

Adult Sports Basketball

Playing by the Rules

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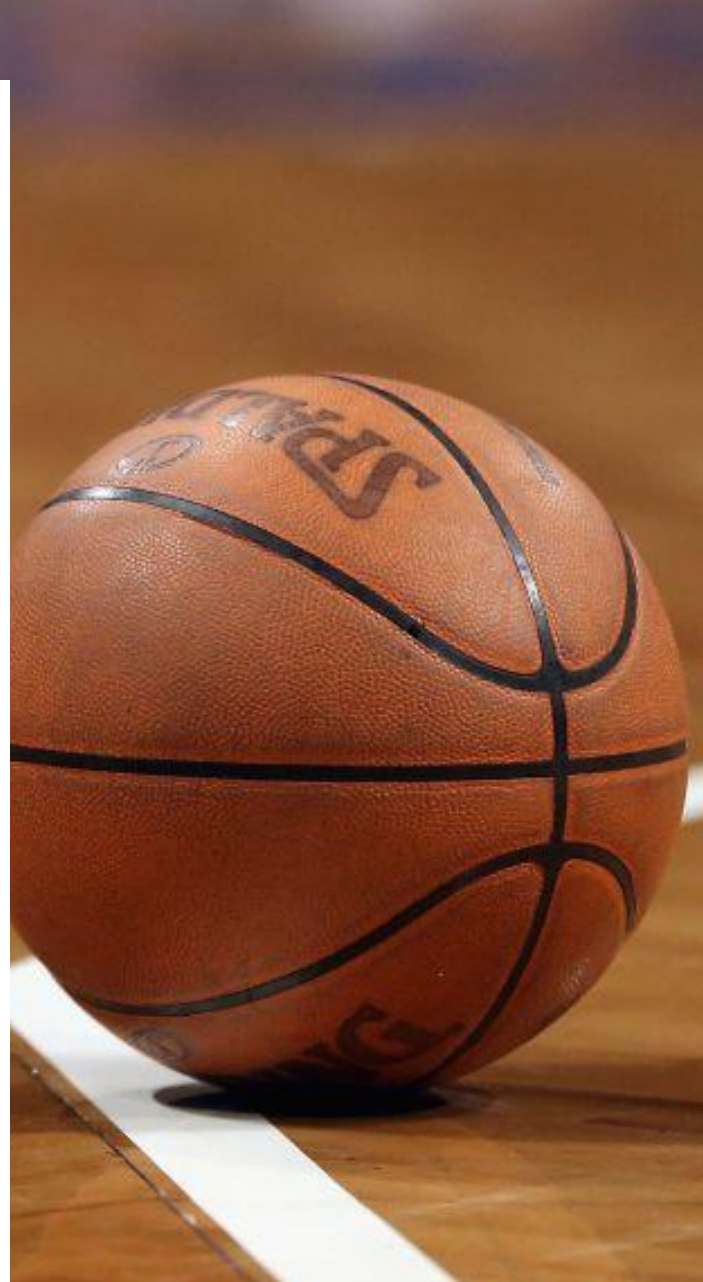
League Standings and Player
information website:

www.rosevillesports.com

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General League Information

ELIGIBILITY & ROSTER REQUIREMENTS

- A. A player may only be signed on one roster and play on one team in the same league on the same night.
- B. Players must have a legal picture ID in their possession at each game. Roseville staff and officials reserve the right to conduct random ID checks.
- C. Rosters are “frozen” after 5th week of play in the season. Signatures can still be added until final game but must be done before the player participates in a game.
- D. Minimum age for participants is 18 years old.

PROTEST & ILLEGAL PLAYERS

- A. The manager or acting team captain is the only member of a team allowed to protest.
- B. To be accepted, the protest must be made immediately following the official's or league's interpretation of a rule followed up by the submission of the completed protest form and \$50 non-refundable protest fee. Protests must be made prior to the end of the program for that night.
- C. An illegal player may be challenged anytime during a game, before the conclusion, however, it is recommended the challenge be made when the player is discovered participating in the game. All illegal player challenges must be made by a team manager to the official and with the on-site league representative. Illegal player challenges must be made prior to the end of a game.

LEAGUE STANDINGS AND RAINOUT PROCEDURES

- A. Standings – League standings (wins/loses) will be posted within two business days. Standings will be posted at URL - www.rosevillesports.com.

LEAGUE REGISTRATION POLICY & PROCEDURES

- A. Full league fees are due at the time of registration.
- B. Discount opportunities:
 - a. Only one (1) first place championship coupon will be honored per league per season. First place coupons cannot be combined.
 - b. Under the League Director's discretion, a team may be required to move up or down based on past performance. Conversely, a team may be required to move down a level. We will only move a team up or down, if need be, if there is a league to move up or down to on the same night of registered play.

REFUND POLICY

- A. A team withdrawing prior to a week of before the scheduled start date (Dates are listed in our registration system) will receive a refund.
- B. Teams withdrawing after the week of before the scheduled start date (Dates are listed in our registration system) will not receive any refund for league fees paid.
- C. No refunds will be granted for no-shows or team forfeits during the season.

MAKE UP GAMES

- A. Make up games will typically be re-scheduled at the end of the season before playoffs. Make up games could be played on different nights, times and/ or location due to scheduling conflicts.
- B. Games will be subject for make up in the case of lockouts, inclement weather, power issues (lighting), protests and other reasons deemed necessary under the discretion of the League Director. The City of Roseville reserves the right to not reschedule games and instead refund a prorated amount.

CHAMPIONSHIP COUPON

- A. League Championship Coupons (LCC) will be awarded to the team(s) who wins their league. League Championship Coupons can only be used for following:
 - a. \$150.00 is awarded to league winners in Basketball. If multiple league winners we reserve the right to split the \$150.00 of awarded money.
 - b. League coupon expires one year of issuance and has no cash value and cannot be combined with other league championship coupons.

TEAM MANAGERS

Managers are responsible for their team.

- A. All managers are required to review league information including:
 - a. Manager Meeting
 - b. Code of Conduct
 - c. Basketball Rules
- B. Managers are required to sign and submit Manager Acknowledgement form before the first scheduled game.
- C. If a player is ejected from a game, the team manager may also be ejected and held to the same disciplinary action that said player is receiving.
- D. Following any ejections, the League Director will review the incidents and apply the Code of Conduct to determine appropriate follow-up actions such as probation, suspension, or permanent removal from Roseville Adult Sports Programs for all parties involved.

City of Roseville Adult Sports Rules

ROSTER

- A. Each roster must consist of 6-15 players.
- B. Players must be on the roster, signed the roster, and have picture ID to be eligible to play. No Exceptions.
- C. Players may be added to the team roster through the 5th week of league play. After the 5th week of league play, the rosters are frozen, no additional players may be added.

GAME TIME

- A. Game time is forfeit time. Exception: Only the first game will be given a 5-minute grace period.
- B. Games are four 10-minute running quarters, stopped time in the last two minutes of the 4th quarter. There will be a three-minute halftime intermission. The two-minute mark of the 4th quarter will designate if there will be a stop/running clock for the remainder of the game. If a team is leading by 12 or more points at the two-minute mark, the clock will continue to run without stopping (unless a team calls a time-out). If the score differential drops below 12 with less than two minutes to play in the fourth quarter, the clock will continue to run. If the score has determined the game will be stop-clock for the final two minutes, and the score differential becomes 12 or more, the game still will remain in stop-clock mode.
- C. In the event of a game starting late due to unforeseen issues, the games will start as soon as possible. All games will be played in their entirety. If a game starts later than expected the last game may be postponed until a further date.
- D. A three-minute overtime period will be played in the event of a tie after regulation with the clock stopping the last two minutes. Bonus carries over. One time out will be allowed per team in overtime. In the case of a tie following the first overtime period, a second two-minute, stop clock, period will be played and bonuses will carry over. Teams will receive no additional time outs, but can still use the one they were given to start the overtime session if they have not used it. If after two (2) overtime sessions no winner has been declared, the third and final overtime will be sudden death. The first team to score a point will be the winner. This can be done by field goal, free throw or technical foul by opposing team.
- E. Teams get two (2) timeouts per game.

FORFEITS

- A. Two forfeits will result in non-participation in the playoffs and suspend registration for one season.
- B. Forfeits will count as 1.5 losses in the standings.

PLAYOFFS

- A. If a league has 4 team entries, the top 3 teams will be eligible for the playoffs. If a league has 5 – 9 team entries, the top 4 teams will be eligible for the playoffs. If a league has 10 – 12 teams, the top 6 teams will be eligible for the playoffs. All players must be on the team roster and have a picture ID present at all times and on playoff game day(s). No ID, not on the roster, no play.
- B. The seeding of playoff teams will be decided by the following in order:
- C. The seeding of playoff teams will be decided by the following in order:
 - a. Overall league record
 - b. Head-to-head record amongst tied teams
 - c. If more than two teams are tied for the same spot, the record amongst the tied teams against each other will determine playoff eligibility; Unless tied teams did not play each other an equal number of times.
 - d. Team average of points allowed per game in all league games.
 - e. Team average of points scored per game in all league games.
 - f. Coin flip

Special Playoff Rule Clarifications

In the case of forfeits, since no points are scored or allowed, that game will not be factored into defensive or offensive averages; however, the rule still is in effect that a team forfeiting receives 1.5 losses in the standings.

PLAYING RULES

- A. High School (NFHS) rules and the “Code of Conduct” govern play, with exceptions listed.
- B. Only the manager or captain is allowed to approach the officials or scorekeepers.
- C. Teams may start and finish a game with four (4) players. Once a team falls to three (3) players the game is a forfeit.
- D. Teams will shoot two free throws for common fouls while in the “bonus.” This change eliminates the one-and-one scenario.
- E. Teams will reach the bonus when their opponent commits five fouls in a quarter, Team fouls will reset at the end of each quarter. Two foul shots for all common fouls when a team is in bonus.
- F. Players must have a numbered shirt or jersey. Written on numbers are acceptable. Taped numbers are not acceptable. Duplicate numbers on the same team are not acceptable. Players must wear numbered jerseys to be eligible to participate. Any player without a numbered jersey may not enter the game. If both teams have identical jersey colors, the home team will wear their selected color.
- G. All technical fouls will result in the other team receiving an automatic two points and the ball out of bounds. Technical fouls are also considered personal and team fouls. Two “misconduct” technicals will result in immediate disqualification from the game. Three technical fouls in one season will result in a one game suspension. Four technical fouls in one season will result in suspension for the remainder of the season.

- H. If a player gets ejected from a game for any reason other than for grabbing/hanging on the rim, the manager may be subject to the same discipline. If the suspended player receives a multi-game suspension, the manager may receive the same penalty.
- I. All technical fouls will be subject to the Players' Code of Conduct.
- J. **Dunking, grabbing or hanging on a rim** is not allowed at any time in our facilities. The penalty for doing so will be a double technical foul; furthermore, If somebody on the team **dunks, grabs or hangs** on a rim prior to the game or during halftime, the penalty will be assessed to the player and team for the game that day which may result in further penalties in future games to the team and/or the player based on the rules and Code of Conduct policies.

RULE CHANGES

The League Director reserves the right to make changes at any time to the rules or code of conduct if he/she feels it is for the betterment or safety of the league.