



CITY OF ROCKVILLE
2019 MEN'S 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/adjust basketball league rule changes.
 - 2. Approve requests for player transfers.
 - 3. Determine player eligibility. Investigation of protests and initiating/determining/enforcing appropriate disciplinary action when necessary. In extenuating circumstances, the Sports Programs Supervisor will gather input from the Superintendent of Recreation.
 - 4. General league administration, supervision.

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.
 - 5. No personal basketballs are permitted in the gym.

III. PLAYER ELIGIBILITY

- A. Players need not live or work in the limits of the City of Rockville.
- B. Teams and players will be permitted to play in other jurisdictions, such as Montgomery County, etc. 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) (exceptions can be made by the Sports Office to extend the 12-player maximum, but must be requested by the team in writing to the Sports Office for approval prior to the final roster due date).
- D. The team manager shall submit to the League Office before the first scheduled game the official preliminary roster with all the players on his team. Changes, additions, or deletions can be made prior to the final rosters due date. The final roster due date is determined by the Sports Office and will be communicated to team managers in advance. 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 Sports Program Supervisor.
- F. No players shall play on more than one team the same night, with the exception of rule IV League Play, B.
- G. A player must be officially released, in writing, by his team manager before he 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 with 48 hours of the game. 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 and RASL assumes no liability for injury or damages arising from the results of participation in the adult basketball program at time of team registration. 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. At time of team or individual registration, each player on the team in the league acknowledges the waiver of liability. The team roster 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/team manager (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. Regular season and playoffs: teams must start the game at the scheduled starting time if four (4) players are present or as soon as four players are present after the scheduled starting time. The game will proceed as an official game as long as each team can field a minimum of 4 players.
 - 3. **Regular season play ONLY:**
A team is permitted to play with a minimum of 4 players. If a team is unable to produce 4 rostered players, eligible players from another 2019 Men's Spring Basketball registered team within the same night of league play are permitted to play with the team that does not have enough players in order to avoid a forfeit only. The team in need of players must bring it to the attention of the official prior to the start of the game for approval. A maximum of 2 players of this type will be allowed to substitute for absent rostered players. Eligible players are defined as a player who has registered and signed the waiver. During playoffs, teams are not permitted to use players from another team; they must only play their rostered players.
- 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. 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.
GRACE PERIOD:
If a team does not have the minimum number of players to start the game (4 player's minimum), there will be a 10-minute grace period. The officials will start the game clock at the scheduled game time, when the fourth player arrives, the game will continue with the time remaining on the clock for the first half. If a team has enough players to start the game and delays the start of the game, A free-throw shall be awarded to the offended team for each minute the opposing team delays and the ball shall be awarded to the offended team at half court to start the game. If the 4th player does not arrive after the 10-minute grace period, that team will forfeit the game.
- 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 (REGULAR SEASON)**
 In the event of a tie in regulation, there will be a maximum of three (3) minute overtime periods stopping the clock only for shooting fouls and team timeouts. All timeouts in overtime periods will be 30 seconds in duration (including any carry over timeouts). The horn will sound at the 15 second mark to notify teams they need to get ready to continue play. Players will be encouraged to hurry to the foul line for shooting fouls. Any team determined delaying in setting up will be charged a timeout for the first violation. If the team delaying does not have any timeouts remaining, a technical foul will be charged to the team manager. Any subsequent violations, a technical foul will be charged to the player. After the final overtime period, if the game is still tied, the game will result in a tie.
- OVERTIME (PLAYOFFS ONLY)**
 Overtime periods will be played until a winner is declared during all playoffs games.
- F. **TIMEOUTS**
 Each team will be given four (4) one-minute time outs per game that can be used anytime during the 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. A timeout shall be granted and charged after a visual or oral request by a player when that team is in control of the ball or by a team manager/head coach when the ball is dead.
- G. **LANE VIOLATIONS**
 NCAA rules on foul shots will apply; players may enter the lane after the shooter has released the ball. Players not in a legal marked lane space shall remain behind the free throw line extended and behind the three-point field goal line until the ball strikes the ring, flange or backboard, or until the free throw ends.
- H. **TEAM FOULS**
 When a player reaches five (5) fouls, that player will foul out. Each team shall be allowed seven (7) team fouls per half before the one and one rule shall apply; with the 10th 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. No protest fee is necessary.
1. The team manager must notify the site supervisor of any concerns regarding the play of the game at the time of the infraction and must be put in writing and submitted to the Sports Program Supervisor within 48 hours of the completion of the game.
- K. **GAME BALLS**
1. B1200 Wilson or equivalent

V. PLAYER CONDUCT

- A. A player, manager, coach, or spectator who is ejected from a game by an official or City Staff Representative or for **dunking/grasping** the ring or net before, during or after the game shall be suspended for at least one (1) additional game (next league game played by that team). The ejected person is not permitted in the building during their suspension. A second ejection during the season shall be an automatic suspension; length of suspension will depend on severity of incident. Subject to one year suspension from date of incident if deemed necessary. Team Managers should remind their players of this rule before the start of the season.
- B. Twinbrook Community Recreation Center Gym ONLY:
 Intentionally slapping the backboard is not permitted. If a player intentionally slaps the backboard, the player will be issued a warning. If that player continues to intentionally slap the backboard a technical foul will be charged to the player. Depending on the severity of the continued offense, it may be determined that a player ejection is necessary.
- C. Any player, manager, coach, or spectator who approached an official, City staff, or RASL staff in a negative manner before, during or after the conclusion of a league game shall be suspended for at least one (1) game and depending on severity of the incident, may incur a longer suspension period.
- D. Before, during or after a game, anyone who strikes, shoves, pushes, bumps or otherwise molests, harasses, or threatens anyone shall be suspended for at least 1 year from the date of the incident or

longer if deemed necessary by the league. After the suspension is served, the individual can return to programs on a probationary period for a minimum of 1 year.

- E. Any unsportsmanlike conduct may result in barring the player(s) or the team from further participation in the league, depending on severity of incident.
- F. Any Coach or Team Manager/Player/Spectator that has been suspended shall not be permitted to attend the game nor be at the gym/in the building while the suspension is being served.
- G. A player or substitute committing an unsportsmanlike act including but not limited to the following:
 - a. Disrespectfully addressing an official, City Staff or RASL Staff or gesturing in such a manner as to indicate resentment.
 - b. Using profanity or vulgarity; taunting, baiting or ridiculing another player or bench personnel; or pointing a finger at or making obscene gestures toward another player or bench personnel.
 - c. Inciting undesirable crowd reaction.
 - d. Contacting an opponent, while the ball is dead in an unnecessary, unacceptable and excessive manner.
 - e. Fighting
 - f. Disrespectfully contacting an official.

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; Tie: 1 pt; Forfeit= -1pt.) if tied, then;
- b. Record of team against each other in division competition if still tied, then;
- c. Fewest points scored against allowed between tied teams; if still tied, then;
- d. Net fewest points scored against allowed; if still tied
- e. Coin toss

VII. AWARDS

Awards shall be as follows:

Regular season winner- 1 team gift certificate to use at a local restaurant

Playoff Runner up- 1 team trophy

Playoff Champion – 1 team trophy

VIII. GENERAL LEAGUE ADMINISTRATION

A. UNIFORMS

- 1. It is recommended that each team member wear jerseys of the same base color. These jerseys must have numbers on them located on either the front, the back or both front and back. Tape cannot be used on the shirt for the number. It must be written or screened. If a player does not meet this requirement, a technical foul will be assessed to that player and the ball will be awarded to the opposing team to start the game. A representative from the team will meet the Gym Supervisor prior to the start of the game to help identify the players to the scorer's table in the event there are some jerseys without numbers on them or jerseys with the same number.
- 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. Team withdrawals from a program are strongly discouraged. All requests for refunds must be in writing and a \$100 administrative fee will be charged to the team prior to the start of the season. Forfeiture of team fee will occur once league play has begun (this includes the entire day of the first league games.)

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 made by approximately 3pm on weekdays and approximately 10am on Sunday's.

E. FACILITY RULES

No smoking or drinking (includes alcoholic and non-alcoholic beverages) is 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. Effective March 1, 2016, no smoking or vaping will be permitted on any City of Rockville property including City parks, centers and facilities in accordance with Montgomery Code Section 24-9 (Smoking in Public Places)

F. SCORES

To check scores and standings online, please visit www.rockvillemd.gov/recreation/sports

Adult Sports Division
League Expectations, Policies/Disciplinary Measures

MISSION

The City of Rockville's Adult Sports Division mission is to provide league and program opportunities for adults of all ages. Programs are designed to promote physical activity, economic development, improve health, and provide social outlet through participation at well maintained facilities.

EXPECTATIONS

The City of Rockville provides league rules that dictate how the program is operated and governed. The City of Rockville requires players, coaches/team managers, and spectators to exhibit good conduct and sportsmanship before, during, and after games. Examples of good sportsmanship and conduct include but are not limited to:

- Fairness
- Ethics
- Respect
- Sense of fellowship
- Teamwork
- Positively encourage and congratulate all players and opponents as well as officials, city staff
- Understanding and promoting that this is a recreational league

POLICIES/DISCIPLINARY MEASURES

City of Rockville Sports Supervisors reserve the right to amend disciplinary measures below if investigation deems it necessary

THE TERM "INDIVIDUAL" INCLUDES THE FOLLOWING: MANAGER, CAPTAIN, PLAYER, OR SPECTATOR. A TEAM IS RESPONSIBLE FOR THE CONDUCT OF ITS INDIVIDUAL PLAYERS AND SPECTATORS. MISCONDUCT MAY RESULT IN PENALIZING AN INDIVIDUAL OR TEAM FROM ALL CITY OF ROCKVILLE LEAGUES.

- Coach or Team Manager/Player/Spectator Ejection
 - If ejected from a league game, that individual will be suspended from the team's next played league game or for a period of time deemed fair by the league. A second ejection during the season shall be an automatic suspension; length of suspension will depend on severity of incident. Subject to one year suspension from date of incident if deemed necessary. Team manager/coach should remind their players of this rule before the start of the season.
- Ineligible Players
 - A coach/team manager who knowingly uses a suspended or ineligible player shall forfeit his/her coaching/team manager position and the team shall forfeit all games in which the player participated.

- Unsportsmanlike conduct:
 - If ejected from a league game, that individual will be suspended from the team's next played league game or for a period of time deemed fair by the league. A second ejection during the season shall be an automatic suspension; length of suspension will depend on severity of incident. Subject to one year suspension from date of incident if deemed necessary. Team manager/coach should remind their players of this rule before the start of the season.
 - Unsportsmanlike conduct includes, but is not limited to:
 - Disrespectfully addressing an official or City Staff
 - Using profanity
 - Attempting to influence an official's decision
 - Baiting an opponent or obstructing his vision by waving hands near his eyes
 - Disrespectfully addressing or baiting an opponent and/or own team
 - Objecting to an official's decision by rising from the bench or using gestures or raising voice
 - Inciting undesirable crowd reactions.
- Before, during or after a game, anyone who strikes, shoves, pushes, bumps or otherwise molests, harasses, or threatens anyone shall be suspended for at least 1 year from the date of the incident or longer if deemed necessary by the league. After the suspension is served, the individual can return to programs on a probationary period for a minimum of 1 year.