



MEN'S BASKETBALL LEAGUE INFORMATION

SCHEDULE AND PLAYOFF PROCEDURE

1. League will consist of 6 teams whenever possible each team twice.
2. League championship will be determined by season ending playoff games.
3. Ties in the final standings will be broken by head to head play results during the season between the teams involved.
4. Top 4 teams in standings will compete in the playoffs.
5. Playoffs will be single elimination and determine the league champion.
6. Top performing teams may be required to move to higher level league for next season.

TEAM AND PLAYER ELIGIBILITY

1. All players must be 18 years or older in order to participate in league play.
2. Teams are limited to a roster of 7 minimum players and maximum of 12 players.
3. Only players on the official TEAM ROSTER ON FILE are eligible to play.
4. Any team that plays with an ineligible player, is subject to forfeiture of all games in which that player participated.
5. A player must have participated in 4 of his teams' games in order to be eligible for the playoffs.
6. If you are suspended for any reason or for any length of time, you are not allowed to spectate during your suspension.

ROSTER AND PLAYER CONTRACTS

1. All players must be registered on their team the day of their first game in order to be eligible to participate.
2. Players may be released any time during the season with the manager's approval. A player must sit out one week before being added to another team.
3. New players may not be added after the third game. Managers who lose players during the season through injury may petition the league director for replacement of said player.
4. All players must adhere to the "SANCRA Sports Code of Conduct".

GOVERNING BODY

1. The Recreation Supervisor or Coordinator in charge of sports shall serve as league director and has final authority to make decisions pertaining to all league rules and regulations.
2. All rules and regulations are subject to change at any time by the league director.

LIABILITY

Persons or players participating in activities sponsored by the Centennial Recreation Center are not covered in any way for personal liability, property loss or damage. This means players competing in this program are to assume all responsibility in case of losses, accidents, or injuries suffered while participating in any of the leagues.

PLAYING RULES

Official high school rules for the present season shall cover all situations except the following:

1. Individual Technical Fouls – Player receiving two technical fouls, is automatically ejected from the game.

2. Team Technical Fouls- When a team accumulates a total of 5 technical fouls over the course of the season, a loss will be assessed to the team. Each technical foul thereafter over the course of the season will result in another team loss being assessed.
3. Ejection - Any player ejected from a game for any reason will be automatically suspended for at least his next game or longer, this is to the discretion of the league director. Repeated offenses will result in expulsion from the league.
4. Personal Fouls - Any player committing his 6th foul is automatically disqualified from further play for that game. He may not under any circumstances remain in the game.
5. Jewelry – No metal jewelry is allowed on during the game unless properly tapped to the body.
6. Starting Players - A team may start a game with 4 players. It may NOT play with 3 players. Teams down to 3 players will not be allowed to continue and will be assessed a forfeit.
7. Dunking - No dunking before, during or after a game. If you are found dunking at any time you will receive a warning, technical foul, or possible suspension from future games. This is to the discretion of the league director.
8. Jerseys - Each team must have enough numbered upper jerseys so that each player participating will have a unique number that is the same each week. If participants do not have numbers they must write in numbers with a thick marker.
 - a. Home jerseys are light colored; Guest jerseys are dark colored.
 - b. Undershirts must be closely related to jersey color. (EX: Black Jersey with black undershirt. White undershirt not permitted under black jersey).
 - c. Any team with duplicate numbers on players jersey will receive a team technical foul for each occurrence.
 - d. Failing to follow jersey rules will result in a penalty determined by the league coordinator.
9. Time Limit - Games will be divided into two 20 minute halves with 3-5 minutes between halves. Running clock except for time outs. The clock will stop on all whistles during the last two minutes of the game if the score is within 10 points.
10. Shot Clock - Once the period reaches the final two minutes, a 24-second shot clock will be in effect.
11. Time Outs - Each team is allowed 2 time outs per half. Each time out is one minute in length. Each team will receive one timeout in each overtime period. Timeouts may not be accumulated or carried over to the next half or overtime.
12. Free Throws - Two free throws are shot on the seventh team foul (bonus) in each half.
13. Official Score - The running score in the scorebook shall be the official score regardless of what is indicated on the scoreboard.
14. Game Ball – The game ball is provided by CRC management, otherwise a game ball will be picked and agreed upon by the team managers in each game.
15. Tie Game

Regular Season-A tie game may progress through one (1) overtime period of two minutes. With each team having one time out for the over time period. If, at the end of the overtime period, the game is still tied, a sudden death period will be played. This will start with a jump ball and no time outs allowed, with the winner being the first team to score.

Playoffs/Championship- A tie game may progress through two (2) overtime period of two minutes. With each team having one time out for each overtime period. If, at the end of the second overtime period, the game is still tied, a one minute over-time period with no time outs will be allowed. If after the one-minute overtime a sudden death period will be played. This will start with a jump ball and no time outs allowed, with the winner being the first team to score.

FORFEITS

1. There will be no fee for the first forfeit, as long as 24 hours notice is provided.
2. Second and third forfeits will result in a \$50 forfeit fee that must be paid before you can play in the teams next scheduled game.
3. A fourth forfeit will result in removal from the league for the remainder of the season.
4. If a team is not ready to start with at least 4 players by 5 minutes after scheduled game time, the game will be declared a forfeit.
5. Any team seeing a conflict with their scheduled game and notifies the league director at least 24 hours in advance of their playing time will receive a loss and not a forfeit.
6. No postponement or rescheduling of league games shall be allowed. The league director may only make changes necessary to the league.
7. Forfeits may be declared by the league director for any of the following:
 - a. Failure to start game with at least 4 players by 5 minutes after scheduled game time.
 - b. Using an ineligible player.
 - c. Unsportsmanlike conduct by a team or player.
 - d. Lack of control by a manager over his players and/or spectators.
 - e. Harassment of the officials.

PROTESTS

1. All protests shall be ruled upon by the league director. Whenever a matter of protest arises during a game, the manager or captain of the protesting team shall immediately notify the opposing manager or captain, the head official and the gym supervisor in writing of his intention to protest (forms will be provided by the gym supervisor).
2. The "Intent to Protest" must be filed with the gym supervisor before leaving the gym.
3. The filing of the "Intent to Protest" MUST be followed up by filing an official protest at the Centennial Recreation Center no later than 5:00 pm of the following working day.

MISCELLANEOUS INFORMATION

1. There will be no refunds after the deadline registration date even if teams drop or are dropped from the league.
2. Any unsportsmanlike conduct shown towards officials will result in that player or players being ejected from that game and possible suspension from future games.
3. Any unsportsmanlike conduct shown by spectators towards officials or players will be asked to leave the gymnasium immediately and for possible future games.
4. The City of Morgan Hill is committed to assuring that its programs are free from discriminatory, inappropriate, and disrespectful conduct or communication; therefore, we reserve the right to disallow any team name that we feel may be unacceptable due to a racial, religious, sexual, or is otherwise degrading in nature. We ask that all team names, upon submittal, not contain or refer to profanity and/or not be racial or sexually explicit in nature. The City desires to support positive sportsmanship and games that are free from arguments, disagreements, and distractions. Politically themed names will not be allowed to be used in the league. In the event we need to remove a team name we will change the schedule to reflect the Coaches last name or provide the opportunity for the team to change their name.
5. Any player currently under suspension by any [S.A.N.C.R.A.](#) Agency SANCRA Code of conduct Link in any sport is not eligible to participate in the Centennial Recreation Center leagues. Players in violation will face possible exclusion from all future Centennial Recreation Center and Morgan Hill sports.
6. All CRC league teams are automatically registered with S.A.N.C.R.A. and will be eligible to participate in S.A.N.C.R.A. sponsored basketball tournaments.
7. The S.A.N.C.R.A. Sports Code of Conduct is enforced for all CRC Recreation Sports leagues.
8. It is the responsibility of the team manager to be sure all his/her players are aware of the player code of conduct.