

City of Westminster

2024-25 Adult Basketball Rules

Assistant Recreation Specialist

Colin Siegel: 303-658-2225

csiegel@westminsterco.gov

League Schedules & Standings

www.teamsideline.com/westminster

Westminster Sports Center: 303-658-2393

Thank you for choosing the City of Westminster basketball program! In this packet you will find general rules, code of conduct and team captain responsibilities. Our goal is to offer a high-quality basketball league in a family, recreation environment.

Westminster basketball league will follow the City of Westminster code of conduct for adult sports and All games shall be in accordance with the current CHSAA boys basketball rules, as administered by the game officials and modified as follows in the rest of this packet.

Team Captain Responsibilities

Captains will receive rules and code of conduct prior to the start of the season. League Rules are also available on the Westminster sports website: www.teamsideline.com/westminster

All team captains are responsible for:

- Making all team members aware of the league rules and code of conduct.
- The conduct of their team and spectators.
- Keeping the players bench clear of all persons except players and those who are directly associated with the team.

All participants and spectators must abide by City of Westminster ordinance, West View recreation center rules, and City of Westminster league rules and regulations at all times.

All players participating in this program assume liability for the inherent risks involved in this physical activity. Team captains are responsible for ensuring each player has signed a liability waiver before playing in a game.

NEW FOR FALL 2024 - Mercy Rule (updated 10/21/2024)

- The game will be called complete if one of the following instances occurs:
 - One team is winning by 30+ points after 35 minutes of play.
 - One team is winning by 30+ points anytime after that.

Code of Conduct

All players will abide by the officials' decision. The referees or league officials have the authority to give out warnings, eject players/coaches/spectators and call the game at any time due to inappropriate behavior.

Elastic Power - Any and all situations not specifically covered in the rule book shall be acted upon by the Sports Supervisor and all such action taken shall be permanent.

For further details on the code of conduct please see the Code of Conduct document for unsportsmanlike conduct, penalties and alcohol information.

The Team

- **Players**

- All players must be 18 years of age to participate in the City of Westminster adult basketball programs.
- A minimum of 4 players is required to start and finish a game.

- **Uniforms**

- Players must wear approved footwear, athletic attire in order to participate in the game.
- **All players must have a similarly colored jersey with a number on their shirt/jersey in order to play.**
 - **NO DUPLICATE NUMBERS ARE ALLOWED**
- All players must have dark and light colored shirts available, home team is first team listed on the schedule and will wear light colored shirts..
- Proper footwear must be worn while playing, basketball shoes or tennis shoes.

- **Jewelry**

- For the safety of our players we ask that all jewelry be removed prior to the start of the game.
- If you choose to not remove your jewelry then you could be held liable for injury to another player or staff member.
- Sport staff reserves the right to ask players to remove jewelry when deemed a safety hazard for the players.

- **Rosters**

- Roster/waiver & Code of Conduct forms must be turned in to the score table prior to your team's game time on the first night of the league. It must be complete with the names, signatures and phone numbers of all players.
- Every player must be on a team's roster in order to play in the Westminster basketball league.
- All players must bring a photo ID to games to prove identity if an opposing team believes a player is not eligible for the playoffs
- Team captains must submit all deletions or additions prior to game time. All roster changes must be made at the rec center through the Scorekeeper or Supervisor.
- Teams are allowed a maximum of 10 players on their roster.
- **All players must be added to the roster prior to the 4th game in a 7-game league in order to participate in post-season play.**
- **A player must play in a minimum of 3 games and be on the team's roster to be eligible for tournament games.**
- The recreation staff will have final authority in the decision of the eligibility of a player.

- **Picking up players the night of the game**

- Players can SUB or fill in for teams to prevent forfeits.
- If a team has 4 or less players, players on other rosters may be picked up to bring the team size up to 5 players.
- Any players picked up are required to sign that team's roster sheet, if they are not already on a roster for that night.

- **League Fees**

- Team fees must be paid in full by the start of their first game.
- **If a team's balance is not paid off before the start of the season the team will be unable to play said game and risks being removed from the league schedule with no refund of the deposit.**

- **Refund policy**

- No refunds of any kind will be given once the schedule has been sent out by the league director.

Game Logistics

• Time

- All basketball games will begin at 6:30 pm and every hour following
- Games will consist of 2, twenty-minute halves
- Clock will be a running clock for the duration of the game with the following exceptions
 - Time outs - Two, one-minute time-outs, are allowed each half per team; one time-out per overtime period is allowed. Time-outs are not cumulative.
 - Ref Stoppage - In the event of an injury or other event where the ref declares that the clock is to be stopped
 - Last 2 minutes of the second half - If at any time the difference in score is 10 points or less the clock will stop on every whistle. The clock will remain in that, "stopped status", until the score differential goes to 11 points or more. In that situation, the clock will revert back to a, "running status", and will remain so unless the score differential again becomes 10 points or less.
- A ten-minute grace period is given for each game time. The game clock will start at game time & 1 point will be awarded each minute until the team present has at least 4 players. Once the team has 4 players the game will start with the remaining time on the clock and the score as is based off of the points awarded to the other team during the grace period.
- If the opposing team cannot suit at least 4 players, the game will be called a forfeit and the score will be recorded as 40-0. In the event of unusual circumstances, forfeits will be called at the discretion of the league supervisor or his representative.

• Overtime Rules

- Only one overtime will be played. The clock will start with 2 minutes and will stop on each whistle as long as the 10-point difference is still in play.
- If the game is still tied after that overtime, then a jump ball will take place and the next point wins (sudden death).
- If it is a tournament or championship game, then additional two-minute overtimes will be played until a winner is determined.
- Player and team fouls carry over to overtime play and sudden death.

• Dunking

- Dunking at the West View Recreation Center is allowed **DURING THE GAME ONLY**.
- Dunking is not allowed during the pre-game warm-up and will result in technical fouls being assessed the player in violation.

• Free Throws

- It is legal for players, when lined up for free throws, to release for a rebound as soon as the ball leaves the free-throw shooter's hand.
- Free throw shooter must wait until the ball hits the rim or a violation will be called

• Technical Fouls - **UPDATED FALL 2024**

- Team Technical fouls will result in the opposing team being automatically awarded 2 points. The offended team will then in-bound the ball at mid-court.
- Technical fouls can be issued by the game official(s) & by the game scorekeepers.
- If a team receives **3 technical fouls** in a single game, the game will be forfeited and the score will end as a 40-0 defeat.
 - **If a single player receives 2 technical fouls in the same game, that player will automatically be ejected for the remainder of the game and be asked to leave the facility (within 5 minutes).**
- If a team receives an accumulation of **5 technical fouls** in one season, that team will be removed from the schedule and will be suspended for 1 season.
- **Player Technical fouls-** If a player receives **3 technical fouls** in a season that player will be suspended from the league. In addition, that player could be suspended indefinitely depending on the nature of the situation.

- **Team Forfeit Rule**

- A team that does not give a 6-hour notice when forfeiting will get a warning. Administrative staff will assess why the team forfeited to try and correct so that it won't happen again
- A team that forfeits a second time without a 6-hour notice will be assessed a \$50 fee that must be paid at a City facility (recreation center) before the following week's game, or they may not take the court.
- A team that forfeits a second time but gives 6-hour notice will be assessed a \$25 fee that must be paid at a City facility (recreation center) before the following week's game, or they may not take the court.
- A team that forfeits for a 3rd time in a season, for any reason, will run the risk of being removed from the schedule and will forfeit all money paid (NO REFUNDS).

- **Ejection of a player**

- An ejection of a player DOES NOT RESULT IN AN AUTOMATIC FORFEIT.
- If a player is ejected, that player must leave the facility in a timely manner (5 min). The clock will continue to run and play will not resume until that player has left the facility.
- The ejected player may be suspended for additional games depending on the reasoning and severity of the ejection. The final decision will be up to the supervisor in charge on the night of the event and may result in a \$25 fine to be reinstated depending on the severity of the ejection.
- If the ejected player cannot be replaced by a legal substitute the team will have to play one player down
- In the event of an ejection, a sub must be in the official scorebook as a player at the start of the game in order to play
- If a player is ejected twice in a season, they will be suspended from the league for up to a calendar year and be subject to a possible fine of up to \$50 to be reinstated for the next season.
- If the ejected player brings the team below the minimum number of 4 players, the game will be declared a forfeit and the score will be recorded as 40-0 in favor of the team not at fault.
- If an ejected player is discovered participating in the game from which he was ejected, the Game is declared a forfeit.
- **Fighting will result in automatic ejection from the league and possible year-long suspension**

- **Protest - \$100 CASH (refundable only is protest is upheld)**

- The team captain of the protesting team shall immediately notify the referee and the gym supervisor that the game is being played under protest.
- The referee shall in turn notify the opposing manager and official scorekeeper.
- The official written protest must be filed within 24 hours of the conclusion of the game.
- Written protests will only be considered if made by a player(s) involved in the current game in question.
- Written protests will not be received or considered if they are based solely on a decision involving the accuracy of judgment on the part of a referee.
- The protest form will be submitted to the gym supervisor to be acted upon. The decision on a protested game shall result in one of the following:
 - The protest is considered to be invalid and the game score stands as played.
 - When a protest is determined to be valid because of the misinterpretation of a playing rule, the decision will be corrected and the game shall be replayed from the point at which the incorrect decision was made.
 - When a protest for ineligibility is determined to be valid, the offending team shall forfeit the game last played to the offended team.
- Roster Protests
 - The player(s) in question must provide proper identification by the beginning of the next league game

- Failure to provide proper identification will result in a forfeit by the team with the illegal player(s)
- A game played with ineligible players may be protested by the offended team within 24 hours of the conclusion of the game.
- A protest must include a written statement by the offended team's captain.
- If the protest is deemed appropriate by the league coordinator, the opposing team will forfeit the game protested.
- It is the team captain's responsibility to ensure that all players are on the roster, and it is also their responsibility to update their roster when new member join their team.
- If team captain fails to update their roster and a player's name is not on their roster, that player will not be eligible for playoffs.
- In the event that the protest is upheld the \$100 fee will be returned

• **League Structure**

- In the regular season all teams will play each other at least once.
- At the end of the season teams will be seeded according to their regular season record
- The format for playoff will be as follows:
 - 1st seed vs. 4th seed
 - 2nd seed vs. 3rd seed
 - Winners play for championship
- First and second place in tournament will be awarded team trophies

• **Unattended Children Policy**

- Should you bring your children to the facility please keep them seated and in close supervision. It is often distracting and or hazardous if they are left unsupervised or unattended.
- The first time an incident occurs, of this nature, the parent will be advised of the situation. A subsequent occurrence will require our staff to request that the parent does not bring the child back.

End of Season

• **Tie Breaker**

- End of season awards are based on the standings only.
- All games count toward league standings.
- All decisions made by the Westminster Sports Staff are final and not subject to protest or league fee refunds.
- Tie Breaker statistics to determine the league standings are as follows:
 1. Lowest number of forfeits
 2. Winning percentage
 3. Head-to-head
 4. Head-to-head differential
 5. Total points against
 6. Total point differential
 7. Total points for
 8. Coin toss