



**2009**

**ADULT LEAGUE  
HANDBOOK**

Also found online at:

[www.hardwoodpalace.com](http://www.hardwoodpalace.com)

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## 1. League Rules

- 1.1. Open division - NBA rules apply
- 1.2. All other divisions – NCAA rules apply

## 2. Team Rosters & Jersey Requirements

- 2.1. A team's roster may consist of 5 to 12 players.
- 2.2. Rosters may not be modified after the second week of the season unless approved by the league.
- 2.3. All requests for roster modifications after the second week of the season must be approved by the league one day prior to the team's next game.
- 2.4. A player may not play for a team if the player is not on the early roster. A team who plays a game with a player not on its team's roster will have that game end in a forfeit for the opposing team.
- 2.5. A player must play in a minimum of 3 games to be eligible to play in playoffs.

## 3. Jersey Requirements

- 3.1. Teams are required to have jerseys of the same color (i.e. royal blue and baby blue are not the same color.)
- 3.2. Jerseys must have permanent numbers on their jersey throughout the course of the season. Hand printed or taped numbers are jersey violations
- 3.3. Any change of a player's number must be reported to the league one day prior to the team's next game
- 3.4. Statistics are tracked by a player's jersey number, so make sure to wear the same number for the entire season. We want to have stats as correct as possible, so help us keep accurate stats by keeping your jersey number the same
- 3.5. A team failing to meet the jersey conformance rules in this section will result in awarding the opposing team 5 points. The points will be automatically awarded to the opposing team.
- 3.6. All players who do not have numbers printed on their jersey will be assigned the number not in use by their team. If more than one player on a team does not have a number printed on their jersey, they all will be referred by the same jersey number for all foul and statistic purposes. It is not the responsibility of the officials to keep track of players' jersey numbers. Therefore, all players with no number will be identified with the same number. Example: Team A has two players with no jersey numbers (player A and player B). Both players will be assigned 99 for example. Each time either player commits a foul it is recorded in the score book under player 99. If the line score for player 99 has six fouls, then both player A and player B have fouled out of the game.
- 3.7. Jersey's must remain tucked in for the duration of the game. If a jersey becomes un-tucked during the course of a game, officials will ask player to tuck it in. However, if the player refuses to keep jersey tucked, then a technical foul will be assessed and player will be suspended from game play until he conforms to jersey requirements.

## 4. 6'2" Height Restricted Division

- 4.1. Teams participating in the 6'2" height restricted division shall have no player taller than 6'2".
- 4.2. If a team questions the height of the player from another team, the team captain may request that the player be measured. The request must be made **before** the scheduled start of the game.
- 4.3. If measurement has been requested for a player by an opposing team and the result of his measurement determines that he is eligible to participate in the height restricted division, then that player is able to play for the duration of the season without question.
- 4.4. If a player is ruled ineligible, he is disqualified from playing in the height restricted division. The team may replace the ineligible player on the roster. The player they select to replace the ineligible player will become part of the team's roster and may not be replaced except by approval by the league if the change has been made in the first or second week of season.

## **5. Age Restricted Divisions**

- 5.1.** Driver's licenses will be verified before the start of the first game. The teams participating in the age restricted division shall have no players younger than the specified age limit for that league.
- 5.2.** A player is eligible to participate in an age restricted league if the player age is equal to or greater than the specific age limit.
- 5.3.** A player's age is determined by what the player's age will be on that calendar year. For example, in a 35+ summer league, a 34 year old player is eligible to participate in the league as long as the player's 35<sup>th</sup> birthday occurs in the current calendar year.

## **6. Game Length and Game Clock**

### **6.1. Open Division**

- 6.1.1.** Games consist of four 12 minute quarters, running clock. The game clock will be running clock format, meaning that the clock continues to run after all fouls and violations. The game clock can only be stopped by an officials or team time out.
- 6.1.2.** In quarters 1, 2 and 3, the clock will only stop on timeouts and when there is 10 seconds or less remaining. The clock will continue to run after made field goals.
- 6.1.3.** In the 4<sup>th</sup> quarter, the clock will stop on dead balls with in the last 2 minutes if teams are within 15 points of each other.
- 6.1.4.** NBA shot clock rules (24 seconds) will be enforced.
- 6.1.5.** If needed, the first overtime period is 3 minutes with the last minute being stop clock. Additional overtime periods are 1 minute.

### **6.2. All Other Divisions**

- 6.2.1.** Games consist of four 10 minute quarters. The game clock will be running clock format, meaning that the clock continues to run after all fouls and violations. The game clock can only be stopped by an officials or team time out.
- 6.2.2.** In quarters 1, 2 and 3, the clock will only stop on timeouts and when there is 10 seconds or less remaining. The clock will continue to run after made field goals.
- 6.2.3.** In the 4<sup>th</sup> quarter, the clock will stop on dead balls with in the last 2 minutes if teams are within 11 points of each other. The clock will run at a 12 point differential.
- 6.2.4.** No shot clock will be enforced for these divisions.
- 6.2.5.** If needed, the first overtime period is 3 minutes with the last minute being stop clock. Additional overtime periods will be 1 minute in duration, all stop clock.

## **7. Time Outs – All Divisions**

- 7.1.** Each team is allotted 4 timeouts for the game.
- 7.2.** Each team is allotted one time out for each overtime period with none carrying over from regulation.
- 7.3.** Timeouts will be 1 minute in duration.

## **8. Game Play**

- 8.1.** All players are to check in at the scorer's table before entering the game.
- 8.2.** Players are allotted five personal fouls for all leagues, except the Open Division, in which they are allotted 6 personal fouls.
- 8.3.** If a player fouls out and his/her team has five or more eligible players, the player fouling out may not continue to play in the game.

## **9. Scheduled Game Times**

- 9.1.** Team captains must report to the scorekeeper's table 5 minutes before their respective game times to sign in their teams and pay the officials fees.

- 9.2. A team must start a game with at least 4 players on the court. If additional team members show up they must check in with the scorer's table before entering the game.
- 9.3. Game clock will start at the scheduled times or 3 minutes after the previous game or earlier if both teams are ready to begin the game.
- 9.4. A team reporting late will result in awarding the opposing team points and possession of the ball at the start of the game. The team who reported on time will be automatically be awarded five points if the game clock indicates 15:01 or greater at the time the late team reports to the scorekeepers table. If the clock reaches 15:00 minutes, then the game will be called a forfeit.

## 10. Forfeits

- 10.1. A forfeiting team is required to pay a forfeit penalty fee of \$50 to cover officials and score keepers fees for the game forfeited. The opposing team is not required to pay any officials fees.
- 10.2. In the event that a team forfeits a game, after it has been played (i.e. roster violation), both teams will not be awarded a refund for official fees.
- 10.3. A team which forfeits two games during a season will be disqualified for the remainder of the season. Team registration fees will **NOT** be refunded.
- 10.4. If a team forfeits a game, they must submit another forfeit deposit before there next scheduled game.
- 10.5. Two forfeits by any team will result in the team forfeiting the rest of the season.

## 11. League Standings & Playoffs

- 11.1. League standings will be determined by wins and losses. Final Standings will determine seeds for playoffs.
- 11.2. Tie Breakers will be determined first by head to head competition, then, if needed (i.e. a 3 way tie) by point differential, capped at 15 points per game. The last determining factor, if needed, will be total points allowed.
- 11.3. All divisions will have 6 teams make the playoffs.
- 11.4. The first and second seeds will have first round byes, while the third seed will play the sixth seed and the fourth seed will play the fifth seed. In the second round of playoffs, the first seed will play the winner of the third and sixth seed game and the second seed will play the winner of the fourth and fifth seed game. Winners will then advance to the championship game.
- 11.5. The first and second round of playoffs will be played on the same day. The championship game will be played the following week.

## 12. Disciplinary Rulings

- 12.1. A player receiving two technical's fouls during a game will result in a one game minimum suspension to a maximum ruling of lifetime disqualification from the league.
- 12.2. 3 technical fouls by one team in one game will result in a forfeit.
- 12.3. Players who persistently promote problems will be subject to investigation by Hardwood Palace management. Maximum ruling can be up to a lifetime disqualification from any and all Hardwood Palace leagues or programs.
- 12.4. IF an altercation occurs, game management staff (i.e. officials, court monitors, and/or scorekeepers) will be responsible for intervening. This alleviates the need for players to leave the bench.
- 12.5. Throwing a punch will result in an automatic lifetime disqualification from the league – NO EXCEPTIONS! Fighting is not tolerated in Hardwood Palace leagues.
- 12.6. Leaving the bench during any altercation on/off court during a game will result in a minimum suspension of one game in addition to the game the altercation occurred.

**12.7.** First ejection will result in a one game suspension. Second ejection will result in a suspension for the remainder of the season and player will be investigated by Hardwood Palace management before re-instatement is allowed to ANY Hardwood Palace Adult Basketball League.

**The rules in this handbook are established to bring safety, quality and integrity to Hardwood Palace adult leagues. Hardwood Palace is a family friendly environment and intends to provide and maintain a safe, fun and positive atmosphere; we appreciate your support in doing so. We are open to suggestions for improvement. Please feel free to contact us with any questions, comments or concerns.**

**Good luck on your season!**

**Sincerely,**

MICHAEL LORENTE  
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