

Town of Danville

Adult 5x5 Basketball Rules & Regulations (Last updated 07/26/2024)

Our goal is to provide a competitive and balanced league that promotes sportsmanship, friendship, and fun.

According to Ordinance No. 2011-03:

Smoking shall be prohibited in all parks, facilities, and buildings owned or maintained by the Town of Danville.

League Regulations

1. Teams must have paid all league fees and have a completed team roster on file to be registered in the league.
2. The League Coordinator has the option of moving players or teams to the most appropriate league in an effort to provide league parity and balance.
3. The League Coordinator may, because of circumstances beyond his or her control, change or revise league schedules.
4. After the first week of league games, all teams forfeit the right to their entry fees unless the entire league is disbanded, whereby all entry fees will be refunded less any incurred expenses.
5. The Town of Danville reserves the right to establish, modify, or change any rules and regulations at any time deemed necessary for the efficient operation of the league.

Team and Player Eligibility

1. A player may participate in the league only after his or her name, address, and telephone number are listed on the roster AND Waiver of Liability has been signed.
 - a. Any player participating under an assumed name will be considered an ineligible player and will be immediately suspended for the remainder of the year. Additionally, all games will be forfeited in which the ineligible player participated.
 - b. All players must be at least 18 years of age and out of high school.
2. Roster Additions/Withdrawals:
 - a. The League Coordinator must be notified of all team additions and withdrawals.
 - b. No players may be added after the 4th league game.
 - i. Exception: If a team roster drops below seven, players may be added in, in order to bring the roster back to seven players.

- c. All add-ons must have their name, address, phone number, and signature on the team roster.
3. Players must participate in four (4) regular season games to be eligible for playoff games.
 - a. The League Coordinator reserves the right to modify the required games when the league does not follow the standard eight (8) week regular season format. Notification will be given prior to the league start date.
4. The League Coordinator reserves the right to disqualify any player or team at any time that is in the best interest of the league.

Rules

The league will be governed by the Town of Danville, which will incorporate rules from the N.F.S.H.S.A Rule Book. The Town of Danville reserves the right to change, interpret, modify, add, or delete any rule or requirement it deems necessary for the welfare of the league.

1. Games will consist of two, 20-minute halves-running time. The clock will stop for the last two minutes of the game.
2. *Mercy Rule:* If, after the two-minute mark of the second half, a team is ahead by 15 or more points, the clock will continue to run.
3. Halftime will be 2 minutes in length.
4. *Overtime:* If the score is tied after regulation time, there will be a two-minute overtime. If after the two-minute overtime, the score remains tied there will be sudden death in which the first team to score wins.
5. Each team receives one full time out per half and one 20 second time-out per half. Each team receives one full time out in overtime.
6. A player is automatically ejected from a game upon receiving two technical fouls. A player receiving four technical fouls during a season will be suspended for two games.
7. Four players are needed to start a game. The game clock will start at the designated game start time. A game is considered a forfeit if a team is more than ten minutes late, and/or less than four players are present.
8. Forfeits: The Team Manager must notify the League Coordinator by 4:00 PM on game times if unable to field a team.
 - a. ALL forfeits will incur a \$25.00 fee. Payment is due prior to the next scheduled game. All subsequent games will be considered forfeits until the fee is paid.

- b. If a team forfeits more than once in a season, the League Coordinator reserves the right to remove them from the league and all fees will be waived. Multiple forfeits in a season may affect a team's eligibility to register for future seasons. (Forfeits due to nonpayment will not hold weight in this case.)

Special Rules

1. Only the team representative or his designate may discuss a call or decision made by the officials.
2. The team representative will be responsible for informing his/her players about the rules and regulations.
3. No drinking of alcoholic beverages is allowed on the school site by players, coaches, or team representatives, before, during, or after the game.
4. No smoking allowed in the gym.
5. No food or drink allowed in the gym. Water bottles with a closable cap are okay.
6. Any player ejected from a game is automatically suspended from one game.
7. Any suspension which runs through the last game of the season and beyond will be extended to the next season in which that player will play in.
8. Any player ejected from two games in the same season will be suspended for the remainder of the season.
9. Teams are required to wear matching-colored shirts/jerseys, with legible numbers.
 - a. Teams are allowed one non-uniformed player. A non-uniformed player is anyone who cannot play with a numbered, matching color shirt. Non-uniformed players beyond the first one will result in an automatic three points per player to the other team.
10. Hard-soled shoes and running shoes are not allowed.
11. Casts or other dangerous items are not allowed.
12. Teams are required to pick up all their litter prior to leaving the gym.
13. Warm-ups are allowed if time permits. No dunking allowed during warm-ups.
14. Adults must supervise any children brought into the gym. Children running around in the gym will lead to:

- a. A warning to the offending team.
- b. A technical foul called on the offending team.
- c. Suspension of the games and a forfeit awarded to the opposing team.

Protests

1. Only a regularly scheduled game can be protested. No protest will be heard if it is based solely upon a decision involving the accuracy of a judgment on the part of an official.
2. A protest will be considered only if the officials, score keeper, and opposing team representative are notified at the time of the dispute, before the ball is put back in play, and the game is officially recognized as being played under protest.
3. All protests must be submitted in writing to the League Coordinator accompanied by a \$20.00 protest fee within 48 hours of the disputed game. The fee will be returned if the ruling is in favor of the protesting team.
4. The protest shall contain the following information:
 - a. Date, time, and place of game
 - b. Names of officials, scorekeepers, teams, and team representatives
 - c. The rule and section of the official rule under which the game is being protested.
 - d. All the essential facts and circumstances that created the protest
5. A \$25.00 fee will be required if a team requests the league to investigate an ineligible player. If the player is found ineligible, the fee will be returned.
 - a. All players must present a valid driver's license or picture ID card to the officials and/or scorekeeper upon request.
6. In all cases the ruling by the League Coordinator will be final.

Schedule Changes

Games which have to be made up due to weather, power failure, or other circumstances, will be re-scheduled at the end of the regular season or on the earliest possible day arranged by the League Coordinator. Make-up games will be played in the order of postponement and may be played on a different day than the league normally plays. If the games cannot be played, the win/loss records will be computed on the games actually played.

Final League Standings

Tiebreakers

Any teams with the same record will use the following system as a tiebreaker:

1. Forfeits**
2. Head-to-head record
3. Total points scored
4. Total points allowed

****If eligibility for playoffs results in a tiebreaker, teams with any forfeits during the season will automatically receive the lower ranking in the tiebreaker.**

Player Code of Ethics

It is the intent of the Town of Danville to provide a program that promotes fitness, athleticism, sportsmanship, friendship, fun, and enjoyment. Unsportsmanlike conduct will not be tolerated.

The following "Team and Player Code of Ethics" has been adopted by all participating agencies with S.A.N.C.R.A. and will be strictly enforced. **A suspension in one agency is recognized as a suspension in all agencies.**

1. No player shall, at any time, lay a hand upon, shove, strike or threaten an official. Officials are required to immediately suspend the player from further play and report such player to the League Coordinator. Such player shall remain suspended until the League Coordinator has considered he/her case.

Minimum Penalty: Suspension from two league games and placed on one-year probation.

Maximum Penalty: Suspension for life and/or assault charges filed.

2. No player shall refuse to abide by an official's decision. Officials are required to immediately suspend the player from further play and report such player to the League Coordinator. Said player shall remain suspended until the League Coordinator has considered his/her case.

Minimum Penalty: Suspension from two league games and placed on one-year probation.

Maximum Penalty: Suspension for the remainder of the season.

3. No player shall be guilty of objectionable demonstration of dissent at official's decision.

Minimum Penalty: Warning by official.

Maximum Penalty: Removal from the game and a two-game suspension.

4. No player other than the manager or captain shall discuss with an official in any manner the decision reached by such an official.

5. No player shall be guilty of using unnecessary rough tactics in the play of the game against the body of person of an opposing player. Officials are required to immediately suspend play from further play and report such player to League Coordinator.

Minimum Penalty: Two game suspension and/or placed on probation for remainder of season.

Maximum Penalty: Suspension for remainder of season plus two years.

6. No player shall be guilty of physical attack as an aggressor upon any player, official or spectator. Officials are required to immediately suspend the player from further play and report such player to the League Coordinator.

Minimum Penalty: Two game suspension and/or one-year probation.

Maximum Penalty: Suspension for life and/or assault charges filed.

7. No player shall be guilty of an abusive verbal attack upon any player, official or spectator. Officials are required to immediately suspend the player from further play and report such player to League Coordinator. The player shall remain suspended until the League Coordinator has considered their case.

Minimum Penalty: Two game suspension and/or one-year suspension.

Maximum Penalty: Suspension for remainder of season plus two years.

8. No player shall appear on the field of play at any time in an intoxicated condition. Officials are required to immediately suspend the player from play and report their name to the League Coordinator.

Minimum Penalty: Two game suspension and/or placed on probation for remainder of season.

Maximum Penalty: Suspension for remainder of season plus two years.

9. No player shall be guilty of gambling upon any play or the outcome of games with any spectator, player, or opponent. Officials are required to report violation of this rule to the League Coordinator.

10. The team is responsible for the conduct of its fans and supporters. If the conduct of its fans and supporters becomes abusive towards opposing team members or any league officials, they place the team in jeopardy of forfeiting the game.

Minimum Penalty: Warning by official.

Maximum Penalty: Forfeit of game.

11. No player shall be guilty of repeatedly violating minor league rules or behave in a manner that is disruptive to the smooth operation of the league and who's general conduct, although not flagrant, is undesirable to the standards of the adult sports program.

Minimum Penalty: Placed on probation for the remainder of the season.

Maximum Penalty: Suspension for remainder of the season plus one year.

12. No team shall be guilty of breaking rules in the "Team and Player Code of Conduct". In any situation where the rules are broken and individual offenders cannot be determined (i.e., major fight) then the League Coordinator can take disciplinary action against the team as a whole.

13. The team and team representatives are charged with the responsibility of their team members. Any player who refuses to abide by the penalty levied against him/her by the officials of League representative, places his/her team in jeopardy of forfeiture and suspension.

Special Notes

1. The League Coordinator shall have the power and full discretion to impose penalties on all violations of the Player Code of Conduct. In any violation not included in said Code, the penalty shall be at the discretion of the League Coordinator.
2. Any participant removed from a game must leave the park or school facility immediately. Failure to do so will carry a maximum penalty of one-year suspension.
3. Managers are responsible for the actions of their participants and spectators at all times and will be disciplined accordingly.

Contact Information

League Questions, Comments, Concerns?

Lillian O’Keefe, Program Coordinator

lokeefe@danville.ca.gov

925.314.3422 phone

925.838.9141 fax

Ian Murdock, Program Supervisor, Sports & Facilities

imurdock@danville.ca.gov

925.314.3406 phone

925.838.9141 fax

General Information

Danville Community Center

420 Front Street

Danville, CA 94526

925.314.3400 phone

925.820.2782 fax

Scores and Schedules

www.danvillerecguide.com