

MEN'S 5 on 5
Basketball
LEAGUE RULES

Updated March 2019

THIS IS A RECREATIONAL LEAGUE.

The sole purpose of the league is to provide a basketball program that can be enjoyed by everyone.



**parks &
recreation**

the benefits are endless...



/AJParksandRec

www.AJCity.net/Sports

League Information & Rules

A.I.A. RULES WITH MODIFICATIONS

Communication

All communication between game officials and teams must come through team captain. Captain shall be identified before each game by the game official.

Schedules / Rosters

- A. Teams must be prepared to play on any evening. Mon-Fri. Game times usually start between 6:30-9:30 p.m.
- B. Our office reserves the right to assign any team to their proper level of competition or classification when necessary or when registration allows the program to have more than one division in order to serve the best interest of our players.
- C. It is the responsibility of the coach to keep rosters up to date with correct information. All changes must be made in person at the Apache Junction Parks & Recreation Office before 5:00 p.m. for a player to be active.
 - 1. Once the game has started the roster is frozen for the night.
 - 2. If a player(s) transfers to another team during the season, they must sit out one game. This can only occur prior to the roster freeze date. The league coordinator must be notified of the change for it to take affect.
- D. Rosters will be frozen after the team's third game.
- E. Roster limit is 14 players including the coach and assistant coach. ALL PLAYERS & COACHES LISTED ON THE ROSTER MUST SIGN THE ROSTER.
- F. All players must be at least 18 years old. Proper I.D. may be required if a player is in question.

Code of Conduct (refer to Code of Conduct guidelines)

It is the manager/coach's responsibility to cover the code of conduct with each member of his team. By signing the roster each player understands that they are playing at their own risk and agree to abide by the code of conduct. ALL PLAYERS MUST SIGN ROSTER BEFORE THEY WILL BE ALLOWED TO PLAY.

Awards – AJPR reserves the right to adjust/change the awards based on the total number of teams in the league.

League: 1st place will receive 10 t-shirts

Tournament: 1st place will receive team trophy

Uniforms

- A. Jerseys or T-shirt must be the same color. Loaner jerseys are available for games.
- B. Each player must have a different number (0-99)
- C. Number must be legible and permanently affixed.
 - 1. No tape
 - 2. No written numbers allowed.
- D. All above uniform requirements will be enforced.

League Supervision

- A. A staff member will be on site each night to answer questions about league information.
- B. Referees are on contract with our office and their authority covers only the game.

Children Supervision

It is the guardian's responsibility to watch their children at all times, not the responsibility of the gym supervisor. Children are not allowed to roam MGC, school grounds, hallways, or bathrooms without parent/guardian supervision. Each team is responsible for the conduct and supervision of their children and/or spectators. Problems will be dealt with by the gym supervisor or league coordinator as needed.

Protest / Complaints

1. Only written protest or complaints will be accepted at the Apache Junction Parks & Recreation Office. (Northeast corner Idaho & Superstition Blvd.)
 - A. Teams can only protest rule interpretations and not judgment calls made by an official. The team captain must let the official and the site supervisor know they are protesting a game at the time the rule interpretation is made. Protests will not be allowed after play has been restarted.
 - B. The team captain must then come into the Apache Junction Parks and Recreation office and put their protest in writing and pay a \$25 protest fee by 5 p.m. the next day for consideration. If the protest is considered valid, the team will have \$25 fee returned and a decision will be made on how to complete the game. If the protest is found to be invalid, the team will lose its \$25 fee.
 - C. A protest becomes moot if the team wins the game in which they have protested.

Forfeits (Fees)

A forfeiting team may be required to pay a \$20 forfeit fee to the Apache Junction Parks & Recreation Office, Northeast corner Idaho & Superstition Blvd. Fees must be paid before the team's next scheduled game to remain in the league. No further notifications to pay this forfeit fee will be given if required. A team who exceeds two forfeits may be dropped from the league without a refund.

A. Forfeits will be declared for one or more of the following infractions:

- Forfeiting a game (no show) without at least a 24 hour notice to the League Coordinator.
- Not having the required number of players on the court at game time. **GAME TIME IS FORFEIT TIME.** (Minimum of 4 players)
- Illegal players not on the roster, using assumed names or ineligible players. Teams using illegal players will have their game(s) declared a forfeit. Staff will not knowingly allow illegal players. Team manager may be suspended one game per illegal player.
- Players not wearing proper jerseys. (AJPR will have "loaner" jerseys available)
- Two TEAM technical fouls. This includes conduct. (see technical fouls for details)
- Team drops to four (4) players due to player ejection.

The league coordinator has the final decision in all matters.

League Standings

Standings will be available at the gym on game nights.

Awards will be based on how each team fared when they played each other. If teams are tied in various positions at the final standings or during each round, the team or teams who have defeated the other the most in league play will take the top position. For teams who have split between them, the team that has the highest point differential between the tied teams will take the highest position in the standings.

For tied teams (three or more) who split between them, standings will be decided by head to head, then the team with the highest total point differential between the tied teams (when they played each other will take the higher position in the standings. In addition, any team that has forfeited any game against the team(s) that they are tied with will automatically take the lowest position in the standings.

Winning Your League

Any team that wins their league will automatically be guaranteed a position in the next basketball season, provided that they meet the following criteria:

- A. The team must move up to the next classification (**only if registration allows more than one division**)
- B. The team must retain 50% of their roster from the previous season.
- C. The team cannot have forfeited (for any reason) more than two games.
- D. The team can lose its eligibility based upon conduct related problems upon the discretion of the league coordinator.
- E. The team must pay by the registration deadline.

If above criteria isn't met, then the team loses the automatic position in the next basketball season and will have to go through the regular registration procedures. The league coordinator has the final decision in all matters concerning this rule.

League Champions / Tournament

- A. League: Overall season record will determine the champion and runner up team in the division.
- B. Tournament: All teams will qualify for the end of the season tournament.

Facility/Location

- A. All AJ Parks & Rec. Adult Basketball games will be played at the city's Multi-Generational Center (1035 N. Idaho Rd. Apache Junction, 85119) unless otherwise noted.
- B. No Food or drinks (other than WATER) is allowed inside the gymnasium.

Alcoholic Beverages / Smoking/ Drugs

Players and spectators are prohibited from having alcoholic beverages, tobacco products or drugs on school property or in the MGC. Coaches are responsible for their team's spectators. Refer to Code of Conduct.

- First offense: forfeiture of ball game.
- Second offense: Player or team will be dropped from the program.

Insurance

Medical insurance is the responsibility of the team or individuals. The City of Apache Junction does not carry medical insurance for any team, player, or spectator. Participation is done at player's own risk.

Scorekeeper

The gym supervisor will be in charge of the scoreboard, including timekeeping, sending players into the game and league information. The gym supervisor is in complete charge of the gym. They can declare a forfeit at any time using the guidelines written in the rules. In addition, the gym supervisor can give a technical foul before, during, and after the game.

Pre-Game Procedures

In order to remain on schedule each team is responsible for the following

- A. Arrive for scheduled game at least ten-minutes prior to game time. Game time is forfeit time.
- B. Locate gym supervisor and sign your team in.
- C. Fill in your line-up immediately, using first and last names of players including jersey numbers, then find the other team and have them do the same.
- D. Referees will be starting games. For example: Time will begin within two to three minutes after conclusion of the game prior to your game whether or not the line-ups are completed on the score sheet.

Playing Rules

AIA rules will apply to all games with these modifications:

Time: There will be two 20- minute halves running time, except the last two minutes of the second half in which the clock will stop on all “dead ball” calls. The clock will NOT stop in the last two minutes of the second half if one team is winning by twenty or more points at the two minute mark. There will be a three (3) minute half time (time permitting). If gym supervisor deems that games are running behind clock may only stop in the last minute of the game. Game by game basis & gym supervisor will notify both teams.

If the game score is within 10 points entering the final minute teams will shoot free throws on shooting fouls or if their team fouls total 7 or higher.

- *2 Point Shot Made – 2 points plus 1 free throw
- *2 Point Shot Missed – 2 free throws
- *3 Point Shot Made – 3 points plus 2 free throws
- *3 Point Shot Missed – 3 free throws
- *Team fouls 7, 8, 9 – 1 free throw
- *Team Fouls 10 and up – 2 free throws

Mercy Rule: Game will be declared over when a team goes ahead by 40 points at any point during the game and ahead by 30 points during the final two minutes.

Time Outs: Each game, each team will have Three (3) time-outs to use anytime during the game. These are 45 second time-outs and the clock will stop.

Overtime: Overtime will consist of a shootout. In the event of a tie at the end of regulation play, the five players on the court from each team will shoot 3-point shots from the 3-point line at the top of the key. “Possession” will determine which team shoots first. The 5 players from one team will shoot followed by the other team. One shot per player. In the event of a tie after the initial shootout the game will end in a tie.

Players: A team may start and play the game with four (4) players. If a team drops to four (4) players due to ejection the game will be declared a forfeit. Teams cannot “loan” players.

Forfeit Time: Game time is forfeit time.

Player Fouled Out: A player shall be disqualified when he commits his/her fifth personal foul. Technical fouls count as personal fouls. Two technical fouls on same player will result in ejection.

All Team Fouls: Fouls 1-6 will result in possession out of bounds if foul is on the floor, fouls 7-9 will result in one point and the ball; fouls 10 & up two points and the ball. This will not be the case in fouls seven and up on an offensive ball possession foul.

All Shooting fouls: Teams will receive an automatic point and possession on missed shots; they will receive one point on a made basket (completing the three-point play) and not retain possession. In the interest of time there will be no free throws. (*See Rule Clarification #2*)

Intentional fouls: Automatic 2 points at all times, plus ball out of bounds. Game officials and/or city staff will determine if foul was intentional.

Flagrant Fouls: Automatic 2 points at all times, plus ball out of bounds, plus disqualification, plus count toward team technical fouls (conduct).

Technical Fouls: Two points will be automatically awarded, plus the ball out of bounds. Technical fouls count as personal fouls for disqualification. In addition, any player that receives a conduct technical will be required to sit out for the next two minutes of the game. Any team that receives a technical foul will also be charged a time-out to be deducted from the four time-outs allotted each team per game.

- **Any team that receives two conduct technical fouls, from more than one player, will automatically forfeit the game -- no exceptions. Any player that receives two conduct technical fouls will be ejected and suspended from next game. Possible Code of Conduct penalties may be applied. Game officials and/or city staff will determine if it is a conduct technical foul.**
- **NO DUNKING:** There is no dunking allowed during pre-game warm-ups, during or after the game. If a person is observed to be in violation of this rule his/her team will receive a technical foul. **If a player from the same team is observed a second time a second technical foul will be assessed. Dunking Technical Fouls are considered conduct technical fouls.**

Bench Conduct

In order for the scorekeeper to keep better control of the game, we are requiring that all teams observe the following conditions.

- While the ball is in play, no coach, player or participant shall interfere and/or approach the scorer (and the scoring table) with the exception of a player checking into the game. Court tape will be used to mark the “do-not-cross” line except for players checking in. (*See Rule Clarification #3*)
- Participants should not be shooting at the side baskets while another game is in progress.
- When checking into the game participants must kneel in front of the scorer’s table.
- Referees/Game Staff can give technical fouls to the bench if they are disrupting the flow of the game.
- Violation – first offense is a warning / second offense – team technical / third offense – ejection of offending player and manager.
- Players on the bench wanting to enter the game must check in at the scorer’s table prior to the dead ball call they want to enter. All players on the bench (unless checking in to game) must stay on the far side of the portable hoops.

Player / Spectator Conduct See Code of Conduct for more details.

- If a player is observed using unnecessary rough tactics by the league coordinator, site supervisor, or any game official he/she may be suspended from the game and or the league.
- If we receive numerous complaints involving one or more player(s), the player(s) may be suspended.
- Any player that is involved in a fighting situation will automatically be suspended from the game and subject to Code of Conduct penalties.
- If a player /spectator is involved in damaging city or school property, or physically assaulting a City of Apache Junction employee or a contracted game official the police will be called and possible charges may be filed. In addition, individuals who are involved will be subject to Code of Conduct penalties.

CITY OF APACHE JUNCTION PARKS AND RECREATION DEPARTMENT ADULT SPORTS CODE OF CONDUCT



CATEGORY 1

Minimum Penalty: Warning.

Maximum Penalty: Ejection from game and facility for that date plus probation for the current season.

NO INDIVIDUAL SHALL:

- A. Be guilty of objectionable demonstration of dissent by throwing playing equipment or any other forceful action.
- B. Discuss with an official, in any manner, the decision reached by an official except the manager, coach or captain.
- C. Be guilty of an abusive verbal attack upon any individual on or off the playing field/court. *-excessive could fall into category II or III.*
- D. Use profane, obscene or vulgar language/behavior, in any manner, at any time, on or off the playing field/court.
- E. Unnecessary rough tactics in the play of game. *-intentional/flagrant could fall into category II or III.*
- F. Be involved in any "trash talking" or "taunting" on or off the playing field/court.
- G. Leave behind excessive trash.
- H. Attempt to damage, destroy or steal city/government property.
- I. Drink alcoholic beverages during their specific league or tournament game.
- J. Fail to follow the directions/instructions of league staff and/or officials.
- K. Fail to follow the established/posted City of Apache Junction Park Rules.

CATEGORY 2

Minimum Penalty: Forfeit of game and/or individual suspension plus probation for the current season. *-team and/or individual*

Maximum Penalty: Suspension from all AJ Parks & Rec Adult Sports programs plus probation for the next season of play. *-team and/or individual*

NO COACH, MANAGER, or PLAYER SHALL:

- A. Appear on the field/court of play, at any time, in an intoxicated condition or under the influence of any other type of drug which may infringe upon the safety of the individual or the safety of others.
- B. Be guilty of an abusive verbal attack upon any official or city staff on or off the playing field/court.
- C. Use excessive profane, obscene or vulgar language/behavior, in any manner, at any time, on or off the playing field/court.
- D. Directly or indirectly threaten another individual including officials and/or city staff. *-assault charges may be filed A.R.S. 13-1202.*

CATEGORY 3

Minimum Penalty: Suspension from AJ Parks & Rec Adult Sports programs plus probation for one (1) year.

Maximum Penalty: Banned from AJ Parks & Rec Sports Programs.

NO INDIVIDUAL SHALL:

- A. Lay a hand upon, shove, strike or threaten to strike an official or individual. *-assault charges may be filed A.R.S. 13-1203.*
- B. Be guilty of a physical attack upon any official or individual. *-assault charges may be filed A.R.S. 13-1203*
- C. Be guilty of damaging, destroying or stealing city/government property.

IMPORTANT NOTES

- A. This code of conduct is an attempt to address any and all unsportsmanlike conduct within the AJ Parks & Rec Adult Sports programs. Any unsportsmanlike conduct, even if not specifically mentioned, will be addressed on a case by case basis. Game officials and/or city staff will determine if an act is "unsportsmanlike." Team penalties, in addition to individual penalties, may be imposed if multiple individuals from the same team violate this code of conduct. Managers/Coaches may also have penalties imposed on them for their team/player actions.
- B. Consequences are determined by the type and/or amount of infractions and player/team status. *(ie: is individual or team already on probation?)*
- C. If a player is ejected they are ejected for that day's/night's games. (i.e.: player ejected from first game of double header, they cannot play in the second game.) If a player is ejected at or near the end of the second game in a double header the ejection is carried over to the next scheduled game for his/her team.
- D. Any discipline appeal must be made in writing via email to ggartner@ajcity.net, by the player or manager within 24 hours of receiving the Code of Conduct Notice of Consequence by the Apache Junction Parks & Recreation Adult Sports Coordinator.
- E. **By signing your team roster, all players, coaches, and managers attest that they have read, understand, and agree to abide by this Adult Sports Code of Conduct.**

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