



**Seal Beach Recreation and Community Services Department**  
**211 Eighth Street, Seal Beach, CA 90740**  
**(562) 431-2527 ext. 1344**



**ADULT BASKETBALL LEAGUE RULES**

**OBJECTIVES OF SPORTS LEAGUES**

1. To promote, develop and conduct recreational basketball among the residents and participants of the City of Seal Beach.
2. To promote the standards of good sportsmanship.
3. To promote a wholesome physical activity.

**RULES AND REGULATION**

Official CIF California Interscholastic Federation rules will govern play in all Seal Beach Adult Basketball Leagues. In addition, the following rules supplement the CIF Rule Book.

1. Each team is permitted a maximum of twelve (12) players on a roster including a player/manager.
2. No player who is playing on a High School, Junior College, College or Professional team during the current season may play in the leagues.
3. Players must sign the Official Roster before they are eligible to play. A team may have only one player on their roster from another league. The team a player first plays with will be considered his team to be considered his team in post-season play.
4. Players must compete in at least ½ of the scheduled league games to play in post season competition.
5. The League Director must be notified of all Manager or roster additions, changes, before the next scheduled game for the player or team to be eligible.
6. Players may be added up until the ½ way point of the regular season.
7. Alternating Possession: Game and overtime periods 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.
8. Each team is responsible for furnishing a game ball. The officials will choose the most appropriate ball.

**UNIFORMS**

1. Team Uniforms must be the same color (Jerseys a few shades off will be accepted)
2. Uniforms must have legible numbers permanently affixed. (No Tape)
3. Each player on a team must have a different number.
4. Two (2) color reversible jersey is recommended. Away teams are responsible for providing alternate uniforms when playing a team with a similar color.

***Penalty: Opponent receives 2 points for each violation (no number, duplicate number, etc.)***



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**GAMES AND SCHEDULES**

1. Weekday games will start between 6:00pm and 10:00pm. Sunday games will start between 2:00 and 10:00 pm.
2. League Standings, statistics, schedules and team rosters will be kept available with the scorekeeper at all games. The score keeper will keep score and player statistics each game.
3. The League Director will schedule (2) two officials and (1) one scorekeeper/timer for all games.
4. Games are played at McGaugh Elementary School, Located at 1698 Bolsa Ave.
5. Games length is two (2) twenty (20) minute halves with the clock stopping for time outs and unnecessary delays. A stop clock will be used if the point spread is 10 points or less during the last two minutes of play.
6. The official does not have to check the ball in the back court with the exception of allowing substitutes into the game. The inbound passes may advance in the back court on the baseline or sideline up to the half court line **on any inbound play**.
7. Two (2) free throws will be awarded during the last two minutes of play **if the team is in bonus**.
8. The first game of each night will be granted a ten (10) minute grace period. A team may start the game with four (4) rostered players. For all other games thereafter, game time is forfeit time. Games will start if four (4) players are ready to go, if opposing team does not have the required four (4) players, the game clock will start. For every minute off the clock, the team ready to play receives two points. (1 minute and 30 seconds = 2 minutes). If a team doesn't have the required players (4) by 10 minutes of the game clock, the game will be forfeited. If both teams are not ready to go at game time, the clock will start and play will begin at time on the clock when both teams arrive.
9. Four (4) timeouts per game. Only three may be carried over into the second half. Teams earn one additional time out in extra periods. Timeouts do not carry over into overtime.
10. Players may substitute on a dead ball only and must be waved in by an official.
11. The bonus rule (1 and 1) goes into effect ON the 7<sup>th</sup> team foul and double bonus rule goes into effect ON the 10<sup>th</sup> team foul. *Offensive and bench technical fouls will count as a team foul.*
12. Line-up must be in the official book five minutes before game.
13. **Tie game:** Two (2) minute overtime with a stop clock the last minute. If the game is still tied, game determined by sudden death.
14. Your team's line-up on the score sheet must be signed and uniform number written by each player prior to entering the game.
15. If a forfeit occurs, teams can use the court at that time. The officials do not have to officiate a forfeited game. The forfeiting team is still responsible to pay the officials. Any team forfeiting two games in a season will be dropped from the league. No fees will be refunded.



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16. Players are permitted six (6) personal fouls per game. Technical fouls are considered personal fouls as well as team fouls. If opposing manager agrees, a disqualified player may continue (if no other subs are available) playing. However, if that player commits a foul, a technical foul will be assessed.
17. As a courtesy, please contact either Anthony Nguyen at (562) 431-2527 ext. 1344, or email [anguyen@sealbeachca.gov](mailto:anguyen@sealbeachca.gov), or contact Tim Kelsey at (562) 431-2527 ext. 1341 or email [Tkelsey@sealbeachca.gov](mailto:Tkelsey@sealbeachca.gov) in advanced if you know your team will forfeit so that the other team can be notified that their game will be canceled.
18. All technical fouls stop the clock.

**PLAYOFFS**

1. The league champion will be determined by the best winning percentage of the league games. The League Champion will decide which team slot (6:30pm or 7:30pm) for their first playoff game.
2. Playoff seeding will be determined by the total number of points earned during the regular season: two (2) points for a win, zero (0) points for a loss, and negative one (-1) point for a forfeit loss.
3. A single elimination format will be used in post season play. If a tie exists for any tournament berth, the following criteria will be use.
  - a. The team winning the majority of games against the tied teams.
  - b. The team winning the majority of games against other tournament teams.
  - c. Total points scored in season.
  - d. A coin flip.
4. Post season games will be played on the same night of the week as the regular season. The Championship Game may be played on a different night depending on facility availability. Over-time periods, if needed, is two minutes, stop clock during the last minute only. There is no sudden death in the playoffs. Another two (2) minute over-time period would be played.

**AWARDS**

The League Champion will receive individual awards. The tournament Champion will receive a team award.

**OFFICIAL FEES**

1. The manager of each team is responsible for paying the officials' fee of \$30 before the start of each game. Any delay may cause a team to forfeit their game.
2. If one official does not arrive, the working official will be paid \$25 by each team. If the official arrives by half time, each team will pay that official \$5 each.

**FORFIETS**

1. If a team forfeits a game, they are responsible for both officials' fees that must be paid before their next scheduled game on site or in the Recreation and Community Services Office. Games may be forfeited thereafter if fees aren't paid.
2. Forfeiting teams will lose their \$60 deposit fee and may be dropped from the league. Any team forfeiting two games during a season will be dropped from the league without refund.



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3. A game will be declared a forfeit if:
  - a. A team fails to have four players ready to play at game time. (See Games and Schedules #8).
  - b. Continued delay of the game.
  - c. A team continues to harass the officials and or scorekeeper or if the officials and or scorekeeper feel the situation is such that physical harm may come to him/her, other players, or spectators.
  - d. In the opinion of the officials, a manager does not have control of his players or fans.
  - e. Team jerseys with numbers are not worn.

**ELIGIBILITY**

1. Players must be at least eighteen (18) years of age before playing.
2. All players must be on the roster and have a photo ID (Driver's License, State Identification Card, Passport or Military I.D.) available at all games. All players on your roster will be listed on the score sheet each week. Team rosters can be checked with the score keeper.
3. Players may not play on more than one (1) team in the same division.
4. The team a player first plays on will be considered their team for the season and that player may only transfer from one team to another with written consent of both team mangers and approval from the Seal Beach Community Services Department League Director.
5. A men's team may have two (2) women on their roster.
6. The score keeper will check ID's during Playoff Games (Driver's License, State Identification Card, Passport or Military I.D.) for all players listed on your roster. Each player must provide a current ID prior to entering the game.

**PLAYER ELIGIBILTY PROTESTS**

1. Time must be called.
2. The manger shall request that the scorekeeper ask the player in question to produce a current picture I.D. (Driver's License, State Identification Card, Passport or Military I.D.). If I.D. is shown and is satisfactory, the scorekeeper will continue the game. If no I.D. is available, the player in question may not play until he/she provides an ID> If the player in question is unable to provide a current I.D. by the end of the game, the scorekeeper will declare the game a forfeit.
3. Managers have the option to request an I.D. check against only one on the opposing team per game.
4. Decisions regarding player eligibility will be made final by the scorekeeper.
5. No other protest involving the outcome of the game will be allowed. All problems will be handled on the court by the officials and their decisions are final.



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**PLAYERS CONDUCT**

1. Any player who receives a technical foul (not an administrative technical) during a game must sit out five (5) minutes at the time of the technical. A technical can be given before a game as well. (During warm-ups).
2. **Players may not use profanity in the gym.**
3. **Players may not spit on floors in the gym.**
4. **Players may not address, make any gestures, or use profanity toward the officials and/or staff.** A technical foul may be assessed in these cases.
5. 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.
6. Any player or manager who physically abuses an official will be banned from all Seal Beach Leagues and that game will be forfeited.
7. By State Law – any person physically abusing an official will be subject to \$1,000 fine and up to a year in jail. It is considered a felony offense.
8. 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.
9. If a player is ejected twice in the same season, the player will be suspended for the remainder of the season.
10. Any fight that occurs, before, during or after a game, will result in suspension for all parties involved. The officials and scorekeeper will determine players involved. The Department will determine the suspension period. Any player involved in two fights during the season will be suspended for the remainder of the season.
11. 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.
12. A player may be ejected from a game without receiving two (2) technical fouls, depending on the severity of the offense.
13. Any player, coach, or manager who physically abuses or threatens to push, shove, or strike an official, player, scorekeeper or staff member may be permanently banned from participation in adult sports for the City of Seal Beach. In addition, any player, coach, or manager who is guilty of such abuse may be subject to criminal prosecution according to the State of California Penal Code.

**PROTESTS**

1. Protest can only be filed involving ineligible players. Protesting an official's judgement will not be considered.



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2. If a player is thought to be ineligible, the game shall be completed. A decision will be rendered after eligibility has been determined.
3. Managers must file a protest with the scorekeeper on site and submitted in writing within 24 hours to the Department Office.

**SCMAF BLOOD RULE**

Any player, coach, or official who is bleeding, or who has an open wound, or had blood on his/her 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 immediately be removed from the game, unless treatment can be administered in a reasonable amount of time.

A player, coach or official will not be permitted to participate unless:

1. All bleeding has stopped.
2. Any exposed cut/scrape, which has bled, is completely covered.
3. Excessively bloody uniform is changed. Teams are recommended to have a spare jersey available at games if needed.

**ALCOHOLIC BEVRAGES**

Alcoholic beverages are not permitted on school district property, on public property, 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.

**FOR LEAGUE INFORMATION**

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Contact Person: Anthony Nguyen  
[anguyen@sealbeachca.gov](mailto:anguyen@sealbeachca.gov)