

**City of Corona Library & Recreation  
Services Department**



**Rules & Regulations**

**40+ Division**

**KING'S COURT 4MAN RULES & REGULATIONS**

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## OBJECTIVE

The objective of our City of Corona King's Court 4Man League is to promote exercise, provide recreation services for adults and enhance the quality of life in Corona; through proper sportsmanship, healthy competition and an inviting atmosphere.

## LEAGUE INFORMATION

1. City Hall is located at 400 S. Vicentia Ave. Office hours are Monday – Friday, 8:00am-5:00pm.
2. League Nights:
  - a. **Thursday Night.** Game times: 7:00pm; 8:00pm; 9:00pm; or 6:30pm; 7:30pm; 8:30pm; 9:30pm.
3. Games will be played at  
-Civic Center Gymnasium 502 Vicentia Ave.
4. League will consist of a minimum of Nine (9) games, including playoffs.
5. Managers will receive the first week's game schedule at the manager's meeting. If unable to attend, it is the team manager's responsibility to obtain the information.
6. It is the manager's responsibility to ensure that his/her team receives schedules and relays all league information to his/her players.
7. Managers may request an updated roster at any point during the season to ensure it contains all governed players up to the maximum of eight (8) players.
8. All league matters will be primarily communicated via email through Team Managers, city website or by phone.
9. The league is governed by the Southern California Municipal Athletic Federation's basketball rules, with supplements provided by the City of Corona Parks and Community Service Department.
10. League schedules and standings will be posted on-line on the city's website:  
[www.coronaca.gov](http://www.coronaca.gov)

## **ELIGIBILITY AND ROSTER**

1. Players participating in the City of Corona Library & Recreation Service Department King's Court 4Man League 40+ Division must be a minimum of no younger than 40 years of age during the season play. However, each team may hold one (1) player that is between the ages 30-39 in their roster.
  - a. All players must have a form of legal identification (driver's license/military id) in their possession at all league games.
2. Only managers are allowed to make changes to the team roster.
  - a. New players must be added to the roster on or before week 7 of the season begins. Add/drop forms must be signed by the manager and player(s) to be added and submitted to the Site Supervisor prior to a player entering the game.
  - b. There is no limit to roster changes prior to week 7, however once a player has been dropped he/she may no longer play on that team for the season. Unless they were dropped because of injury.
3. Loaner Clause
  1. A team with less than Three (3) players will be able to accept a player who is on another team.
  2. The Loaner Player will sign a loaner contract and be able to play for another team including their own for that night.
  3. Loaner Players will be limited 6 Loaner Contracts per season.
  4. Loaner Contracts are not accepted during the playoffs.
  5. The team using a Loaner Player will be subject to Forfeit.
  6. However, they will not be subject to forfeit fees. Each team will pay their half of the ref fees and play an exhibition game.

### **Special Rules**

1. Managers are not permitted to be loaned out to other teams.
2. The Loaned-out players and managers will meet at the table and fill out the appropriate paperwork.
3. Playoffs - Game play is 4 on 4. Teams can start a game with Three (3) players and it will be considered an official game. A team with less than Three (3) players will receive a forfeit. Maximum number of players to carry a team

is eight (8) and the minimum is five (5) players. No person can play or substitute in a game that is not officially registered on a team roster.

#### 4. Shakey Clause

Each Team is warranted to have one player whose age ranges from 30-39. If a player whose skill gap is too great and diminishes the competitive culture of the league than all managers will be asked to vote on the matter. All Managers will vote, if there is a tie City Staff will have the controlling Vote.  
\*This only applies to players under 40.

5. Any unregistered player, any player who does not qualify under the rule stated, or any suspended player is an illegal player. All games that an illegal player participates in will be forfeited. Forfeit fees apply.
6. A player who appears on more than one league roster during any one season, plays under an assumed name, or misrepresents their eligibility status will be suspended for the remainder of the season. Any player who does not personally sign the roster or has properly filled out an add form will be declared an illegal player. All games in which this player participated will be forfeited. *Note:* any team using an illegal player will forfeit the games in question and the team will be ineligible for any league awards. (Exception Loaner Clause)
7. Each player must be on only one (1) team roster per league night. If any player is listed on different rosters in the same league, that player will be considered a member of the team for which he plays first. A player cannot play one day with one team and then another day with another team in the same league. (Exception Loaner Clause)
8. A player must participate in a minimum of three (3) league games in order to be eligible to play in any playoff game.
9. City staff may challenge eligibility at any time during or after the game.
  - a. Any player whose eligibility is challenged during the game must be able to produce proper picture I.D. by half time. If they are unable to do so, the game will be forfeited.
10. All players are required to personally sign the official roster, fill out the roster completely, and show a valid I.D. to the scorekeepers/Site Supervisor by the first game to be eligible to play.
11. Awards will only be given to the league champions. Awards will be given to the players on the official roster listed at the end of the current season.

12. Any sudden changes by the team must be reported to the Recreation Supervisor immediately by the team manager.
13. All eligibility questions arising that are not specifically addressed in these rules shall be decided by the Recreation Supervisor.

## **CITY OF CORONA SUPPLEMENTAL RULES**

1. Only officially registered players and team manager and/or coach will be allowed on the bench. Spectators and friends must sit in the bleachers.
2. Game times will consist of two (2), twenty-minute (20) running halves with the clock stopping in the last two (2) minutes of the second half if the score difference is ten (10) points or fewer.
3. In all leagues: seven (7) team fouls to 1+1. Ten (10) fouls to double bonus.
4. Three (3) minutes will be allowed between halves.
5. A player is disqualified on his seventh foul.
6. Technical fouls count as personal fouls and team fouls. A player receiving (1) technical foul is required to sit for (3) minutes. (2) Technical fouls constitutes player ejected from the game and subject to a minimum one (1) game suspension at the discretion of the Recreation Supervisor.
7. Overtime: If the score is tied at the end of regulation, a three (3) minute overtime period will be in effect. Double overtime will repeat the overtime format. The third overtime period becomes *sudden death*, which means first team to score wins. The official's whistle stops the clock in the final minute of all overtime periods. Each team is allotted one timeout for all overtime periods.
8. The collegiate 3-point line is used where applicable.
9. Mercy rule: If the losing team asks for the game to be over than the game will be called early.
10. Teams are allowed two (2) timeouts per game half (not accumulative) and one (1) timeout for overtime. Regulation timeouts will not roll over to overtime period.

11. Alternating possession: Game and overtime period will begin with a jump ball; each half will begin with the team designated by alternating possession arrow taking the ball out of bounds for a throw-in.
12. Games that are postponed or rescheduled will be played at the end of the season if possible.
13. The manager of the team must supply the scorer the entire line-up, including numbers, ten (10) minutes prior to the start of the game.
14. Away team is given the first possession.
15. Change of possession, (through rebound, steal or turnover) offensive team must move the ball across Three-point arc. This player must have two feet beyond the arc to clear the ball.
16. If a team fails to 'clear' the ball and then scores a basket, it is a turnover and no basket will be counted. After a team scores, possession changes to the non-scoring team. Said team must take the ball to the center of the Half court.
17. On each change of possession, the offensive player inbounds the ball from above the green volleyball line. Inside the center court circle. The defensive players must keep at least 1 foot inside the three-point arc until an offensive player touches the ball.
18. The Defensive Team can cross the Three-Point inside the last two minutes of game, but not the volleyball lines.
19. Players have 5 seconds to inbound the ball.
20. Offensive Team does not need to check the ball with defense before inbounding inside the last two minutes of the second half.
21. For the last two minutes of the second half if the score is within ten (10) points or fewer than the clock will stop at dead balls, timeouts, and after a scoring possession the clock will resume when the ball is inbounded and contacts a player that isn't inbounding the ball.
22. During regulation play the defensive team has 3 seconds to check the ball back to the offensive team. If this is exceeded than a personal foul will be given to that player.

## **LEAGUE TIES**

If teams are tied at the season's completion Standings will be settled as such order;

1. Head to Head records.
2. Point differential.
3. Team that gave up the least amount of points in the game in which they won.
4. Duplicate awards will be given if a tie still remains.

## **EQUIPMENT**

1. Gym shoes must be worn for warm-ups and games. Players must remove all jewelry or any items that may be hazardous to themselves or other players.
2. Teams are expected to have closely matching reversible jerseys with visible numbers on the back side of the jersey. Numbers cannot be taped. For each player in question at the start of the game. The team with the violation will be given a Technical Foul.

## **FORFEITS**

1. Games are forfeited if a team fails to appear on the court ready to play at the time indicated by the official league schedule. However, a five (5) minute grace period will be designated for late arriving players. Should neither team be able to field a team, the game is declared "no contest" and both teams will be credited with a loss by forfeit. A team is considered ready to start when it has the required number of players present.
2. Any team forfeiting a league game without notifying the Program Supervisor within the minimum required time is responsible for the officials' fees for both teams (\$25) Forfeit fee must be paid to the Library and Recreation Services Office by cash or check prior to the team's next scheduled game. Any fees owed at the completion of the season that are not paid are subject to the collections process.
3. Any team forfeiting three (3) games without appropriate notice is subject to removal from the league based on the discretion of the Recreation Supervisor.
4. Teams can avoid the forfeit fees by notifying the Recreation Services Supervisor on the Friday prior to Thursday games.



## **GYMNASIUM RULES**

1. Teams are expected to leave the gym promptly at the conclusion of the game and are to discuss game situations and socialize outside.
2. Valuables: The City of Corona Library and Recreation Services Department is not responsible for loss of property. All valuables should be kept in a secure location.
3. NO HANGING ON THE RIM IS ALLOWED AT ANY TIME. Penalty - Technical Foul. This includes pre-game, time-outs, half time, and post-game.
4. No smoking, eating or drinking (excluding bottled water) is permitted in the gym or on the bench during the pregame warm-up period or during the game. Managers must enforce this rule.

## **MANAGERS' RESPONSIBILITIES**

1. Player's bench: only the team's uniformed players and registered managers will be permitted on the team's bench.
2. The manager is responsible for their players and fans and is expected to curtail any excessive or unwarranted actions between them and the game in progress.
3. Managers are responsible for keeping player rosters and waivers for players. All addresses and phone numbers must be current. Managers may request official roster at any point of the season via email or in person.
4. Any manager who plays an illegal player will be suspended for one game. If there is a repeated infraction the manager will be suspended from the league for one full season.
5. Managers are to ensure that trash should be deposited in containers provided. Teams leaving the area in an unsightly condition are subject to suspension.
6. Managers, players and spectators are subject to Technical Fouls and/or ejection from the facility.

7. Each manager will be expected to sign or initial the score log at the conclusion of their game, including playoff games. Score logs will contain final scores, evaluation of officials, player infractions, or staff notes.

## **PLAYER CODE OF CONDUCT**

### **THE FOLLOWING RULES AND REGULATIONS WILL BE STRICTLY ENFORCED.**

1. Any player that strikes an official or pushes, shoves or otherwise molests the person of an official is automatically suspended for one year from the date of the incident. If an official files assault and battery charges and the player is found guilty in a court of law, they are suspended indefinitely.
  - a. A player is automatically suspended indefinitely for fighting or physical violence against another player or spectator.
2. Unsportsmanlike conduct is not tolerated. The penalty is determined by the City staff on site and the officials. Minor infractions generally warrant a one-game suspension; however, the actual penalty is determined by the Recreation Supervisor.

## **UNSPORTSMANLIKE ACTS DEFINED**

- a. Unnecessarily rough tactics against an opposing player.
  - b. Damage to facilities.
  - c. Abusive language or gestures, either *directly* or *indirectly*, to an official or opposing team.
  - d. Throwing a ball in anger or disgust.
  - e. Intentional delay-of-game tactics.
  - f. Disruption of any league contest that involves verbal or physical abuse from a sideline or bleacher.
  - g. Two technical fouls result in an automatic suspension of one game.
3. Special notice: any league participant who attempts to interfere with the orderly disposition of a dispute during the course of the game will be removed from the league. Managers will instruct players to remain in the bench area during any dispute involving rule interpretation or unnecessarily rough

tactics between players of opposing teams. Game officials will eject offending players from the game and report those individuals to the Parks and Community Services office.

4. The technical foul limit is five (5) per season, including the playoffs, for an individual player. When the next technical foul occurs the player will be suspended for the remainder of the season.
5. Failure to leave the Gymnasium in a timely manner in the judgment of the officials and staff, after an ejection can result in suspension from all City of Corona Basketball Leagues for up to one year.
6. Any player or manager who violates the established rules and regulations that result in their suspension cannot participate in any official league game held until they have been reinstated by the City of Corona Library and Recreation Services Department.

## **PROTESTS**

1. Protests based solely on a decision that involved accuracy of judgment on the part of the official will not be received or considered. Agreement amongst team managers or players will not be accepted.
2. Protest involving the misinterpretation of the playing rules, failure of a referee to apply the correct rule on a given situation, or failure to impose the correct penalty for a given violation must be protested to the referee prior to the second live ball after the error.
3. Protests regarding an ineligible player must be made prior to the start of the game. If the player does not arrive before the start of the game, then the team must file the protest at half time. In either case, the player in question must sign the back of the score sheet. The protesting manager will then have 24 hours to fill out the protest form and check for \$10 with the Recreation Services Office. A \$10.00 protest fee made payable to the City of Corona must accompany the written protest. If the protest is not allowed, the fee will not be refunded. If the protest is allowed, the \$10.00 will be refunded.
4. Procedure of protest will be as follows:
  - a. The manager must protest to the official and notify the scorekeeper before the second live ball.

- b. A protest form obtained from the Library and Recreation Services Department front office must be submitted within 24 hours of the game.
  - c. A check for \$10.00 made out to the City of Corona must accompany the protest form.
5. In any case, a protest of eligibility, if allowed, would affect only the game on which the protest is made, and would have no effect on any games that were played prior to the protested game.

**A FORMAL PROTEST SHOULD CONTAIN THE FOLLOWING INFORMATION:**

- a. Date, time, and place of game.
  - b. The rule and section of the official rules and local rules under which the protest is made.
  - c. The official's decision and conditions surrounding the making of that decision.
  - d. All essential facts involved.
  - e. Names of City staff present.
6. The protest committee consists of the Recreation Supervisor and the Site Supervisor. The decision of the committee is final.

**GAME OFFICIALS**

1. Game officials will submit documentation to the Recreation Supervisor reporting any incident involving a player, team or spectator. The Recreation Supervisor has the authority to discipline offending parties in accordance to the severity of charges.
2. The City of Corona Library and Recreation Services Department exercises authority over assigned league game officials relative to game situations.

3. All league games are under the control and direction of the officials and only the team manager may talk to officials on the court during the game. The Site Supervisor may also be involved.
4. Powers and duties: The officials are representatives of the City of Corona Library and Recreation Services Department and, as such, are authorized and required to enforce each section of these rules.
5. Officials' fees are not included in entry fee.
  - a. Each team must pay the official working the game. The \$12.50 fee must be paid to the officials before game time. Cash only!
  - b. If you desire a receipt for you fee payment, please indicate this to your game's official. All officials are required to carry receipts.

## **GENERAL PROVISIONS**

1. The assigned officials are in charge of the game from ten (10) minutes before the game begins until the game ends, and will exercise authority as granted in the official rules. Managers are responsible for the conduct of their players prior to the game and under all circumstances wherein an incident occurs as a result of league activities, both inside and outside the Gymnasium. Players are instructed in the best interest of the league as a whole to report any violation of the spirit of these provisions.
2. Any matter not specifically mentioned in these rules and regulations concerning league policies or procedures will come under the jurisdiction of the Recreation Supervisor. Their decisions in such matters are final.
3. Complaints regarding performance of officials must be submitted in writing. *No phone calls will be accepted.*

## **DISQUALIFICATION/SUSPENSION PROCEDURES**

1. The Site Supervisor reviews and transmits such reports along with their recommendations to the Recreation Supervisor who has the authority to discipline offending individuals or groups in accordance with decency and the severity of the charges.
2. A team or player is entitled to a hearing with the Recreation Supervisor in cases where the charges could result in disqualification for more than two league games. The team or team members will be notified in writing of the

time, place and date of the hearing. Should the accused players fail to attend the hearing; the person conducting the hearing will take the evidence of those in attendance.

3. After hearing all of the evidence, the Recreation Supervisor may make a recommendation to the manager to bar the offending team or players from further competition for whatever period of time is justified. Should a team be disqualified, all players listed on the team roster will automatically be disqualified for the period stipulation.

## **PLAYOFFS**

1. Teams will be responsible for officials' fees before each playoff game.
2. Play-off seeding will be determined by League Standings during league play: zero (0) points for a loss, two (2) points for a win, one (1) point for a tie, minus one, (-1) for a forfeit, and minus two, (-2) for a forfeit involving an ineligible player. (Play-off format is subject to change).
3. Home team is the higher seeded team during the playoffs.
4. Tie breaking procedure:
  - a. In the event of a two-way tie:
  - b. The best record, head-to-head, will determine team's playoff position.
  - c. If the teams are still tied, a "point differential" among the teams will determine the team's playoff position.
5. In the event of a three-way tie:
  - a. The best record involving games against the teams tied will determine team's playoff position.
  - b. If this procedure leaves two or more teams still tied, the "point differential" among the two teams will determine team's playoff position.
6. In the event of a tie involving more than three teams, the League Supervisor will determine the tie-breaking procedure based on the previous methods.