

City of Clovis Recreation
Adult Basketball League Rules & Regulations

Team and Players

1. Each team may have a maximum of **10 players**.
2. Players should arrive at least 10 minutes before their scheduled game time.
3. A minimum of **4 players is required on the court to avoid a forfeit**.
4. Teams are granted a 5-minute grace period before a forfeit is issued.
5. If a team uses the 5-minute grace period, the opposing team will begin the game with a **7-point advantage**.
6. All team members must wear similarly matching jerseys with visible numbers on the back.
7. Each team is allowed one player without a jersey/number, provided their shirt color does not closely resemble the opposing team's. **A second player without a proper jersey/number will result in a team technical foul. If more than two players are out of uniform, it will still count as one team technical foul.** The opposing team will be awarded one point, one free throw, and possession of the ball.
8. **Players are not allowed to wear the same number or check in as a different number than what they are wearing.** This will result in a team technical foul. The opposing team will be awarded one point, one free throw, and possession of the ball.
9. Each team must designate one captain per game.
10. **Only the team captain may approach the referee. Any other player who does so may receive a technical foul.**
11. Any game-related issues should be directed to the gym supervisor.
12. **Players may be added or changed** through the conclusion of the **fourth game** of the season.
13. **Injured players** who are not returning may be replaced up until the start of the **final regular season game**.
14. All players must **check in** at the scorer's table before entering the game. Failure to check in will result in a technical foul for **each individual** who did not check in. The opposing team will be awarded one point, one free throw, and possession of the ball. Jersey numbers must be visible for referees and scorekeepers.

Games

14. The three-point rule is in effect.
15. Each game consists of two 20-minute halves with a 2-minute halftime. Games will begin no later than 5 minutes after the scheduled start time.
16. During regular season games, the clock will run continuously except for the final 2 minutes. In the last 2 minutes, the clock will stop on dead balls (fouls, violations, out-of-bounds) unless there is a 20-point difference.
17. Games begin with a jump ball. The team that does not gain possession will start the second half with the ball.
18. Substitutions are allowed only on dead balls. Players must notify the referee and wait for the signal before entering.
19. There will be no overtime during the regular season. Games may end in a tie.

Fouls

20. On shooting fouls where the basket is missed, the offensive player will shoot free throws worth one point each.

21. On shooting fouls where the basket is made (2- or 3-point shot), the offensive player will automatically be awarded one additional point ("And-1 Rule").
22. The "And-1 Rule" does not apply during the last 2 minutes of a regular season game or the last 1 minute of a playoff game. In those cases, the offensive player must shoot the free throw.
23. Beginning with the 7th team foul, the opposing team will shoot two free throws worth one point each. The first free throw must be made to earn the second attempt. This is considered the "Bonus."
24. Beginning with the 10th team foul, the opposing team will shoot two free throws worth one point each. This is considered the "Double Bonus."
25. A player will foul out after committing 5 fouls (including technical fouls).
26. On a technical foul, the opposing team receives one point, one free throw worth one point, and possession of the ball.
27. Hanging on the rim after a dunk is not allowed and may result in a technical foul. If the basket is made, it will not count. Hanging on the rim is permitted only to avoid contact with another player. The referee has full discretion in enforcing this rule.

Timeouts

28. Each team is allowed two 30-second timeouts per half. During regular season games, timeouts do not stop the clock.
29. During playoff games, the clock will stop for timeouts.
30. Each team is permitted one "advance" per game, which can be used whenever a timeout is called by that team. If used during regulation, another advance will not be granted in the event of overtime.

Player Conduct

31. The referee has full discretion to terminate a game. If one team is eliminated, that team will receive a loss. If both teams are eliminated, both will receive a loss.
32. A player who receives a second technical foul in a game is automatically ejected and must leave the gym. Failure to do so will result in a forfeit for their team.
33. Any player ejected from a game is suspended for the next game the following week.
34. Players displaying unsportsmanlike conduct or disrespect toward referees, players, staff, volunteers, or spectators may be ejected by the referee or gym supervisor.
35. Physical or verbal threats toward officials or staff will not be tolerated and may result in immediate suspension or a ban from the facility, without refund.
36. Any player ejected from two games will be removed from the league without refund and may also be banned from attending as a spectator, at the discretion of the gym supervisor.

Forfeits

37. Forfeits will be recorded as a **+25-point differential** in favor of the winning team.
38. If your team is unable to attend its scheduled game, please notify staff by phone or email as soon as possible so the opposing team can be informed.

Playoff Rules

39. Teams will be seeded based on their regular season record. Tiebreakers will be applied in the following order:
 1. Head-to-head record
 2. Total season point differential

3. Total points scored
4. Total points allowed
5. Coin flip (if necessary)
40. The clock will run continuously except for the final minute of the game, when it will stop on dead balls (fouls, violations, out-of-bounds) unless there is a 20-point difference.
41. In the event of a tie, a 2-minute overtime period will be played. Teams will tip off, and the clock will stop on dead balls. Fouls from the second half carry over. If another tie occurs, additional 2-minute overtime periods will follow under the same conditions.
42. The clock will run on dead balls, fouls, violations, and out-of-bounds plays throughout the entire tournament, except for the final minute of the game.
43. All regular season rules apply during the playoffs.

The City of Clovis Recreation uses an online site to host all its adult sport scores and schedules. The website is www.cityofclovisrecreation.com . On the site, you will find all information about your current league as well as information about upcoming leagues.

It is a goal of Clovis Recreation to promote a safe and responsible environment in which to play. If have any questions regarding the rules and times of games please call Clovis Recreation at 559-324-2780.