CityWide Sports Basketball
OFFICIAL LEAGUE RULES
2019

The City and County of Denver’s Adult Basketball Leagues are governed by NFHS-Basketball rules with the following exceptions and modifications:

*Note: The rules below supersede all NFHS rules.

*It’s the responsibility of every player to review ALL NFHS-Basketball rules. For clarifications visit www.nfhs.com

1) LEAGUES are defined as follows:
   - **Men’s Comp (Competitive):** teams consisting of 6 to 15 male players, 19+ years old.
   - **Men’s Rec (Recreational):** teams consisting of 6 to 15 male players, 19+ years old.
   - **Women’s Comp (Competitive):** teams consisting of 6 to 15 female players, 19+ years old.
   - **Women’s Rec (Recreational):** teams consisting of 6 to 15 female players, 19+ years old.
   - **Co-Ed (Recreational):** teams consisting of 6 to 15 male and female players, 19+ years old.

   *NOTE: 1st half: teams play with 3 males and 2 females.
   2nd half: teams play with 2 males and 3 females.

   *Exception: Teams may choose to play with more females at anytime in Co-Ed play.

2) UNIFORM REQUIREMENTS: Matching colored jerseys are required for league play. Each player must have an easily distinguishable jersey number at least 8” in size.

3) ROSTERS: A roster may contain up to 15 players, 19+ years old. Teams may add players at anytime during the season. All players must play in a minimum of two (2) league games in order to be eligible for postseason play. Players may not be added if they play with another team in the same league. Managers are responsible for keeping the team roster updated. Rosters are due at your first league game.

4) GAME TIME: Each game will consist of two (2) 20 minute halves, with a three (3) minute half-time break. The game-clock will STOP only for team and official timeouts. The game-clock will change to stop-time (all whistles) for the last two (2) minutes of the 2nd half, unless a team is up by 15 or more points. If teams are tied at the end of regulation time, there will be one (1) two (2) minute overtime period, with the 1st minute being a running clock and the 2nd minute being stop-time for all whistles. If teams are still tied after the overtime period, the game will be decided by “sudden death”. The first team to score wins.

5) A GRACE PERIOD of five (5) minutes will be given if a team does not have the minimum number of players (4) required to begin. The game clock will begin at the scheduled start time or after the officials complete the pre-game conference. If a team still does not have the enough players after the five (5) minute grace period has expired they will be forced to forfeit.

6) TIMEOUTS: Each team will receive two (2) timeouts per half and one (1) timeout in overtime. There will be no timeouts in “sudden death” play. Timeouts do not carry over to the new period.
7) **NO JEWELERY** is permitted anywhere on your person. Medical bracelets MUST be taped to chest.

8) **FREE THROW SHOOTING:** The ball will be played on the release. The shooter and any player in the back court may not cross the line until the ball reaches the rim. Talking is not permitted after the ball is awarded to the shooter.

9) **UNSPORTSMAN-LIKE CONDUCT:** Profanity, vulgarity and taunting toward players, league officials, scorekeepers, timekeepers, referees, or spectators will NOT be permitted. There is ZERO TOLERANCE for acts of unsportsmanlike conduct. The first warning will result in a technical foul, if the problem continues the player or spectator will be asked to leave the gymnasium/building. If the player/person fails to do so, the game will be called a forfeit.

10) **TECHNICAL FOULS:** An automatic two (2) points and possession of the ball will be awarded to the opposing team if a technical foul is called (the clock will not stop). A player that receives two (2) technical fouls in one game will be ejected from the gymnasium. If a team as a whole receives four (4) technical fouls the game will be called a forfeit. **Any player/person ejected from the game must leave the vicinity immediately. Failure to do so will result in a forfeit.**

11) **30 IN 30 RULE:** After 30 minutes of play, if a team is down by more than 30 points the game will be called as a safety precaution (with the exception of Men’s & Women’s Comp).

12) **NO TOBACCO, NO SMOKING AND NO ALCOHOL** of any kind will be permitted in the facility.

13) A team that is up 20 or more points may not apply a backcourt press, except in Comp play.

14) City and County of Denver staff, referee(s), and other league officials have the right to remove any player from a game if in violation of league rules, recreation center rules, or codes of conduct.

15) Players must provide a valid Colorado Driver’s License or Colorado ID card in the event of a roster challenge. The use of illegal player(s) will result in a forfeit. Remember, players may be added only if there is a roster spot for them and they do not play with another team in the exact same league.

16) **CITWIDE SPORTS WEBSITE:** League information, schedules and standings for basketball and all other adult sports is available at [www.denvercitywidesports.org](http://www.denvercitywidesports.org)
Denver CityWide Sports
PARTICIPANT CODE OF CONDUCT

The City and County of Denver’s Participant Code of Conduct applies to any player, manager, coach, sponsor or anyone affiliated with the team. Remember, although competitive in nature, we are all here to recreate and be observed by friends, family, and other citizens of Denver. Our goal is to maintain a program we all can be proud of.

1) No player, manager, coach, or sponsor shall bump, push, shove, lay hands on, strike or threaten other participants, umpires, league officials, scorekeepers, or any employees of the program.

2) No player, manager, coach, or sponsor shall make derogatory remarks or statements about decision rendered by the game’s officials. Protests of rules are allowed, but only in regard to application or interpretation (not judgment calls). The team manager or coach must file a written protest to CityWide Sports Review Board within 48 hours. The review board will make a decision within 72 hours from receiving the protest.

3) On site reports will be completed for all ejections. The CityWide Sports Review Board will review all ejection report forms and determine if any further actions are warranted. Written notification will be sent out to all involved parties within 72 hours.

4) No player, manager, coach, or sponsor shall participate in the game when inebriated.

NOTE: VIOLATIONS OF ANY OF THE ABOVE RULES OR CODE OF CONDUCT MAY RESULT IN REMOVAL FROM THE PROGRAM.

Denver CityWide Sports
REFUND POLICY

1) Refunds will not be given after a team’s registration has been processed.

2) Game credits may be given at the discretion of CWS Board.

3) Game credits will be given to teams in leagues that were unable to play the guaranteed number of games due to weather or other circumstances. **This does not include forfeited games due to location change (i.e. moving to a lighted field)**
City and County of Denver
Parks and Recreation Department
CityWide Sports

Please send any questions, comments, or concerns to CityWide Sports Staff:

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Visit us online at: www.denvercitywidesports.org