



Gymnasium & Aquatic Center
Game Status (407) 971-5568, Fax (407) 971-5818
Web: www.cityofoviedo.net
Standings/Results: www.teamsideline.com/Oviedo

OVIEDO ADULT BASKETBALL RULES

The City of Oviedo reserves the right to pursue any action deemed necessary to preserve the integrity of the League including ruling on all conditions and regulations set forth for the League play, interpreting rules when needed.

Rules and conditions for League play shall follow the rules outlined for regular basketball in National Federation of State High School Associations (N.F.H.S.) basketball rule book. The Oviedo Recreation & Parks Basketball Rules take precedence over the NFHS basketball rule book where contradiction(s) exist.

1. ELIGIBILITY

- a) The minimum age requirement to participate is 18 years old.
- b) Anyone participating in any league game must have a valid driver's license or picture I.D. in his/her possession. If at any time a League Representative (Official, Scorekeeper, etc.) asks a participant for his/her I.D. he/she **MUST** show it to the League Representative immediately. If the participant does not have his/her I.D. with him/her at the time a League Representative asks to see it, he/she shall be ruled ineligible for that game. If the game is already in progress, the player shall be considered an illegal player and any/all penalties shall apply.
- c) All program participants **MUST** completely fill out and sign the "Official Roster, indemnification and waiver" form prior to the first game play they will play in. The team manager must turn this form in to the Recreation & Parks Department at the game site.
- d) Teams must be registered within the time specified by the Recreation & Parks Department and must pay the League fees in full at time of registration.
- e) Women are allowed to play in the men's divisions.
- f) All players must sign in with a picture ID prior to each game. No ID = No Play. Players must be added to the roster before the end of the 4th week of the scheduled season. Roster players must physically check in with an ID and sign the roster before the end of the season to be eligible for the playoffs.

2. PLAYER CONDUCT - EJECTIONS

- a) These guidelines for player ejections shall cover all sports, or activities, including, but not limited to basketball, football, Little League and Babe Ruth Baseball, tournaments, etc. The League Director shall have the authority of imposing penalties on all ejections. For any violation not included below, the penalty shall be at the discretion of the Athletic Committee.
- b) If a player is ejected from an Adult Basketball game for any reason, that player will be suspended indefinitely. Ejected players must schedule a reinstatement meeting with the League Director before they are eligible for participation.
- c) The number of weeks and games applies to all City of Oviedo sponsored sports and is counted when sports leagues are played and the individual is on a team roster. Additionally, **the suspension does not begin until the meeting date.**
- d) Participants are subject to ejection from City of Oviedo events from the time they arrive at the game site to the time they leave. Participants may be additionally sanctioned for any harassment of staff or other participants that takes place off premises if reported by staff members, including electronic forms of harassment.

HINT: To avoid escalating a fight, players in the game should restrain their own teammates. Do not grab opponents to attempt to break up a fight

Tier 1: Ejection from current game and three (3) months probation.

Please note that a warning will be given prior to any ejection due to the following reasons:

- A. Any player or spectator guilty of using profane language or other unsportsmanlike conduct.
- B. Failure of Manager, Coach, or Team Official to maintain team control and team responsibilities.

Tier 2: Ejection from current game, one (1) week suspension and six (6) months probation from the specific facility in which the ejection occurred.

- A. Verbally threaten a player, an official, City staff member, or spectator.
- B. Any sport-specific ejection (i.e. a basketball player receiving two technical fouls, a softball player being tossed by the umpire, etc.).
- C. Deliberately throwing equipment, or materials, or other unsportsmanlike conduct.

** Please note that a Tier 2 ejection will be served facility-wide during the specified period (i.e. a player ejected from an adult basketball league, will be banned from the City facility, including coaching youth leagues, or attending youth practices).*

Tier 3: Ejection from current game, the remainder of the season, and one (1) year probation from all City facilities.

- A. Any player receiving a Tier 1 ejection during any probationary period.
- B. Serious acts such as inciting a riot, disrupting the progress of any game, etc.
- C. Act of fraud (i.e. playing a player under an assumed name).
- D. Threaten a player, an official, City staff member, or spectator by using physical harm.

** Please note that a Tier 3 ejection will be served City-wide during the specified period (i.e. a player ejected from an adult basketball league, will be banned from all City facilities, including coaching youth leagues, or attending youth practices).*

Tier 4: Ejection from current game, one (1) year suspension, and two (2) years probation from all City facilities.

- A. Any player receiving a Tier 2 ejection during any probationary period.
- B. Deliberate act that causes bodily harm to another player or property.

** Please note that a Tier 4 ejection will be served City-wide during the specified period (i.e. a player ejected from an adult basketball league, will be banned from all City facilities, including coaching youth leagues, or attending youth practices).*

Tier 5: Ejection from current game and life from all City facilities.

- A. Physically attacking an official, City staff member, or spectator.
- B. Any player receiving a Tier 3 ejection during any probationary period.

** Please note that a Tier 5 ejection will be served City-wide during the specified period (i.e. a player ejected from an adult basketball league, will be banned from all City facilities, including coaching youth leagues, or attending youth practices).*

****NOTE****

- 1) These are minimum penalties and, if deemed necessary by the athletics committee, a greater penalty may be imposed.
- 2) Players are automatically suspended from the date of ejection.
- 3) If a player wishes to protest a ruling, they may do so, but notice of intent to protest must be made to a City official at the time the incident occurs. A protest fee of \$25 must be paid at the time a protest has been declared. The individual will then be handed a protest form, which must be turned in within 24 hours after the incident occurs.
- 4) The Director has the right to review each guideline and protest.
- 5) All hearings will go be held in front of an athletic committee to determine the outcome.

- 6) The fee will be returned if the protest is upheld.
- 7) All player ejection guidelines are subject to change, and all participants will be given written notice of such changes.

3. MANAGER' RESPONSIBILITIES

A manager is the individual who organizes a team and registers it to be placed in a league.

A manager is **responsible** for:

- a) Paying League fees on time. Teams will not be included in League without payment.
- b) Learning of all rules and regulations contained herein AND in the NFHS rulebook AND to convey such information to all players. Knowledge of the NFHS and Oviedo Recreation rules is the responsibility of each player. Ignorance of the rules will not reduce penalties for rule(s) violations.
- c) Turning in a legible official league roster by the designated deadline.
- d) Keeping contact information (main phone number, email, etc) current.
- e) Attending the mandatory captain's meeting for that sport and communicating all information to teammates. Failure to attend will result in forfeiting the first game of the season.
- f) Making sure their team knows its scheduled game time and day, and arrives at the proper time.
- g) Checking the eligibility of each of their teammates prior to allowing them to participate on their team
- h) Making sure each of its teams players participate on only one team during the season, and if a player wants to change teams, making sure it is done within the rules.
- i) Paying the forfeit fine if their team forfeits a game.
- j) Ensuring their team or anyone affiliated with the team has **appropriate conduct at all times.**
- k) Ensure that no food and drinks are brought into the gym by their team members or spectators associated with their team.

4. ROSTERS & FEES

- a) Rosters must be complete with names, signatures, email, resident address, and phone numbers for all players. **Rosters MUST be finalized by the end of the 4th week of the season.**
- b) Teams must have a minimum of five (5) players signed on the roster and may have no more than twelve (12) at any time. There will be no alternative lists.
- c) Players must initial the game roster prior to each game in order for that player to be included in the game.
- d) Any team that forfeits a game will be charged the following fees: First forfeit: \$25, Second forfeit: \$35, and if a team forfeits a third game, they will be dropped from the league. Teams dropped from the league that have an outstanding balance must pay this fee before they can return. Forfeit fee must be paid prior to the next game or that game will also be forfeited.
- e) If a forfeit occurs the final week of the season teams must pay all forfeit fees 72 hours prior to their first playoff game or will be removed from the post-season tournament.
- f) Refund requests made within 48 hours of initial payment will be given a full refund. Refund requests made after 48 hours will be charged a 25 % administrative fee, not to exceed \$50. Once the schedules are released, there are no refunds!

5. EQUIPMENT & UNIFORMS

- a) The League will provide the "Official" ball for play. If both managers agree to waive the ball provided by the league, they may play with a ball of their choice. If both managers cannot agree on a ball for play, the league ball will be used, or the referees may designate a ball for play.
- b) Players on the same team **MUST have similar colored uniforms with permanently attached numbers on the back (front optional).** If there is a duplication of colors or numbers, slipover pennies may be available for teams use. **Technical fouls will be given for uniform issues.**
- c) If both teams have the same color jersey, the visiting team will have to wear pennies.
- d) If a duplicate number is spotted during the game, the offending team will be charged a technical foul and the offending player must come out of the game until he/she has changed to a legal number.
- e) All jewelry must be removed prior to entering the game.
- f) **All players Must be in uniform by the start of the third (3rd) game played.**
- g) **A team with a player or players not in uniform will receive team technical fouls for each player not in uniform.**

6. GAME TIMES, GRACE PERIOD, & OVERTIME

- a) Game time is determined by the Official Game Schedule (Game time is forfeit time).

b) Teams may start and play with four (4) players ONLY during the regular season. Teams MUST have 5 players to start and play in the Playoffs and championship game.

c) Grace period: Teams will be given a 5 minute grace period after the scheduled game time

- d) Games are played in 2 twenty-minute halves with a running clock. The clock will stop on timeouts, injuries and the last 1 minute of each half for **all whistles and baskets**. In the second half, the clock will only be stopped on whistles and baskets if the game is within 15 points (9 points or less). If one team leads by 15 points or more in the final minute, the clock will run until it is back under 15 points (See Mercy Rule below).
- e) Teams will be issued two 30 second timeouts per half. All time outs can be advanced to half court. Halftime will be three minutes and warm-up times are five (5) minutes if available only.
- f) Overtime will be three (3) minutes with one time out. Time outs will be carried over from the second half. The clock will stop in the last 1 minute. The length of a second overtime will be two (2) minutes. The third (3rd) overtime will be sudden death (except for playoffs).
- g) Playoff Game Overtime: The first overtime will be three (3) minutes. All other overtime periods will be two (2) minutes. There will be no sudden death in the playoffs. The clock will stop the last minute of all overtime periods.
- h) Mercy Rule – If a team leads by 15 points or more at anytime under 1 minute in the second half, the clock will only be stopped for timeouts and injuries.
- i) Game Stoppage: If a team is up by 30 or more points at the 2 minute mark the refs will call the game to prevent any unnecessary injuries.

7. GAME CANCELLATIONS

- a) If a referee or league official deems it necessary, a game may be cancelled due to ANY unsafe condition arising with the basketball court, spectators, and/or equipment. Games cancelled due to Player or Spectator conduct will not be made up.
- b) The original schedule should be followed to the end of the regular season's game unless otherwise specified by the League Director.

8. GAME STATUS LINE (407) 971-5568

- a) If games are cancelled, every effort will be made to notify each manager.
- b) Managers are responsible for informing players of the game status telephone number. The line will connect to the front desk and will have the latest information on game status.

9. OVIEDO IN-HOUSE RULES AND NFHS OVERWRITES

- a) Players may only sign and play on one (1) team.
- b) No "DUNKING" is allowed before or after games. Offending teams will be given a technical foul.
- c) Any player ejected from a game **AUTOMATICALLY** sits out the next scheduled game and may be subject to additional penalties depending on the severity of the action. This is non-contestable! **Refer to pg. 1 Player Conduct-Ejections**
- d) A team may advance the ball to half court after any time out.
- e) **Coaches, players and spectators will not be allowed to enter the designated staff and referees area unless granted approval from the League Director or staff. Any team, player, or spectator found in violation of this rule will be issued a warning as a first offense. Second violations will be issued a probationary period of 6 months. All other violations will lead to suspension from the league as determined by the League Director.**
- f) Eating and drinking is not permitted in the gym. Bottled water will be allowed. Pick up your benches after your game. If not done so, your team may be subject to technical fouls starting your next game.
- g) During the last shot of multiple free throws or the first of a bonus free throw, the players in marked lane spaces may move into the lane at the release of the shot by the free throw shooter.

10. Technical Fouls

- a.) Players will receive technical fouls for language infractions, intentional fouling, disrespectful behavior towards the refs and facility staff, and towards other players.
- b.) Language Infractions: if a player blurts out foul language (indirectly) due to [a miss shot, a turnover made by a teammate, etc.] the ref will issue the first warning. If the player commits another language infraction again then the ref will issue personal technical fouls after the

warning. If player uses excessive foul language then he/she will be given double technical fouls which results in an ejection from the game and a one game suspension.

c.) Foul language directed toward an opponent, refs, or staff is an immediate technical foul. If player uses excessive foul language then he/she will be given double technical fouls which results in an ejection from the game and a one game suspension.

d.) **Bench Swearing: The bench will receive a warning for the first infraction for foul language. After the first warning the team will receive team technical fouls.**

11. ADDING PLAYERS

- a) Managers can add and/or make changes to their official roster by the end of the 4th Week of the season. Players must sign a Waiver before playing/participating in any game. Roster players must check in with an ID and sign the roster prior to the end of the regular season. All players on a roster that have not checked in with an ID during the season will be ineligible for the playoffs.
- b) Captains must add ALL players who may play on the team for the season.

12. INJURED PLAYERS

- a) After the final roster period has expired, changes regarding injured players may be made ONLY if written verification can be produced by the injured player's physician stating that the player cannot participate further in the league and for the estimated period of inactivity. Written verification must be turned in to the League Director.
- b) Once the written verification is produced, the injured player may be replaced with a player of the manager's choice.
- c) When the injured player is eligible to return (ONLY after medical clearance can be provided), the manager may drop any player of his/her choice.
- d) The injured player (s) may be replaced by another player (s) on the roster as backup players.
- e) If the team does not have a replacement player (s) to substitute for the injured player (s) from the roster then the team must play with the individuals on the original roster in the regular season and the start of the playoffs.
- f) At the start of the playoffs, the injured player (s) **MAY NOT** be replaced with anyone who is not on the roster that was turned in by week 4.

13. ILLEGAL PLAYERS

- a) Teams found using illegal players will forfeit all games in which the player(s) played.

14. REFEREES

- a) Referees have jurisdiction BEFORE, DURING and AFTER all games.
- b) Three referees will be scheduled to every game. In the event a referee fails to report, the game will be played with two referees until the game is complete or the other referee shows. If all assigned referees fail to appear, the game will be rescheduled.

15. FORFEITS

- a) Forfeit time is the scheduled game time for the all scheduled games of the day. The Gym Director will have the official game clock and determine forfeit time.
- b) Any team that forfeits must pay the forfeit fee before the next scheduled game. If the money is not paid before the next scheduled game, that game will also be considered a forfeit.
- c) If the final regular season game is forfeited, fees must be paid 72 hours prior to the first playoff game or the team will be removed from the playoffs.
- d) Three forfeits will result in automatic removal from the league.
- e) Teams unable to make a regular scheduled game for whatever reason can contact the League Director at least 48 hours in advance to have the forfeit fee waived and possibly reschedule the game.

16. PLAYOFFS

- a) Teams will make the play-offs depending on the number of teams and their seeding.
- b) Play-off formats vary depending on the number of teams participating in each League. The League Director reserves the right to change any element of the originally scheduled playoff format if/where necessary.
- c) In cases where teams are tied at the end of the regular season, the following criteria will be used to break the ties (in order):

- Head-to-Head record of tied teams.
 - Point differential (points scored minus points allowed) within the league.
 - Power Ranking
 - Coin Flip.
- d) Teams that have had 3 or more ejections in the regular season will not be eligible for the playoffs.

17. AWARDS

- a) Team awards will consist of the following: Season Champion, 1st, and 2nd Place Trophies in the playoffs.
- b) Champions will receive t-shirts.

18. PICK-UP RULE

- a) Should neither club be able to field a team, the game will be dropped from the schedule (no team will be given a win or loss but the game will be forfeited and counted as such against both teams) and will not be rescheduled. If a team forfeits three (3) games during the season, the team will be dropped from the league. **FORFEIT FEES WILL BE CHARGED.**
- b) In case a game is forfeited, the teams may play a practice game by picking up extra players. Subsequent games may start before scheduled game time if agreed to by both coaches. Practice games must end fifteen (15) minutes before the next scheduled game. Officials are not required to officiate practice games.

19. GYM REGULATIONS

- a) Court shoes only.
- b) No glass containers.
- c) Profanity is not to be used at anytime in the facility. Use of profane language can and will be grounds for ejection from the facility.
- d) Blood Rule: Players with open wounds or blood on the uniform must be substituted until the wound has been covered and/or the uniform changed.
- e) Water bottles only. No Gatorade or soda.
- f) Children and spectators must remain in the stands during the games.
- g) All trash and equipment must be removed from the gym after each game.
- h) The City of Oviedo is not responsible for lost or stolen items.
- i) All players and spectators should respect any requests from an employee of the Recreation & Parks Department. If there are any questions or concerns feel free to contact the Recreation Manager at (407)971-5565.