

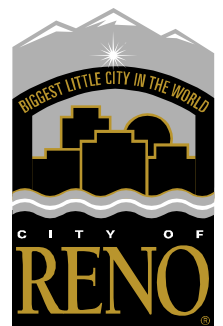
CITY OF RENO BASKETBALL



RULES and REGULATIONS

Revised March 2019

Attachment (1)



BASKETBALL RULES & REGULATIONS

CITY OF RENO

PARKS, RECREATION, & COMMUNITY SERVICES DEPARTMENT ADULT BASKETBALL PROGRAM

NOTICE OF POTENTIAL DANGER OR RISK

All participants in Basketball leagues and programs must execute a liability release and are required to read and comply with the following rules governing participation in the program. All participants are advised that attendance and participation in basketball programs and leagues and use of City of Reno facilities involves certain inherent risks. These risks may include, but are not limited to, injury or death from exposure to physical exertion and harm from basketballs and/or other equipment used for this sport. Participation in basketball is physically challenging and potentially dangerous and the participants shall assume all risks of injury to their person and property that may be sustained in connection therewith.

POLICIES AND PROCEDURES:

FACILITIES AND GYMNASIUMS

1. LOCATION OF BASKETBALL GYMS

- a. Northeast Community Center - NECC1301 Valley Road, Reno, NV 89503
- b. Plumas Park Gym - 475 Monroe Street, Reno, NV 89502

2. The dimensions of each gym vary in playing court length and width. All gyms are smaller than regulation size. The three-point line will only be used at those sites where it exists.

USAGE RULES: FACILITIES AND GYMNASIUMS

1. **FACILITY ASSISTANTS** – The Recreation Division has at least one Facility Assistant staffed at all locations during all basketball games. Facility Assistants are there to oversee all operations during play (scorekeeping, gym maintenance, accidents, incident, etc.). The Facility Assistant can be found in the gym at the scorekeepers table. **Please report and cooperate with all precautions and decisions made by Facility Assistants and Recreation staff.**

2. **ABSOLUTELY NO DUNKING OR HANGING ON ANY RIM/NET IN ANY FACILITY, AT ANY TIME, ON ANY BASKETBALL HOOP!** This behavior is an **IMMEDIATELY EJECTABLE OFFENSE**, meaning the person ejected must stop playing and leave the facility for the remainder of the **night**.

3. **WARM – UPS** – Warm-ups are allowed only in designated areas away from spectator areas and game area. Players may warm up during game breaks only. **NO BOUNCING OF BALLS ALLOWED ON**

SIDELINES WHEN A GAME IS IN PROGRESS. Players who repeatedly violate this rule may be subject to disciplinary action. This is for your safety as well as for the safety of others.

4. SPECTATOR AND PLAYER SAFETY - Only fostered players may sit in the bench area. No children or spectators are allowed in bench area. Parents are encouraged to keep all children in spectator areas while games are being played. Failure to comply with this could result in ejection from the gymnasium.

ADDITIONAL POLICIES: FACILITIES AND GYMNASIUMS

1. CHILD CARE - **Guardians must supervise children at all times when at a Gym.** Guardians are fully responsible for their children. If problems persist, you may be asked to leave the Gym. There are no childcare areas at Gym facilities, therefore, all children must remain in the spectator bleachers or on the sidelines of the team they are with at all times.

2. FOOD AND BEVERAGES – The PRCS Department **does not allow food and/or beverages** into the gymnasium. We do allow water. Staff have the authority to confiscate glass containers and cans which are prohibited. Anyone not abiding by this rule shall be removed from the facility.

3. FIRST AID - A limited first aid supply is available at the gym locations. They are located at the scorekeepers table. Please contact the Facility Assistant to assist you. Paramedic, fire, and police services are within minutes of the facilities. Under no circumstances will City of Reno PRCS employees administer first aid.

4. BLOOD RULE - A player, coach, or official who is bleeding or who has blood on their uniform shall be prohibited from participating further in the game until appropriate treatment can be administered in a reasonable length of time. The individual will not have to leave the game. The length of time that is considered reasonable is left to the official's judgment. Uniform rule violations will not be enforced if a uniform change is required. The official shall:

- a. Stop the game and allow treatment if the injured player would affect the continuation of the game. (I.e. Major injuries, not scrapes, etc.)
- b. Immediately call a coach or other authorized person to the injured player.

5. LOST AND FOUND - Lost and found items should be turned in to the Facility Assistant. Please contact the Athletics office for information on lost and found items, (775) 334-2262. We strongly suggest that a name and phone number be on all equipment brought to the gym. We are not responsible for any items left behind. Items not claimed within 2 weeks will be given to charity.

6. MAINTENANCE - Please notify the Facility Assistant or call the Athletics office if there is a problem with scoreboards, gym floor, lights, etc.

LEAGUE INFORMATION

1. GAME SCHEDULES - A copy of your schedule is provided to all team managers. It is the manager's responsibility to inform all players of game times and schedules.

2. **GAME CARDS** – Please complete the game card prior to scheduled game time. Fill out the game card with your line-up using player’s first and last names and jersey number. Initials are not proof of a player’s eligibility.

3. **STANDINGS**- Please verify that standings are correct week by week. All standings will be updated each Monday and will be in the scorebook at your first game of the week. If you have any corrections or problems with the standings, please notify the Facility Assistant or call the Athletics office.

4. **PLAYOFFS** – Teams will be placed within their divisions for the post-season tournament except those teams that have taken first place in their leagues. These teams will be moved up to the next higher tournament bracket.

a. FORFEITS – If a team forfeits either one or both of their games their position in the standings is revoked and they will lose their slot in the post-season tournament.

5. **TIE-BREAKING RULE** – In the event of a tie in the standings the tie-breaking order is

a. Head to Head Competition

i. If two teams are tied, it is which team defeated the other in head to head. If they are both tied go to option b.

ii. If three or more teams are tied, it is your head to head record with all teams involved in the tie. The team that wins the most will win the tie-breaker. If they are all tied go to option b.

b. Point Differential – Total points scored minus the total points scored against involving tied teams only. **Please note: if one of the teams has had a forfeit during the season, they will be ranked in the lower placement without considering point differential.**

c. Total Points – Total points scored in all league games.

d. Flip a coin.

PLAYERS AND TEAMS

1. **PLAYERS AND TEAMS** - Players must be 18 years or older to play. **Players may only play on one team per night.** Players discovered playing under an assumed name or on more than one team will be suspended for one year. Managers that knowingly use an illegal player will also be suspended. If there are not enough teams to field a Women’s Division, women will be allowed to play in the Men’s program.

High school students may not participate. Members of universities, colleges, junior colleges, community colleges, or professional or semi-professional teams are prohibited from competition.

Violations will be cause for forfeiture of all games in which such an individual participated.

2. **ROSTERS** – Maximum number of active players per roster is twelve (12). Each player must read the waiver at the top of the roster form and sign her/his name to be eligible to play. All managers must have a roster completely filled out and turned into the Athletics office no later than your first scheduled game. All additions and deletions to the roster must be made in writing and signed by the manager after play begins. Deadlines for adding players will be announced at the Manager’s Meeting. There is a liability issue if we do

not have a complete and correct roster on file. **If your roster is not turned in by the deadline, your team cannot continue to play until the roster is completed and on file in the Athletics office at the Northeast Community Center, 1301 Valley Road, Reno, NV 89512. The Athletics office Phone # is (775) 334-2262**

a. Protests – Protests involving illegal players must be made **before** the game starts, or immediately after the player in question enters the game. All managers should be aware that the referees and the scorekeepers will report any illegal players to the PRCS Athletics Office. If a player is found to be illegal by the PRCS staff, the game will be forfeited, and the illegal player and manager will be subject to a penalty. All final decisions will be verified by City of Reno Recreation documents on file.

3. UNIFORMS - All players must have a uniform consisting of a shirt with numbers. All uniforms must be the same color and have a six (6) inch number on the back of the uniform and a four (4) inch number on the front. Numbers made of tape are not allowed. Teams must have their uniforms by their **THIRD** game, no exceptions!

Uniform violations:

1. Players wearing shirts without a number will be assigned 0 or 00. If more than two players have uniforms without numbers they **will not be allowed to play**. Teams will be assessed a two (2) point penalty for each player not wearing a numbered shirt. If this is a habitual problem the team will lose the ability to use 0 or 00 option and those players will not be eligible to play.
2. If shirts are not matching in basic color the player **will not be allowed to play**.
3. Teams must have jerseys that are reversible or shirts in a second color in order to not have two teams playing in jerseys of the same color.

4. FORFEIT – Teams must have a minimum of **four (4) players** to start a basketball game. In accordance with the substitution rule, if a team starts with the minimum number and other players arrive, they may enter the game after being signed in and then acknowledged and waived in by the officials. If a team does not have the minimum number of players at the game time, they have the option of a grace period. If they do not have the necessary amount of players at the end of the grace period, the game will be forfeited.

GRACE PERIOD – If a team doesn't have four (4) people ready to play at game time, there is a **five (5) minute grace period**. If the grace is taken, the following occurs:

- i) The game clock starts
- ii) Two (2) points are given to the ready team immediately
- iii) For every minute used of the grace period, two (2) points will be awarded to the ready team
- iv) Possession of the ball at the half court line will be given to the ready team when the other team has the sufficient number of players needed to start the game.

ADDITIONAL FORFEIT RULES:

- If a team forfeits either one or both of their final games their position in the standings is revoked and they will lose their slot in the post-season tournament.
- There is a **\$25.00** fee for every forfeit a team has **after the first forfeit**, this includes forfeits as a result of excessive Technical fouls.

- Any team forfeiting two (2) games will be on probation for the remainder of the season. Once on probation for excessive forfeiture, a team that forfeits a third game will be subject to removal from the league and relinquishment of all fees.

5. TECHNICAL FOULS: If a player receives a Technical Foul, that player must sit out of the game for ten (10) game minutes. If the Technical Foul is called during the first half and there is less than ten minutes remaining in the period, the penalty time will continue into the second half of the game. If there is less than ten minutes left in the game and a Technical Foul is called, the player will sit out the remainder of the game. If the player continues to cause problems while sitting out, a second Technical Foul will be called and the player will be ejected from the gym. Administrative Technical Fouls do not count.

GAME PLAY

1. PLAYING RULES & EXCEPTIONS – The League follows the National Federation rule book except as follows:

- The shot never counts on an offensive/player control foul—no matter when it was released.
- You may catch your own air ball. It is not considered traveling.

2. EQUIPMENT – One (1) basketball will be provided by the PRCS Department for each gymnasium. Only City of Reno basketballs will be used for the game. We do not supply any other equipment.

3. GAME LENGTH - The game time on the scoreboard is controlled by the scorekeeper. Game times will consist of two (2) twenty-minute halves with a running clock. The clock will be stopped on all whistles the last two (2) minutes of the 2nd half, unless the ten point rule is in effect. The clock stops on all time-outs.

TEN POINT RULE- The ten (10) point rule will be in effect for all games. If a team leads by ten or more points with two minutes remaining in 2nd half, the game clock will continue to run, stopping only for time-outs. If at any point the score gets below 10, the clock will return to stop every whistle. If the score returns above 10 the clock will run

OVERTIME - Overtime play shall continue without a change of baskets. The first overtime period will be two (2) minutes. The next overtime period is "sudden death", with the first point ending the contest. The official's whistle will stop the clock in both overtime periods

4. SCORE KEEPING - The scorekeeper will be responsible for the official score of the game. The team manager or representative must legibly record their line-up on the scorecard prior to the game. Remember, first and last name must be recorded in the scorebook. All players should be listed. If there are any questions, they must be resolved with the scorekeeper and referee prior to continuing the game. PLEASE give the scorekeeper time to get the score in the book and then up on the board.

If there is a question about the score, a time-out must be taken and the team manager or representative must discuss the matter, calmly, with the scorekeeper. If the error was our fault then the time-out will be returned. Yelling at any sports staff will not be tolerated. Anyone who does this will be subject to disciplinary actions.

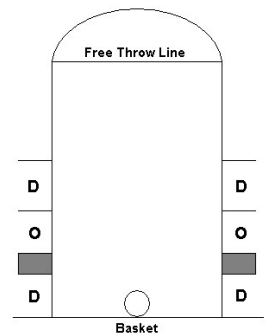
5. FOULS - The "one and one" foul shot situation is in effect on the **seventh team foul of each half**. The double bonus rule will begin on the tenth team foul. The clock will continue to run on all fouls, whether shooting fouls or not including technical fouls, except during the last two minutes of each half. The clock does not stop on technical fouls. Exception: The ten point rule (see #3 above).

- Five (5) fouls eliminate a player. This includes technical fouls.
- **Additionally**, three (3) Technical fouls called against a team or individuals of a team in one game will end the game and it is recorded as a forfeit.

6. TIMEOUTS - There are 3 time-outs per game and 1 for the first overtime period.

7. SUBSTITUTIONS - Players may only enter at mid-court in front of the score table, behind the ball, and only once it has passed the mid-court line. You must stay out of the scorekeeper's way. Substitution is allowed on defense only. Substitutions may also be made on a dead ball. Illegal substitution will result in a technical foul (2 shots).

13. FREE THROWS - ***Update as of 11/2016*** **Everyone will play to release of the ball on all free throws.** Players may only enter the lane upon the ball touching the rim. Players may **not** stand on the block at the end of the court during a free throw. On free throws, players must line up along the lane in a specific order. Beginning with the blocks closest to the backboard, the first block is for defensive players, the second block is for offensive players, and the third block is for defensive players. The fourth block, closest to the shooter, will remain empty. If either the defense or offense chooses not to occupy their designated block, that block will remain empty for the free throw(s).



MANAGER RESPONSIBILITIES & PLAYER CONDUCT

Below are certain behaviors that the League will not tolerate. The City of Reno reserves the right to modify this list at any time, without notice, and reserves the right to determine penalties on a case-by-case basis. Violations of League rules and/or players, managers, and/or spectators engaging in certain behaviors such as those listed below may result in penalties for a player and/or manager and/or a team that may include, but are not limited to:

- Warning given
- Technical Foul called
- Immediate ejection from game and facility
- Warning/probation for specific time
- Suspension from games
- Suspension from League
- Suspension from future leagues
- Charges filed with law enforcement

1. NO PLAYER SHALL:

Be guilty of physical attack as an aggressor upon any player, official, staff or spectator. Officials are required to issue a flagrant technical foul and player is ejected from the game and must leave the gym immediately. Incident and player information will be forwarded to the Recreation Coordinator. Player will remain suspended until his/her case has been considered. Only when the team and/or player has been notified if or when they can resume play in the league, may they participate in the league on any level. This includes as a spectator, coach, or player in **ANY** teams, leagues, or sports with the City of Reno.

2. NO PLAYER SHALL:

At any time lay a hand upon, shove, strike or threaten an official or staff member. Officials are required to immediately issue a flagrant technical foul. This means the player is ejected from the game and must leave the gym immediately. The incident & player information will be forwarded to the Recreation Coordinator. Such player shall remain suspended until his/her case has been considered. They will not be allowed to participate in **ANY** games until his/her case has been considered. Only when the team and/or player has been notified if or when they can resume play in the league, may they participate in the league on any level. This includes as a spectator, coach, or player in **ANY** teams, leagues, or sports with the City of Reno.

3. NO PLAYER SHALL:

Refuse to abide by official's decisions. Officials may warn player or issue a technical foul. If there is a second offense a flagrant foul will be issued and player is ejected from the game and must leave the gym immediately. If a player receives two (2) technical fouls the incident & player information will be forwarded to the Recreation Coordinator. Such player shall remain suspended until his/her case has been considered.

4. NO PLAYER SHALL:

Be guilty of objectionable demonstration of dissent at an official's decision. Only one representative shall be allowed to have any verbal contact with the officials.

5. NO PLAYER SHALL:

Be guilty of using unnecessary rough tactics in the play of the game against the body or person of an opposing player. Officials may warn, issue a technical foul or issue a flagrant technical foul. If player receives two (2) technical or flagrant fouls they are ejected from the game and must leave the gym immediately. The incident & player information will be forwarded to the Recreation Coordinator. Such player shall remain suspended until his/her case has been considered. They will not be allowed to participate in **ANY** games until his/her case has been considered. Only when the team and/or player has been notified if or when they can resume play in the league, may they participate in the league on any level. This includes as a spectator, coach, or player in **ANY** teams, leagues, or sports with the City of Reno.

6. NO PLAYER SHALL:

Be guilty of an abusive verbal attack upon any player, official, staff member, or spectator. Officials are required to issue a technical foul. If a second technical foul is issued the player is ejected from the game and must leave the gym immediately. Incident and player information will be forwarded to the Recreation Coordinator. Player will remain suspended until his/her case has been considered..

7. NO PLAYER SHALL:

Be guilty of appearing intoxicated in the gymnasium. Officials are required to immediately suspend player from further play and report such player to the Recreation Coordinator. Such player shall remain suspended until his/her case has been considered.

MINIMUM PENALTY: TWO (2) game suspension and probation for remainder of season.

MAXIMUM PENALTY: SUSPENSION for remainder of season.

8. Any player placed on probation and reported again for violation of the Code of Conduct will be given a minimum penalty of suspension for the remainder of the probation period.

9. Any player removed from a game must leave the gymnasium immediately. Failure to do so will result in forfeiture of the game and suspension for two (2) games for the player, in addition to infraction discipline.
10. Participants may be held liable for damages caused by negligence or malice.
11. Team managers are responsible for their players and spectators. Failure to attempt to control team members or fans may result in a forfeiture of the game and suspension from the league.
12. Spitting on the gym floors will not be tolerated. Anyone who spits on the floor will be given a technical foul.
13. All participants are governed by the aforementioned rules which cover all conduct before, during, and after the game.
14. The Parks, Recreation & Community Services Department has the prerogative of modifying any Code of Conduct rule and/or penalty when deemed appropriate.

Effective October 1, 2005

N.R.S. 199.300 - No person shall directly or indirectly, address any threat or intimidation to a public officer, public employee, juror, referee, arbitrator, appraiser, assessor or any person authorized by law to hear or determine any controversy or matter, with the intent to induce him, contrary to his duty to do, make, omit, delay any act, decision or determination. If the threat or intimidation communicates the intent, either immediately or in the future: (a) To cause bodily injury to any person; (b) To cause physical damage to the property of any person other than the person addressing the threat or intimidation; (c) To subject any person other than the person addressing the threat or intimidation to physical confinement or restraint; or (d) To do any other act which is not otherwise authorized by law and is intent to harm substantially any person other than the person addressing the threat or intimidation with respect to his health, safety, business, financial condition or personal relationships. This does not prohibit a person from making any statement in good faith of an intention to report any misconduct or malfeasance by a public officer or employee.

A person who violates N.R.S. 199.300 is guilty of a category C or category B felony if physical force or the immediate threat of physical force is used, or a gross misdemeanor if no physical force is used.

REMINDER

This is a recreational program. Players are not professionals, and while we encourage competition, the win-loss aspect is not a matter of life and death.

Stay under control.

The referees and other officials/staff are not professionals either, and errors may be made. All efforts are made to limit and correct errors but they are not all correctable.

To reach the City of Reno Athletics Office to speak with the Recreation Coordinator, please
call 334-2262

Thank you for participating in our leagues!