

**CITY OF BEVERLY HILLS
COMMUNITY SERVICES DEPARTMENT**

Adult Basketball League Rules

League Coordinator: Andrew Deleon

310.285.6823 | adeleon@beverlyhills.org

www.beverlyhillsadultsports.org

OBJECTIVE:

This is a recreational basketball league. The objective is to promote, develop, and conduct recreational basketball within the City of Beverly Hills, encouraging physical activity and good sportsmanship. Respect each other. Play hard. Play fair. Compete. Have fun.

LEAGUE INFORMATION:

1. All games are held at Beverly Hills High School (upstairs gyms), 241 South Moreno Drive.
2. The season includes 10–12 weeks of regular games.
3. Game times:
 - Mondays–Thursdays: 6:45pm, 7:45pm, 8:45pm (some nights may have 7:00pm/8:00pm games).
4. Games consist of two 20-minute halves (running clock).
 - Final 2 minutes of the second half stop only if the score differential is 10 points or less.
5. League schedules, standings, and registration are posted daily at www.beverlyhillsadultsports.org.
6. **Managers must ensure their teams are aware of the rules, schedule, updates, and all official communication.**
7. **Parking is available in the structure located at 241 South Moreno Drive. Street parking is also permitted. However, please carefully observe all posted signs, as the City is not responsible for any parking citations.**
8. The league coordinator assigns teams to divisions and reserves the right to reassign teams based on performance or league balance.
9. Teams must clean up their bench area and vacate promptly after each game.

REFUND POLICY:

- Full refund available before the regular season schedule is published.
- After the schedule is posted, a \$50 administrative fee applies.
- No refunds after the first scheduled game. No exceptions.

CODE OF CONDUCT:

Every player within the Beverly Hills adult basketball league agrees to abide by our code of conduct which includes the following:

I acknowledge and comprehend that engaging in the following actions is strictly prohibited, and the Beverly Hills Adult Sports Coordinator reserves the right to impose appropriate sanctions:

- Abusing or vandalizing B.H.H.S. gyms or any amenities.
- Using threatening language or actions towards any individual within our program or on the BHHS campus grounds.

- Knowingly using the restroom in a facility designated for the opposite gender or anywhere outside of the designated restroom areas.
- Engaging in any form of violence.
- Consuming food, alcoholic beverages, or smoking any substance on the BHUSD campus.

I acknowledge the following:

- Surveillance cameras are in place to monitor the school district, and any behavior observed through them will lead to consequences.
- Referees hold complete authority during the game and may issue warnings, technical fouls, or player ejections for rule violations or altercations.
- The Adult Sports Coordinator retains the right to impose administrative suspensions or ejections for teams or players exhibiting a pattern of excessive warnings, technical fouls, or ejections.
- Participants are expected to consistently demonstrate courtesy and respect towards referees, scorekeepers, and staff.
- It is the responsibility of players to acquaint themselves with the Beverly Hills Adult Sports rulebook, accessible online, to which our league strictly adheres.
- Wearing jerseys with matching colors and distinct numbers, each unique from those of other teammates, is required to play in the Beverly Hills Adult Basketball League.

LEAGUE RULES:

The following are City of Beverly Hills Basketball rules which overwrite the C.I.F. rule book where contradictions occur. Games are officiated on an advantage / disadvantage premise for the protection of players and the overall benefit of the league.

1. The minimum age requirement to participate in the league is 18 years old.
2. **Timeouts:**
 - 2 per half; plus 1 (20-sec) in second half.
 - 1 timeout in overtime. No carryovers.
3. **Fouls:**
 - Players are allowed (5) five personal fouls per game. After receiving the fifth foul, that player will foul out of the game
 - Technical fouls count as personal fouls.
4. **Technical Fouls:**
 - 2 shots + possession.
 - 1st tech: 2-minute sit-out.
 - 2nd tech: ejection, 1-game suspension minimum.
 - 3 techs in a season = Automatically, be suspended for the next scheduled game and possibly further games, if deemed necessary by the league coordinator. Technical fouls are accumulative over the season player receiving three technical fouls in a season will receive a one game suspension for each technical foul beginning with the third technical foul.
5. **Bonus:**
 - Begins at 7 team fouls each half (1-and-1).
 - 10+ team fouls = 2 free throws
6. **Overtime:**
 - 2 minutes (1 min running, 1 min stop clock).
 - Tie = sudden death (no timeouts).
7. **Clock Advancement:**
 - Final 2 mins: ball advances to half-court after timeout.

8. **Possession:** Alternating after jump ball.
9. **No rim hanging.** Players liable for damage.
10. **Free throws:** Shooter must wait until ball hits rim before entering the key.
11. **Off-ball fouls:** 1 shot + possession.
12. Officials may end a non-competitive game at their discretion.
13. **Grace Periods:**
 - 6:45pm game = 10 mins
 - 7:45pm/8:45pm games = 5 mins
 - Games may start with 1 referee after grace period.
 - **The clock will begin running after the grace period has ended, should the opposing team choose to decline the forfeit and opt to wait.**

ROSTER & ELIGIBILITY

1. A completed roster must be submitted before your first scheduled game of the season.
2. Players must show photo ID at all games.
3. **If you arrive late to the game, please note that the scorekeeper may wait until a timeout is called to complete your check-in, in order to ensure accurate and uninterrupted scorekeeping**
4. **Roster updates allowed until the 7th game played onsite.**
 - All additions require ID check and signed waiver onsite, before the start of the game or during a timeout before you play on the court.
 - No changes to your roster will be allowed after your 7th game.
5. **Illegal player penalties:**
 - 1st Offense: Forfeit + 2-game manager suspension.
 - 2nd: Forfeit + manager suspended for season.
 - 3rd: Team banned from following season.

PLAYER CONDUCT

Effective upon arrival at the facility until departure.

1. No pushing, striking, taunting, verbal abuse, profanity, or intoxication.
2. Fighting = automatic ejection + minimum 1-game suspension.
 - Further discipline may include permanent ban.
3. Ejected players are suspended for at least 1 game.
4. Officials have authority before, during, and after games.
5. Managers may address refs during timeouts only.
6. Managers are responsible for their team's behavior.
7. Any ejected player will be automatically suspended from his team's next game as a minimum penalty

UNIFORM & EQUIPMENT

1. Uniforms must include:
 - Matching color jerseys with permanent numbers no less than 6 inches in height.
 - No markers or tape. No sharing jerseys.
 - Reversible jerseys with numbers on both sides preferred.

2. Uniform Violations – Jersey Color

All players on a team must wear matching jersey colors. If a player wears a noticeably different shade, a technical foul will be assessed at the start of the game. The opposing team will be awarded one free throw.

3. Example: If a team has five players in light green jerseys and one player in a dark green jersey, the player in the dark jersey will receive a technical foul. This foul counts toward the player's season total. Accumulating three or more technical fouls (in regards to jersey non-compliance) results in a suspension for each additional offense.
4. After the first game of the season, there will be no additional grace period with jersey requirements unless proof of order has been emailed to the League Coordinator.
5. Home team selects color; away team must have an alternate.
6. Each team must provide a game ball.
7. Proper shoes required.
8. Support braces must be covered and safe.
9. No face/head coverings (bandanas allowed with approval).
10. No jewelry allowed.
11. Referees can enforce removal of unsafe items.

FORFEITS:

1. Game is forfeited if:
 - Grace period lapses.
 - Delay of game.
 - Referee fees unpaid.
 - Less than 4 players present.
 - Manager lacks control of team.
 - Disqualified player refuses to leave.
 - Harassment occurs.
 - Illegal players are used.
2. Forfeit fee: \$80 (due before next game, payment is made online).
 - Payment via exact check or credit card only.
3. Teams forfeiting 3 games will be removed from league. No refunds.

REGISTRATION GUIDELINES:

1. Monday C League players may not play in lower divisions.
2. Thursday D3 League players may not play in upper divisions.

PLAYOFF DETERMINATION:

- Top 4 teams enter playoffs:
 - 1st vs. 4th
 - 2nd vs. 3rd
 - Winners meet in championship.
- Each forfeit = half loss in standings.

Tie-breaking Procedure:

Two-team tie:

1. Fewer forfeits
2. Head-to-head record
3. Head-to-head point differential
4. Season point differential

5. Coin flip

Three + team tie:

1. **Combined** record vs. **all** tied teams
2. Head-to-head point differential
3. Season point differential
4. Coin flip

Note: Last-place teams may be moved to lower divisions.

MANAGER RESPONSIBILITIES:

1. Respond to the mandatory Managers correspondence.
2. Pay all fees (exact change only).
3. Submit and maintain rosters.
4. Know and distribute league rules.
5. Present lineup and \$40 ref fee (exact change) before each game.
6. Report all updates/changes to the league coordinator.
- 7. Ensure all players have signed the team roster and properly checked in for each game.**
- 8. Make sure all players are informed of the league schedule.**
- 9. Communicate all information received during manager correspondence to the team.**
- 10. Distribute any warnings or suspension notices to the appropriate player(s).**
- 11. Ensure all teammates follow the Code of Conduct before, during, and after each game.**
- 12. Ensure all players understand that the City is not liable for any actions taken on Beverly Hills High School District grounds. Players are fully responsible for their own conduct and will be held accountable.**