



CITY OF LOS ANGELES
DEPARTMENT OF RECREATION AND PARKS

VALLEY MUNICIPAL SPORTS OFFICE

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REGULATIONS GOVERNING PLAY FOR CITY-WIDE MUNICIPAL BASKETBALL

Municipal Sports games are to be played according to High School Federation rules with the exception of the following Municipal Sports rules. At any time, any rule not listed may be modified as an exception by the Municipal Sports Staff.

A. GAME FEES:

1. Each team is responsible for bringing the **EXACT CHANGE** and paying the full fee of **\$40.00** to the scorekeeper **PRIOR** to the game: (\$30.00 per Referee, \$20.00 to Scorekeeper). No change shall be given. If a team is not prepared to pay the full fee in exact change prior to the game, then a forfeit shall be declared.
2. **“One Man” Refereed Games:** A game is determined as a “One Man” Refereed Game at 10 minutes into the first half. Should the game be a “one man” refereed game; the scorekeeper shall refund \$15.00 per team at the end of the game.
3. **Forfeit:** Should a forfeit occur, no fees will be collected for that game. The Valley Municipal Sports Office will pay the officials out of the bond account of the forfeiting team. In this event, the forfeiting team must replenish their bond no later than two (2) working days prior to their next game. **If not paid, additional forfeits will be incurred, resulting in additional fees and/or expulsion from the league.**

B. GAME TIME:

1. Regulation game will consist of two (2), 20 minute running halves. Half-time will be 5 minutes. The clock will stop for all timeouts and during the last two minutes of the 2nd half on every whistle.
2. **MERCY RULE:** If a team is ahead by 10 points or more with two minutes remaining in the game, the clock will continue to run (except for official and team timeouts). Clock will run if a made free-throw gives a team a 10 point lead.
3. **TIME OUTS:** Teams will be allowed three (3) timeouts per game; a maximum of 2 timeouts per half. Each team will be given one (1) additional timeout for each overtime period. A maximum of one (1) regular period timeout may be carried over into the overtime period(s). No timeouts in sudden death period.
4. **OVERTIME:** The first overtime will be a two (2) minute stop-time period. The second overtime will be "sudden death", with the first team to score (1) one point declared the winner without any time-clock running, and no time outs.



C. ADMINISTRATIVE POLICIES:

1. **CLOSED GYM:** If your gym is closed on your team's scheduled time and date, your team must wait 30 minutes before leaving. Unfortunately, sometimes our office is not notified of closures. If the game does not have a bearing on first place, it will not be made-up.
2. **NO SCOREKEEPER (timer-scorer):** If the timer-scorer fails to appear, teams are to provide a timer-scorer and report the game results (scores) to the Sports Office the next morning via telephone at: (818) 756-8073, fax: (818) 764-5794, or e-mail: basketball.munisports@lacity.org. The official game time will be kept by the referees.
3. **3-POINTERS:** The "3-Point Field Goal" will be used if the arc is marked on the court.
4. **SMOKING: There is ABSOLUTELY no smoking** of any kind on school grounds and/or on City Recreation Facilities (including outside areas). Managers will assume full responsibility for their players and spectators. Any person in violation of this rule will result in immediate removal from the grounds and possible suspension from the league and/or the site.
5. **JEWELRY:** Jewelry shall not be worn during the game. *Exception:* flat wedding bands may be taped - no protrusions.
6. **GAME BALL:** Each team is responsible for providing a ball for warm-up and/or the game. The home team shall provide the game ball. In the event of a disagreement, the officials will designate the game ball.
7. **SCOREKEEPING:** The score book is the official score - not the scoreboard.

D. MUNICIPAL RULES:

1. The minimum age shall be 18 years old to play.
2. A team may begin a game with a minimum of four (4) rostered players.
3. **GRACE PERIOD:** Teams are allowed one (5) minute grace period for all games (5 minutes from scheduled game start time). The grace period is only allowed in order to reach a minimum of four (4) rostered players to begin the game. **PENALTY:** deduction of one (1) timeout.
4. **FREE-THROWS:** Players may enter the lane "on the release".
5. **DISQUALIFIED PLAYER:** A disqualified player is barred from further participation in the game for committing their **fifth (5th) foul (personal or technical)**, two (2) technical fouls, or a flagrant foul.
6. Women are permitted to play on men's teams.
7. **UNIFORMS:**
 - a. **A legal uniform** consists of a same-colored jersey/uniform with **permanent screened numbers on front and back**. Numbers must be a distinguishable different color than the jersey.
 - (1) No taped, marked or painted numbers. **PERMANENT, SCREENED NUMBERS ONLY.**
 - (2) Minimum size numbers are 6" on back and 3" on the front.
 - b. **AFTER THE FIRST WEEK OF PLAY, ALL PLAYERS MUST HAVE A LEGAL UNIFORM (no penalty for first week).**

PENALTY: Each player shall receive a personal technical foul, the team will be assessed with a team foul and 2 points will be added to the opponents score for each illegally uniformed player.



- (1) The technical foul(s) shall be administered prior to the start of the game. PENALTY: 2 points per technical. The same penalty applies in the case of late arriving player(s) out of uniform when the player enters the game
- (2) **DUPLICATE NUMBERS:** Duplicate numbers will result in a technical foul in each game the duplicate numbered jerseys are worn.
- (3) **NUMBERS:** The high school number restriction will not be in effect. Any one or two digit number is legal.

PROGRESSIVE PENALTIES:

After the first week, if ...

- (1) **Four or more players on a team do not have a legal uniform for 2 different games;**
- (2) **Or the number of individual uniform infractions on a team exceeds 10;**

...then the points per infraction will double to 4 points per illegal uniformed player for the remainder of the season.

- (3) **Four or more players on a team do not have a legal uniform for 4 different games;**
- (4) **Or the number of individual uniform infractions on a team exceeds 20;**

...then the points per infraction will double again to 8 points per illegal uniformed player for the remainder of the season.

- c. **SAME COLOR UNIFORMS:** If both teams appear with the same colored uniforms, the home team (designated on the right side of the schedule) will wear white (or light color uniform). For the team that is forced to change uniform: Rule 7a and 7b applies to the original uniform color.
- d. **UNDERSHIRTS:** High School Rules: An undershirt may be worn under a jersey that is the **same or similar** color as jersey/uniform.
- e. **SUBSTITUTION:** The High School rule regarding substitution on the second free throw is not in effect.

8. **SCORE-OUT RULE:** This rule limits the number of points a player is permitted to score. Any point the player scores after reaching the limit will result in **no** score, and the ball being turned over to the opponent. If the player(s) is fouled (non-shooting), he may designate a shooter to shoot his free throw(s) - i.e. bonus situations. **Once a player "scores-out", player will not be awarded a free throw on shooting fouls.**

Each individual player who "scores-out" three times in a season will be reduced by 5 points for the next two scored-out games, then reduced by 10 points for the remainder of the season.

a. "C+" Division = 25 points per player.

b. "C" Division = 20 points per player

COMBINED DIVISIONS: In combined C/C+ divisions, the C+ division score-out rule will be in effect. In a C+/B league, NO score-out rule will be in effect.



9. **MAJOR VIOLATIONS:** Unsportsmanlike acts will be dealt with in this manner. Violation of these rules will result in a technical foul, disqualification from the game(s), and/or suspension from the league.
 - a. No player shall, at any time, lay a hand upon, push, shove, strike, or threaten an official, timer/scorer or any player.
 - b. No player shall be guilty of an abusive verbal attack upon any player, official, timer/scorer or spectator.
 - c. No player shall be guilty of using unnecessary rough tactics in the play of the game against the body and/or person of an opposing player.
 - d. No player shall use profane, obscene, or vulgar language in any manner at any time.
 - e. No player shall appear at the game in an intoxicated condition. Drinking of alcoholic beverages or being in the possession of any alcoholic beverages at any time at any school or park gym is strictly prohibited.

10. **LEAGUE STANDINGS:** The league standings shall be determined on a point system basis for the full league schedule. In case of a tie, the record against one another will determine the winner. Should 1st place still be a tie, a one game playoff will be scheduled. In the case of 2nd place ties, each team will receive a trophy.
 - a. **POINT SYSTEM:**
 WIN = 2 Points *(See Roster Penalty-pg 5,F-4d)
 LOSS = 0 Point
 FORFEIT = minus 1 Point

 - b. **FORFEITS:** All forfeit bond monies must be replaced at the Valley Municipal Sports Office no later than two (2) working days **PRIOR** to the next scheduled game. Failure to comply may result in expulsion from the league. Any refundable bond balance will be returned upon receipt of written request only.

11. **CHAMPIONSHIPS:**
 - a. The **League Championship** shall be determined based on the point system above within the individual leagues. League Championship does not make a team eligible to receive Tournament entry.
 - b. **Division Championship** shall be based on Citywide Tournament Play. Tournament Play is by invitation; may include all league teams within a division level; requires a minimum of eight (8) entries per division level; is single elimination; requires a separate fee; and is separate from regular League Play.

12. **OFFICIAL PROTEST:** A formal written protest must be received by the Valley Sports Office, prior to 4:00 p.m., no later than the second working day following the day of the game involved, accompanied by the \$25.00 protest fee. Judgment calls can **not** be protested. Protest must be lodged with the official(s) and scorekeeper at the next dead ball. If the protest is upheld, the game is resumed from the point of protest (if necessary). The scorekeeper will note the time remaining, score, possession, and fouls when the protest is lodged. Protest must be reported to an official prior to leaving the facility.



E. ELIGIBILITY OF INDIVIDUALS:

1. **ROSTER LIMIT:** Maximum of twelve (12) rostered players. Teams registered in different divisions may not exceed a maximum of three (3) duplicate players on those teams. Individual players are restricted to play within 2 adjoining skill level classifications. Adjoining classifications are: C and C+, C+ and B, B and B+
2. All players are required to have an acceptable photo I.D. (with signature) at all games, and must produce it upon request. If eligibility cannot be determined immediately, the game is played as a legal game, under protest.
 - a. A manager may request an I.D. check of an opposing team player, up to the start of the 2nd half. Limit: Two players.
 - b. In the case of late-comers, I.D. may be requested when a player signs the official scorecard.
 - c. The player involved must present photo I.D. to the scorekeeper, league representative and/or game official prior to the completion of the game. Failure to comply with this request will cause the game to be forfeited.

F. TEAM ROSTERS - ROSTER DEADLINE - LEGAL ROSTER:

1. Completed Team Rosters and Waiver Release forms are due prior to the start of the 3rd league game and will only be accepted prior to the 6th league game. A late roster is defined as one that is date-stamped in the Sports Office after the deadline.
2. The Official Team Roster and Waiver Release form must be signed by all team members. **ONLY COMPLETE ORIGINAL ROSTERS ARE ACCEPTED. Rosters, Waivers and “Add-Drop” forms may not be turned in to the scorekeepers.**
3. It is the responsibility of the manager to verify that the Sports Office has received the roster (818) 756-8073.
4. A team without a legal roster on file:
 - (a) Loses all eligibility protests filed against the team after the third (3rd) league game, and will be given a forfeit;
 - (b) Cannot file an eligibility protest against another team;
 - (c) Are not eligible for League Championships or City-Wide Tournaments;
 - (d) Teams that do not have their roster submitted before the 4th league game will only get one point for a win from week 4 on until they submit a legal roster. Once they submit a legal roster they will start receiving two points per win, starting with the next game played after a legal roster is submitted. Rosters **are not** accepted after the 6th league game, and those teams without a roster on file will receive only one point for wins for the remainder of the season.

G. ADDING PLAYERS TO THE ROSTER:

1. “Add-Drop” deadline is prior to the sixth (6th) league game.
2. “Added” players cannot play until the original, signed “Add-Drop” form is date-stamped in the Sports Office.
3. Only rostered players may participate in league games and sit on the bench (home team sits to the right of the scorekeeper).
PENALTY: Forfeit of all games player participated in and/or signed the score card. Forfeit = -1 point.

4. All participating players, including substitutes, must sign the official score sheet (agreeing to the Waiver and Release and Code of Conduct) BEFORE they enter the game. **PENALTY:** Technical foul.
5. **ELIGIBILITY:** Players must have played in half (50%) of league games to qualify for post-season play and City tournament competition.
6. Any player playing or registering under an assumed name will jeopardize the team he/she plays for, and shall be suspended.
7. **SUSPENDED PLAYERS:** If a suspended player participates in a game, that game will automatically be forfeited. Forfeit = -1 point. The player will be placed on the Permanent Suspended Players List pending a Board Review. Board Reviews are held on Thursdays, and are by appointment only. Contact the Sports Office, in writing, to set an appointment.
8. **ROSTER CHECK:** A protest concerning the use of non-rostered players, or players playing out of classification, must be entered with the official prior to the start of the second half. The player(s) being protested must be named.
 - a. A formal protest, in writing, must be received by the Valley Sports Office, prior to 4:00 p.m., no later than the second working day following the day of the game involved, accompanied by the \$25.00 protest fee.
 - b. Any player signing the score sheet will be considered as having entered the game.

H. **TEAM DROPPING OUT OF THE LEAGUE:**

If a team drops out of a league prior to the scheduled third (3rd) game, all games in which the team has played shall not count in the standings. All fees paid will be retained by the Valley Sports Office.

I. **INDIVIDUAL AND TEAM CONDUCT:**

It is expected that individuals and teams will conduct themselves in a sportsmanlike manner toward their opponents and the officials. Failure to do so will result in the following:

1. **OFFICIAL'S FORFEIT:** The official has the authority to forfeit the game for unsportsmanlike conduct or failure to abide by the official's decision. If the official's order is not obeyed, he/she may also remove a player from a game. This is a judgment decision by the official and cannot be protested.
2. **EJECTED PLAYERS:** Any player ejected from a game, or receiving two unsportsmanlike technical fouls, will receive the minimum one (1) game suspension for the next game. Suspension begins from the time of ejection and the player must leave the facility/premises immediately. The player may not hang-out on premises, **nor return to gym until suspension is lifted.** Suspended players may not attend games.
3. **EJECTED MANAGERS:** In addition to serving the minimum one (1) game suspension, ejected managers must attend a mandatory reinstatement hearing before they can participate in the league again.
4. **TECHNICAL FOULS:** All "Technical Fouls" will carry a penalty of two (2) free throws (as per high school rules). A technical foul counts toward the team foul total and the individual player's personal fouls.
 - a. All bench personnel technical fouls are charged to the offender.



b. **COOLING-OFF PERIOD:** For all conduct-related/unsportsmanlike technical fouls, offender must immediately substitute out of the game and **sit quietly** on the bench for two (2) minutes of game time. **The two (2) minutes starts when player is seated on the bench and is quiet.** Exception: Players are ejected after 2nd technical foul.

J. **CLASSIFICATION:**

In order to make the leagues competitive, the Municipal Sports Office has established guidelines for teams to follow when selecting players to play in specific classifications. The Valley Municipal Sports Directors reserve the right to make the final determination in regards to players playing in classifications below their ability level.

GUIDELINES TO CLASSIFICATION:

"B+" Exceptional: Exceptionally skilled teams should have at least four (4) or more players with college experience, capable of slam-dunking and/or scoring 20+ points. Players should be able to run open court on a fast break hit open shot if guarded, have above average and strong defensive skills. There is no "Score-Out" rule in this division.

"B" Very Good: No more than 3 players with college or high school varsity experience and/or capable of scoring 15 points per game. Players have very good playing skills and defensive abilities, and are capable of playing a running game with no "Score-Out" rule in this division.

"C+" Average: No ex-college players under the age of 30 years old. Players should be able to play team ball with limited turnovers. No more than one player capable of consistently scoring 25 points per game, and have average defensive abilities. **"Score-Out" rule in effect (25 points).**

"C" Recreational: No ex-college or high school varsity players under the age of 30 years old. Players who love to play, but have limited experience; limited/no ability to play above the rim; no more than one player with the ability to consistently score more than 20 points per game. Play is sometimes "playground" style and recreational. **"Score-Out" rule in effect (20 points).**

K. **WOMEN'S DIVISION:**

"B/B+": 5 players who have high school and/or college experience; competitive.

"C/C+": 2-3 players who have high school and/or college experience; recreational competition.

L. **CO-REC DIVISION:** Each team must have a minimum of 1 male and 1 female player on the court at all times. Division classifications are the same as above.

Point Scoring for Female Players (Co-Rec Only): A normal 2 (two) point field goal score counts as three points, and a normal 3 (three) point field goal score counts as four points. Free throws (or Line Scores) remain the same at 1 point per successful basket. Score-out Rule applies to "C" and "C+" division teams.

NOTE: All classifications are subject to change at the discretion of the Municipal Sports Director if deemed necessary. Also, any teams that have misclassified themselves are subject to be reclassified by the Municipal Sports Director if deemed necessary. Teams may be subject to forfeiture of games played.

