



City of Victorville Recreation and Library Department
Recreation Services Division
14973 Joshua Street - Victorville, CA 92394 245-5551

18+ Men's Basketball By-Laws

Purpose: The purpose of this basketball league is to provide the citizens of Victorville with an opportunity to play recreational basketball in a controlled, safe environment.

Governing Rules:

1. Modified version of CIF High School Rulebook
2. The Recreation Division reserves the right to make any changes necessary to ensure the safety of the participants and/or operation of the league.

Roster:

1. Teams can have a maximum of 12 players on the roster.
2. All players must be at least 18 years old
3. Every player must complete and sign an Official Team Roster form prior to their first game. Under no circumstances will a player be able to participate in any games without filling out an Official Team Roster form.
4. Teams are free to add and drop players at any point up until the last game of the first half of the season. After that, teams may no longer add any players to their roster except to replace an injured player who can no longer participate for the season.
5. A player may **NOT** play for more than one team in the league.

Playing Rules:

1. All games will be four 10-minute quarters and a 5-minute halftime.
2. Running clock except for the last two minutes of regulation unless the point deficit is 15 points or more.

3. If necessary, there will be a 3-minute overtime with stop clock in the last 2 minutes. Double overtime will be sudden death.
4. Teams will have two 60 second timeouts per half during regulation and one 60 second timeout during overtime. Timeouts do not carry over.
5. After a team commits 7 team fouls, the bonus rule will apply. Players will shoot one and one when in the bonus. The double bonus will apply after 10 team fouls and players will shoot two free throws. Team fouls reset in the second half.
6. A player will foul out once they have 5 personal fouls.
7. If a player receives a technical foul, the other team will shoot one free throw and retain possession of the ball.
8. A player will be ejected from the game if they receive a second technical foul. All ejected players **MUST** leave the gym and cannot return.
9. All substitution will only be made during dead ball situations, timeouts, and before the second free throw. All substitutes must check in at the scorer's table before entering the game.

Standings:

1. Standings will be determined by each team's overall record.
2. In the event of a tie in the standings, the following tiebreaker rules will be applied in the order listed:
 - a. Head-to-head record
 - b. Points scored
 - c. Points allowed
 - d. Point differential in head-to-head matchups
3. If teams are still tied after all three tiebreaker rules have been applied, a coin flip will be held to break the tie.

Playoffs:

1. Single elimination tournament plus a third-place game
2. All overtime rules will be the same for the playoffs
3. If there is an odd number of teams, a bye will be given to the team in first place and possibly to teams in second and/or third place depending on the number of teams in the league.

Uniforms:

1. All teams are responsible for providing their own jerseys and must have a jersey number. Shirts with a number on the front and/or back are also acceptable.
2. All players on the team must have the same-colored shirt/jersey and must be of contrasting colors to the team they are playing.

3. Players can not have the same jersey number as a teammate. If two players on the same team have the same jersey number, one or both players will be ineligible for that game unless one player changes their jersey number.
4. Any changes in jersey numbers whether it be mid-season or even mid-game, must be reported to the table. If a player has a different jersey number than the one listed in the scorebook, this will result in a technical foul.
5. If for whatever reason a player does not have a jersey with a jersey number for any game, that player will be number 0 for the game. Only ONE player without a jersey number is allowed per team. If more than one player on a team does not have a jersey number, either one or both players will be ineligible for that game.

Miscellaneous:

1. Forfeit time is 10 minutes after game time.
2. All players and spectators **MUST** abide by the Code of Conduct
3. All teams will have at least 5 minutes to warm up before game time.
4. All calls made by the official during the game are final.
5. There will be no protests.



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Recreation Division
14973 Joshua Street - Victorville, CA 92394 245-5551

4 vs 4 35+ Men's Basketball By-Laws

Purpose: The purpose of this basketball league is to provide the citizens of Victorville with an opportunity to play recreational basketball in a controlled, safe environment.

Governing Rules:

1. Modified version of FIBA 3 vs 3 rules
2. The Recreation Division reserves the right to make any changes necessary to ensure the safety of the participants and/or operation of the league.

Roster:

1. Teams will consist of a maximum of 8 players on the roster.
2. **If a team has 6 or 7 players, they are allowed to have a maximum of 2 players on the roster who are at least 30 years old. A full roster of 8 players may have a maximum 3 players who are at least 30 years old.** Otherwise, everyone on the roster must be at least 35 years old.
3. Every player must complete and sign an Official Team Roster form prior to their first game. Under no circumstances will a player be able to participate in any games without filling out an Official Team Roster form.
4. Teams are free to add and drop players at any point up until the last game of the first half of the season. After that, teams may no longer add any players to their roster except to replace an injured player who can no longer participate for the season.
5. A player may **NOT** play for more than one team in the league.

Playing Time:

1. Each game will have two 20-minute halves and a 3-minute halftime.
2. Running clock except for timeouts and under 1 minute of each half unless the point deficit is 15 points or more.
3. If score is tied after regulation, there will be a 3-minute overtime. Overtime will be running clock for the first 2 minutes and stop clock in the last minute.
4. Double overtime will be sudden death.

Start of the game:

1. A player from the home team will shoot for the first possession in regulation as well as double overtime if needed.
2. Each game must start with three players from each team on the court. If a team does not have at least four players by their scheduled game time, a 10-minute grace period shall be given before that team loses by forfeit.

Playing Rules:

1. Scoring
 - a. Each made basket inside the arc will be worth 1 point.
 - b. Each made basket outside the arc will be worth 2 points.
 - c. Each free throw will be 1 point.
2. Change of Possession
 - a. At the start of the game, a player from the offensive team will exchange the ball with a player from the defensive team, otherwise known as “checking” the ball. A check ball will always take place at the green line between the three-point line and halfcourt.
 - b. After the ball has been checked, the offensive player with the ball can either start dribbling or pass the ball to a teammate to begin the possession.
 - c. Every possession after a made basket, dead ball situation, or timeout must begin with a check.
 - d. After a missed field goal, if the defensive team grabs the rebound, they must return the ball at the top of the key by either dribbling or passing before attempting to score. This is known as “clearing” the ball. However, the ball does not need to be cleared after an offensive rebound if the rebound does not occur after a free throw.
 - e. The defensive team must clear the ball after steals and blocks as well.
 - f. In the occurrence of a jump ball situation, possession will be rewarded according to the possession arrow.

- g. If an offensive player is in the key for 3 seconds, there will be a change of possession.

3. Fouls/Free Throws

- a. If an offensive player is fouled in the act of shooting, they will be rewarded with free throws in accordance with where they were shooting from (1 free throw inside the arc, 2 free throws outside the arc).
- b. If a player makes the last free throw they attempt, there will be a change of possession. Otherwise, the team that grabs the rebound after a missed free throw must clear the ball.
- c. Once a team has committed 7 fouls, they will be in the bonus. One free throw will be rewarded if a team commits a foul while in the bonus.
- d. Once a team reaches 10 fouls, they will be in the double bonus. Two free throws will be rewarded in this instance.
- e. At 5 personal fouls, a player will foul out and cannot return to the game unless the team does not have any available players to substitute for that game. (Due to only 4 players at the game or another player who fouled out)
- f. One free throw will be rewarded for a technical foul. That team also retains possession. If a player receives two technical fouls, they will be ejected from the game.
- g. Ejected players **MUST** leave the gym and cannot return.

4. Timeouts

- a. Teams will have two 60 second timeouts per half.
- b. If the game goes into overtime, each team will have one timeout for the overtime period. Unused timeouts prior to overtime will not carry over.
- c. Timeouts can be called during dead ball situations and/or before the ball has been checked to start a possession.

5. Substitutions

- a. Substitutions can be made during dead ball situations and timeouts.
- b. Substitutions can only be made before a check ball.

6. Standings

- a. Standings will be determined by each team's overall record.
- b. In the event of a tie in the standings, the following tiebreaker rules will be applied in the order listed:
 - i. Head-to-head record
 - ii. Points scored
 - iii. Points allowed
 - iv. Point differential in head-to-head matchups
- c. If teams are still tied after all three tiebreaker rules have been applied, a coin flip will be held to break the tie.

7. Playoffs

- a. Single elimination tournament until there is a champion
- b. All overtime rules will be the same for the playoffs
- c. If there is an odd number of teams, a bye will be given to the team in first place and possibly to teams in second and/or third place depending on the number of teams in the league.

8. Uniforms

- a. All teams are responsible for providing their own jerseys and must have a jersey number. Shirts with a number on the front and/or back are also acceptable.
- b. All players on the team must have the same-colored shirt/jersey and must be of contrasting colors to the team they are playing.
- c. Players can not have the same jersey number as a teammate. If two players on the same team have the same jersey number, one or both players will be ineligible for that game unless one player changes their jersey number.
- d. Any changes in jersey numbers whether it be mid-season or even mid-game, must be reported to the table. If a player has a different jersey number than the one listed in the scorebook, this will result in a technical foul.
- e. If for whatever reason a player does not have a jersey with a jersey number for any game, that player will be number 0 for the game. Only **ONE** player without a jersey number is allowed per team. If more than one player on a team does not have a jersey number, either one or both players will be ineligible for that game.

Miscellaneous:

1. Forfeit time is 10 minutes after game time. There will be no postponements.
2. All players and spectators **MUST** abide by the Code of Conduct
3. All teams will have at least 5 minutes to warm up before game time.
4. All calls made by the official during the game are final.
5. There will be no protests.