless modified by the Adult Sports Office.
- ◆ Teams may cancel games by giving 48 hours prior notice to The Adult Sports Office. Each cancellation will be recorded as a forfeit but no forfeit fee will be collected.

TIE-BREAKERS

- forfeits
- ◆ Head to head record (2 way ties only)
- ◆ Three way ties (record between 3 teams only).
- ◆ Total points scored in league play.



SUBSTITUTIONS

- ◆ All players entering the game must check in at the scorer's table and be waived into the game by the referee.

PLAYER ELIGIBILITY

- ◆ All players must be eighteen (18) years of age.
- ◆ All players in San Marcos leagues may not have participated in, or be listed on the rosters of any Professional, AAU, Collegiate, Junior College or High School athletic activities at the beginning of a desired league.
- ◆ Players may play in only one league.
- ◆ Any player attempting to play under an assumed name or age will cause that team to forfeit the game, and player(s) will be suspended

ADDITION & DELETION OF PLAYERS

- ◆ Players can be added to or deleted from the team roster at any time prior to their 7th League Game by completing an Add/Delete form and returning the completed form to the scorekeeper one day prior to game.
- ◆ Players must have signed original roster or completed an add slip prior to that team's 7th league game to participate in play-offs.

PLAYER CONDUCT

- ◆ Good sportsmanship is expected to be maintained at all times.
- ◆ All grievances must be communicated through the team manager.
- ◆ **All unusual tactics, profanity, derogatory remarks or taunting by any player or manager will result in a technical foul against that player or manager. If the offense occurs a second time, the player or manager will be ejected from the game and/or the gym.**

Any player or manager that physically abuses another player, manager, official, or city personnel will be suspended from play for at least three games or longer depending on the degree or severity of the situation. Unsolicited violence will result in suspension for the entire season or from the San Marcos program indefinitely.



EJECTIONS

- ◆ Any player ejected from a game will automatically be suspended for a minimum of one (1) game (the next scheduled game). Upon a second ejection, that player may be suspended for the remainder of the season or longer.
- ◆ League officials may eject a player from the game, and if deemed necessary the gym. If ejected from the gym, that player has two (2) minutes to leave the premises or the game will be ruled a forfeit.
- ◆ League officials may eject any player, coach or manager without prior warning for any player conduct situation regardless of the severity of the situation.
- ◆ No appeals will be considered for players that have been ejected from a game.

PROTESTS

Managers should be thoroughly familiar with the procedures listed below to file a formal protest.

- ◆ At the time of the incident, the coach must immediately notify the official, scorekeeper and the coach of the opposing team that the game is continuing under protest.
- ◆ The protesting coach must submit (in writing) a detailed statement of facts including all rules which were misinterpreted and a \$20.00 deposit to the City of San Marcos within 24 hours of the protested game.
- ◆ Judgement calls are not protestable, only misinterpretations of the rules and player eligibility can be protested.
- ◆ All protested games will be completed from the point of protest at the end of the season and only if league standings are affected.

FORFEITS

A game will be ruled a forfeit and a forfeit fee will be required if any of the following apply:

- ◆ A team fails to field the required number of players (4 rostered players) by the end of the 10 minute mark of the 1st half.
- ◆ If neither team is ready to play: double forfeit.
- ◆ A team fails to provide 48 hours notice prior to canceling a scheduled game.



Any team that forfeits a game for one of the above reasons will be billed for payment of officials, scorekeeper and administrative processing. The amount billed for each forfeit is \$86.00.

A game will be ruled a forfeit, but no forfeit fee is required if any of the following apply:

- ◆ Any player or manager consumes alcoholic beverages during the game.
- ◆ A team uses an ineligible player or players.
- ◆ Continued delay of game.
- ◆ Continued harassment of officials, players, managers, city personnel or spectators.
- ◆ In the opinion of the official, a manager does not control the actions of his/her team.

ALL FORFEIT FEE PAYMENTS MUST BE RECEIVED BY THE ADULT SPORTS OFFICE 24 HOURS PRIOR TO THE NEXT REGULARLY SCHEDULED GAME. FAILURE TO PAY THE FEE COULD RESULT IN THE TEAM FORFEITING THE NEXT GAME.

TIME LIMITS

- ◆ Games will be played in two, twenty (20) minute halves with running clock.
- ◆ The last two minutes of the game will be regulation clock.
- ◆ Half-time is five minutes.
- ◆ The clock will continue to run in the last two minutes of the second half if a team is ahead by 15 or more points.

FORFEIT GRACE PERIOD

- ◆ There is a five minute grace period. Teams who are unable to field at least 3 players after five minutes must forfeit game. Teams with three players start game, if after ten (10) minutes of game clock 4 players are still not present that team must forfeit.
- ◆ Teams may start and play the entire game with four (4) players.

OVERTIME PERIODS

- ◆ Overtime periods will be 3 minutes
- ◆ Regulation clock during the last 1 minute.
- ◆ No game will end in a tie. Therefore, overtime periods will be played until there is a winner.

TIME OUTS

- ◆ Two time outs per team per half
- ◆ One additional time out for each overtime period.
- ◆ Time outs are not carried over from the first to second half or from regulation game to overtime periods.



LINE-UPS

- ◆ Prior to the first league game, each coach must verify the team roster and input all player's numbers on the roster. For league games thereafter, the coach must fill out a line-up sheet and turn it into the scorekeeper.
- ◆ Please have late arriving players check in with the scorekeeper before entering the game.

FOUL SHOTS

- ◆ All bonus situations are in effect on the 7th team foul per half (1 +1). The 10th team foul 2 shots will be awarded.
- ◆ All technical fouls will be 2 shot fouls.
- ◆ All free throws play the release. (As of 3/1/2015)

UNIFORMS

- ◆ **All teams must have shirts of the same color with permanently attached numbers on the front and/or back of the shirt (tape is not permanent).**
- ◆ Each player who does not have a matching shirt, a permanent number, or has a duplicate number will be assessed a two shot technical foul.
- ◆ All technicals will be shot before the game or at half time if needed.

MISCELLANEOUS

- ◆ **NO DUNKING IS ALLOWED DURING WARM-UPS, GAMES, OR AFTER GAMES. THE PENALTY FOR DUNKING IS A TECHNICAL FOUL AND REMOVAL FROM THE GAME.**
- ◆ Players may not wear any kind of jewelry, hats, bandanas, or scarfs while participating.



PLAYER'S CODE OF CONDUCT

- ◆ **NO PLAYER SHALL** be guilty of heaping personal, verbal abuse upon any official for any real or imaginary wrong decision or judgement.
- ◆ **NO PLAYER SHALL** discuss with an official in any manner the decision reached by such official except the manager or captain.
- ◆ **NO PLAYER SHALL** be guilty of using unnecessarily rough tactics in the play of the game against the body and person of any opposing player.
- ◆ **NO PLAYER SHALL** be guilty of physical attack as an aggressor, upon any player, official, or spectator.
- ◆ **NO PLAYER SHALL** use profane, obscene, or vulgar language in any manner, or at any time.
- ◆ **NO PLAYER SHALL** appear on the field of play at any time in an intoxicated condition.
- ◆ **NO PLAYER SHALL** be guilty of gambling upon any play or the outcome of the game with any spectator, player, or opponent.
- ◆ **NO PLAYER SHALL** at any time lay a hand upon, push, shove, or strike, or threaten to strike an official.
- ◆ **NO PLAYER SHALL** refuse to abide by an official's decision.
- ◆ **NO PLAYER SHALL** smoke while going on or coming off the field of play, or while on the field of play.
- ◆ **NO PLAYER SHALL** be guilty of discussing publicly with spectators in a derogatory or abusive manner any plan, decision, or personal opinion of other players, during the game.
- ◆ **NO PLAYER SHALL** permit anyone to remain on the player's bench during the game who is not a playing member of the team.
- ◆ **NO PLAYER SHALL** mingle with or fraternize with the spectators during the course of the game, but shall remain on the player's bench or on the field of play.