



City of Ojai Recreation Department Adult Basketball Rules & Regulations

OBJECTIVES

The objectives of this program are to promote, develop, and conduct recreational basketball within the City of Ojai. In addition, we also aim to promote the standards of good sportsmanship and wholesome physical activity.

ADMINISTRATION

All leagues under this program will be played under the Southern California Municipal Athletic Federation (SCMAF) and California Interscholastic Federation (CIF) basketball rules with certain exceptions noted herein, insofar as such the rules do not violate policies and regulations of the Ojai Recreation Department.

All departmental decisions on protest, illegal players, and basketball rule interpretation are final – No appeals will be permitted.

LEAGUE INFORMATION

- Games will primarily be played at John G. Martin Gymnasium, 510 Park Road, Ojai, CA, 93023. Oftentimes, games may also be held at Matilija Junior High or other School facilities within the Ojai Valley.
- All teams are guaranteed to play nine (9) games + a playoff game. Advancing teams will move on to the championship.
- It is the manager's responsibility to ensure that his/her team receives schedules and schedule revisions.
- All league matters will be primarily communicated via internet (e-mails or website).
- League schedules, standings, and stats will be posted on-line at the Department's website, www.ojairec.com

LEAGUE FEES & REGISTRATION

- 1) League fees per team are \$250. A team may be registered with a non-refundable \$100 deposit. The remaining \$150 must be paid to the Department's office prior to the first scheduled game.

- 2) A fee of thirty dollars (\$30), per team, is to be paid to the officials prior to the beginning of each scheduled game. Failure to pay the referee will result in a forfeit.
 - A game may be played with one (1) referee; both teams will pay the official \$30 each (\$60 total).
 - *If the second referee shows up and begins officiating before the fifteen-minute mark of the first half, each referee will be paid \$30 each. This rule will only apply for the first scheduled game of the night.*
 - *If the second referee shows up after the fifteen-minute mark of the first half of the first scheduled game or is late for any other scheduled game, he/she will not referee and will not be paid.*
- 3) Each team is expected to complete the season. There will be no entry fee refund after the manager's meeting/packet pick-up date.
- 4) League fees cover the cost of gym lighting, awards, scorekeepers, timers, and facility maintenance.
- 5) Registration is on a first-come, first-served basis.

ROSTER & ELIGIBILITY

- 1) Each team shall be allowed a maximum of ten (10) players, with minimum amount of five (5) players on its roster.
- 2) No player may participate who is currently playing on a high school, junior college, or professional basketball team roster during the current season.
- 3) All players must have a positive means of identification at all games.
- 4) All players must be 16 years of age or older. No exception will be granted to this rule.
- 5) All players are required to personally sign the official roster, fill out the roster completely, and show a valid photo I.D. to the scorekeepers before their first game to be eligible to play.
- 6) There is no limit on roster changes, however, once a player has been dropped from a team's roster he/she is ineligible to play with that team for the remainder of the season.
- 7) All roster changes must be submitted in writing to, and approved by, the league coordinator at least one working day (24 hours) in advance in order for the player to be eligible to play.
 - 48 hours for Sunday leagues
- 8) Roster changes are allowed up to the seventh (7th) game of the season. No roster changes will be accepted after the deadline.
 - If a player is on the original roster, but has yet to play and sign the roster, that player has until the 7th game of the season to fill out an add form to officially

be on the team's roster. Players will not be permitted to participate in the program without signing the waiver.

- 9) It is the team's manager responsibility to keep track of the team's roster. A copy of the roster can be requested at any point during the season.
- 10) No player may be on more than one team's roster in that particular league.
- 11) Any changes to the team's management must be reported to the league coordinator immediately.

LEAGUE RULES

- 1) Placement of teams in respective divisions shall be the responsibility of the Recreation Department. The Recreation Department reserves the right to move teams up or down within the first two (2) weeks of league play.
 - Teams entering the Ojai Leagues must be available to participate on any given night of league play.
 - Teams who win their division may be moved to a higher division the following season.
 - Teams moving to a different division will keep their win/loss record from the previously played games unless the league coordinator determines otherwise.
- 2) Teams are allowed three (3) timeouts per game (accumulative) and one (1) timeout per overtime period.
- 3) Alternating possession: The game and overtime period will begin with a jump ball; each half will begin with the team designated by alternating possession arrow taking the ball out of bounds for a throw-in; tie-ups that occur shall be settled by alternating possession.
- 4) A substitute may enter if (or as soon as) the ball is dead and after time-outs upon reporting to the scorer's table. An official must wave players into the game.
- 5) Five (5) personal fouls per player. After receiving the fifth foul, the said player will be fouled out of the game.
- 6) A technical foul will count as a personal foul.
 - A technical foul will result in two free throws plus possession of the ball for the offended team.
- 7) The manager of the team must supply the scorer with the entire line-up, including numbers, ten (10) minutes prior to the start of the game.
- 8) The bonus rule will be in effect on the seventh (7th) team foul in a given half.
 - Offensive and bench technical fouls will count as a team foul.
 - At the tenth (10th) team foul, the offended team will have two (2) foul shots.

- 9) The Recreation Department will schedule an official timer/scorer; a regulation game may be played with only one (1) city employee working the game.
- 10) The three (3) point shot will be in effect.
- 11) All games that are postponed or rescheduled will be played at the end of the season or at the league coordinator's discretion.
- 12) A game will consist of two (2) twenty-minute halves with the clock stopping on timeouts and unnecessary delays.
 - If the game is within ten (10) points or less with two (2) minutes remaining in the game, the playing time will be regulation stop clock.
- 13) If the score is tied at the end of regulation time, a three (3) minute overtime period will be played. (one (1) minute running clock, two (2) minute stop clock - if the game is within ten points).
 - If the game is still tied at the end of overtime, it will end in a tie.
 - Teams may not carry over any timeouts. Each team will be allowed one time out for the overtime period.
- 14) Game time is forfeit time.
 - Note: the first game of the evening will be allowed a grace period of five (5) minutes.
 - The scorer's table will keep the official time.
 - NO POSTPONEMENT will be allowed.

UNIFORM & EQUIPMENT

- 1) Each team is responsible for furnishing a game ball. The referees will decide which basketball will be used.
- 2) All players must have proper footwear such as non-marking athletic shoes. Hard-soled shoes, boots, and marking shoes are prohibited
- 3) All team members must have the same color uniform with a permanent number affixed to the uniform.
 - Each player must have their own jersey with their own number.
 - All team uniforms must have a permanent, visible, and legible number (NO TAPE)
 - All team members must have the same color uniform.
 - The home team has the choice of uniform color. Away teams are responsible for an alternate color uniform.
 - **PENALTY:** Any infraction will result in an automatic three (3) points to the opposing team for each infraction above and a technical foul assessed to each

player that has an infraction (only one (1) technical foul will be assessed per player regardless of the number of infraction).

- a. No technical free throws or possession will be awarded.

FORFEITS

- 1) Any team that forfeits a game must pay the referee game fee (\$60) to the Ojai Recreation Department, located at 510 Park Road) one day prior to the team's next scheduled game or no later than Thursday for a Sunday League.
- 2) If a team does not pay their forfeit fee on time, the team will not be allowed to participate in their next scheduled game and will be assessed another forfeit fee. They may not participate in the league until all forfeit fees have been paid.
- 3) Forfeit fees will not be accepted at the gym.
- 4) If a team notifies the league coordinator about a forfeit three working days (72 hours) before their scheduled game time, the team will not have to pay a forfeit fee.
- 5) In case of a double forfeit, the forfeit fee is the same as it is with a single forfeit.
- 6) A forfeited game during the regular season will tally a negative one (-1) point toward the league standings.
- 7) Games involving illegal players will tally a negative two (-2) points toward the league standings.
- 8) Any team with three (3) forfeits in a season will be subject to removal from the league without a refund.

PROTESTS

- 1) A game may not be protested because of a referee's decision involving the accuracy of judgment, nor on agreement which is made between the managers, captains, or referee prior to the start of the game. A protest will only be received and considered, based on misinterpretation of playing rules ONLY.
- 2) Within 24 hours after the game, a written protest must be submitted to the program coordinator, by emailing sending an email to ojairec@ojai.ca.gov.
- 3) Each team has the option to request a player eligibility protest against one player on the opposing team per game. This "I.D. Check" may take place at any time during the course of the game or before the game begins.
 - If a manager feels an ID check is necessary, he/she must notify the scorer's table.

- The player in question and the team's manager are the only players to approach the scorer's table.
- The player in question must present a photo ID and sign, print his/her name, address, and telephone number as it appears on the ID.
- If the player can not present a photo ID by the conclusion of the game or at the discretion of the scorer's table, the game will result in an automatic forfeiture.
- Decision regarding player's eligibility and other protests will be made final by the league coordinator, NOT the referees or the scorer's table.

PLAYER CONDUCT

The Code of Conduct applies to all players, coaches, managers and spectators. The Code of Conduct applies to players as individuals or as a team and penalties can be applied to an individual or an entire team. The Code of Conduct becomes effective as soon as the participant arrives at the facility of play and it remains until the participant leaves the facility. (The parking lot is included)

- 1) Managers will be held responsible for the conduct of their players and for their team. It is the manager's responsibility to notify everyone of the league conduct policies.
- 2) The Recreation Department reserves the right to suspend any player who uses excessive unsportsmanlike conduct toward any other player, spectator, official, scorekeeper, or city employee.
- 3) Players or managers may not address the scorekeeper at any time. A manager may call a time out and ask an official for clarification regarding a rule or scoring decision.
- 4) Any player ejected from a game for any reason, will not be permitted to play in the next scheduled game. An ejected player must exit and leave the facility or the game will be forfeited.
- 5) If a player is ejected twice in the same season, the player will be suspended for the remainder of the season.
- 6) An official may eject a player or forfeit a game at any time. If in the judgement of the official a player or team demonstrates poor sportsmanship or possible harm, the official may stop the game. A player may be ejected from a game without receiving two (2) technical fouls, depending on the severity of the offense.
- 7) Any player who receives a technical foul during a game, must immediately sit out for 10 minutes of playing time. If the technical is acquired at the end of the game and the full 10 minutes does not run out, the remaining time will carry over to the next game.

- 8) Any player who receives a second technical foul over the course of one game will be immediately ejected from the game.
- 9) Any player, coach, manager or spectator ejected from a game will automatically be suspended for at least one (1) scheduled game, as a minimum penalty.
- 10) No participant shall:
 - a. At any time lay a hand upon, push, shove, strike, or threaten an official, another player, or spectator.
 - b. Be guilty of physical or verbal attack, as an aggressor, upon any player, official, spectator, or city employee.
 - c. Endanger the safety of any player, official, spectator, or city employee.
 - d. Verbally abuse a spectator, player, official, or city employee.
 - e. Use profanity at any time while on the facility premises.
 - f. At any time be in possession or under the influence of any drugs or liquor while on the league's premises.
- 11) Please see the attached "Adult Sports – Code of Conduct"

PLAYOFF DETERMINATION

Play-off seeding will be determined by the total number of points earned during league play: zero (0) points for a loss, two (2) points for a win, one (1) point for a tie, minus one, (-1) for a forfeit, and minus two, (-2) for a forfeit involving an ineligible player. The top teams in each division will participate in a single elimination play-off format to determine league champions. (Play-off format is subject to change).

- 1) The home team is the higher-seeded team during the playoffs.
- 2) **Tie-breaking procedure:**
 - a) In the event of a two-way tie:
 - a. The best record, head-to-head, will determine the team's playoff position.
 - b. If the teams are still tied, a "point differential" among the teams will determine the team's playoff position.
 - b) In the event of a three-way tie:
 - a. The best record involving games against the teams tied will determine the team's playoff position.
 - b. If this procedure leaves two or more teams still tied, the "point differential" among the two teams will determine the team's playoff position.
 - c) In the event of a tie involving more than three teams, the League Coordinator will determine the tie-breaking procedure based on the previous methods.

AWARDS

The League Champion will receive a team award.

SCMAF BLOOD RULE

A player, coach, or official, who is bleeding or who has an open wound, or has blood on his body or clothing, shall be prohibited from participating further in the game until appropriate treatment has been administered.

If first aid is required for a player, the player must be immediately removed from the game, unless treatment can be administered in a reasonable amount of time.

1. A player, coach, or official will not be allowed to participate unless: All bleeding has stopped.
2. Any exposed cut/scrape, that has bled, is completely covered.
3. Excessively bloody uniform is changed.

It is recommended that teams have spare clothing/jerseys available at the game site to be used if necessary.

ALCOHOLIC BEVERAGES

Alcoholic beverages are not permitted on school district property, on public property, or in Parks and Recreation facilities or programs. The Department has a no-tolerance policy for drugs or alcohol.

SMOKING:

There is a NO SMOKING POLICY on the entire campus.

Contact Person (For League General Information, please call (805) 646-5581 ext. 390)

Recreation Manager: Luis Gomez

Phone: 805-646-5581 ext. 301

Email: Luis.gomez@ojai.ca.gov



CITY OF OJAI RECREATION DEPARTMENT ADULT SPORTS ~ CODE OF CONDUCT

All rules will be strictly enforced. The term “Individual” includes the following: Team Manager, 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 Ojai leagues and tournaments. The term “Official” includes the following: Umpire, Recreation Coordinator, or City Staff.

No Individual Shall:

1. At any time lay a hand upon, shove, or strike an official or individual.
 - a. *Minimum Penalty* Removed from league play for remainder of the season and placed on one (1) year probation.
 - b. *Maximum Penalty* Banned from all City of Ojai Programs.
2. Be guilty of objectionable demonstration of dissent by throwing gloves, balls, bats - or any other forceful actions.
 - a. *Minimum Penalty* Warning by official.
 - b. *Maximum Penalty* Ejection from game and playing field and a one (1) game suspension.
3. Be guilty of using unnecessary rough tactics in the play of the game.
 - a. *Minimum Penalty* Ejected from game and playing area and one (1) game suspension.
 - b. *Maximum Penalty* Banned from all City of Ojai Programs.
4. Be guilty of an abusive verbal attack upon any official or individual on or off the field/court.
 - a. *Minimum Penalty* Ejected from the game and playing area, two (2) game suspension and probation for the season.
 - b. *Maximum Penalty* Suspension for one full year and placed on probation for (6) months after reinstatement.
5. Use profane, obscene, or vulgar language in any manner at any time on or off the playing field/court.
 - a. *Minimum Penalty* Warning by league official or umpire.
 - b. *Maximum Penalty* Ejection from the game, (2) game suspension and probation for the season.

6. Appear on the field/court in an intoxicated condition or under the influence of any type of drug that will infringe on the player's safety or the safety of others.

a. *Minimum Penalty* Ejection from the game and probation for the remainder of the season.

b. *Maximum Penalty* Banned from all City of Ojai Programs.

7. Drink alcoholic beverages during a scheduled game, OR have an open container of alcohol in the dugout/gymnasium.

a. *Minimum Penalty* Warning by official.

b. *Maximum Penalty* Team forfeits the game and is placed on probation for the remainder of the season.

8. Be guilty of any demonstration of unsportsmanlike conduct.

a. *Minimum Penalty* Warning by official

b. *Maximum Penalty* Banned from all City of Ojai Programs.

NOTE: Players or managers who are on probation when another incident occurs can have their penalty increased to the maximum. If a player or captain is suspended from play and is found to be playing on another team, the penalty can be extended beyond the original time limit. The severity of the infraction will determine the penalty. Penalties can fall between the minimum and maximum. City staff, Recreation Coordinator and/or the Recreation Manager will determine the penalty within a reasonable amount of time.

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