



ALAMOGORDO RECREATION CENTER

ADULT BASKETBALL LEAGUE FORMAT AND RULES

Location

ALAMOGORDO RECREATION CENTER (ARC)

1100 Oregon Ave
Alamogordo, NM 88325
(PH) 575-439-4142

League Format

The ARC adult basketball league will consist of a 6-game regular season for SPRING 2026.

- **Regular Season**
 - Each team will play a six (6) game regular season that begins on **Friday, April 3rd**.
 - Games will be at 5:30, 6:30, or 7:30 pm.
 - Team's schedules will be available at the ARC and on our registration software no later than **Tuesday, March 31st**.
 - League tiebreakers will be as follows:
 1. Win/Loss record
 2. Head-to-Head
 3. Points Made
 4. Points Allowed
- **End of Season Tournament**
 - Each team will play in an end-of-season, single-elimination tournament on **Saturday, May 16th**.
- **Cost**
 - **\$400 per team (\$50 per game + \$100 for tournament)**

Equipment

- **Team Jerseys or T-shirts:** Teams must have jerseys or t-shirts of the same color with permanent numbers (no duplicates) for each player in every game (including the first game).
 - The team color of the jersey/t-shirt must be registered with the League Coordinator so that duplicated team colors do not occur. Team color choice/assignment will be on a first-come, first-served basis.
 - Numbers must be permanent and at least 6 inches high. Permanent marker numbers (legible) will be permitted. Taped-on numbers will not be permitted.
 - **Non-Jersey Penalty:** Any player who does not have a jersey that meets the above criteria will be assessed a technical foul. This rule will be enforced, including the first week of play.
- **Balls:** Each team must provide an official men's basketball (29 inches) for each game. If teams cannot agree on which game ball to use, each team's ball will be used for one half, or a neutral ARC basketball will be used for the entire game.
- **Shoes:** Players must wear athletic shoes with non-marking soles.

Roster and Players

- All teams must submit a completed roster before their first game.
 - **Player release forms (rosters) and a signed copy of the league rules are due at ARC on or before Thursday, April 2nd.** If a roster is not received before the team's first game, an automatic forfeit will be declared, and for every game after that, a roster is not received.
 - Everyone who plays must sign a player's release form (roster) to release COA ARC, team sponsors, and any other person connected with the league from any responsibility in case of an accident. An automatic forfeit will be assessed to any team playing a player not officially on the roster. Forfeit is automatic, may be imposed after the game is completed, and it is not required that an opposing team file a protest.
 - Rosters shall have a minimum of five players and a maximum of twelve players.
 - Rosters must contain a current address, contact number, and email address for each player.
 - New players may be added to your roster until **April 2nd.**
 - No player shall be allowed to play for more than one team.
 - Players must show a photo ID if requested.
- Each player on your roster must be at least 18 years of age.
 - This policy involves liability issues and can only be waived by the ARC Manager. Officials may not waive this clause unless they receive notice from the ARC Manager.
- Teams must have at least four players on the court to start.
 - Any team that drops below 4 players after starting the game has the option of continuing play or forfeiting.

Team Manager's Role

- Each team shall designate one team manager before the season begins. If the designated team manager is absent at a game, the League Coordinator must be notified of the replacement no later than 5 pm the Thursday before the game.
- The designated team manager (and only the team manager) shall be responsible for all interactions with the officials and scorekeeping staff.
 - Managers may discuss rule interpretations but may not discuss judgment calls.
 - Managers are expected to be respectful toward officials – the team manager does not have the right to question judgment calls or speak to the official rudely or disrespectfully (**Penalty: technical foul**).
- Team managers are responsible for ensuring that all players and spectators who are with their team behave appropriately (**Penalty: technical foul**).
- The team's manager is responsible for disclosing the full name of any player assessed a technical foul or ejected. The game will not resume until this information is disclosed.
 - If a manager refuses to disclose a player's information after the game, the manager will be assessed a technical foul and be held out of future games until the name is disclosed.

Game Time

- Games will begin promptly at the scheduled start time.
 - If a team only has four players present at game time, they must play with four.
 - If a team does not have four players present ten minutes past the scheduled game time, they will forfeit the game.
- Games will consist of two 20-minute halves (High School time format).
- The clock will be running time except:
 - The final 2 minutes of the second half (unless a team is ahead by 20 points or more).
 - An injury occurs that requires stoppage of the game for longer than a normal stoppage (this is up to the officials' judgment).
 - A time-out is called.
- If teams are tied at the end of regulation, a two-minute overtime period will be played.

- In overtime, the clock stops during the final 30 seconds.
- If teams are tied at the end of the first overtime, they shall play a sudden death (first point wins) overtime period.
- Officials may correct a mistake by scorekeepers.
 - If a team requests a scoreboard correction and no mistake is found, that team will be charged with a time-out.

Official Score and Scorekeeper

- Managers or a team representative must verify the team roster at the score table before each game. ARC staff shall enter players' first and last names, along with the jersey number, in the scorebook.
 - Only players who are present shall be listed in the scorebook.
 - Players arriving late may be added to the scorebook without penalty. However, entry may only be made during an official game break (e.g., timeout, halftime...).
 - Players may not enter the game until they've been entered in the scorebook.
- The official running scorebook (kept at the scorer's table) will only track the official score and individual foul counts.
- Teams are encouraged to monitor the scoreboard closely and are responsible for keeping their own scorebook for individual player statistics. **The scorekeeper will not keep track of individual statistics.**
- Teams shall alert the officials immediately if any errors occur.
 - If a team alerts the official to an error (that requires a clock stoppage) and no error is found, that team shall be assessed a timeout. If the team has no remaining timeouts, a technical foul will be assessed.

Putting the ball in play

- Jump balls will only be used to begin the game and all overtime periods.
- Alternating possessions will determine all other jump ball situations (including halftime).
- The officials shall handle the ball after every whistle.

Time Outs

- Each team will be allowed two one-minute timeouts per half.
- Unused timeouts do not carry over between periods.
- If overtime is played, each team shall be awarded one timeout per overtime period.

Dunking

- Dunking is allowed in games; however, players may not hold onto the rim.
 - Players holding onto the rim (even briefly) will be assessed a **technical foul**.
- **DUNKING IS NOT ALLOWED DURING WARMUPS.**
- Any player caught dunking during warmups or in any other non-live situation **will be assessed a technical foul**.
 - This includes dunking after a whistle or during a stoppage in the game.

Fouls

- Any participant assessed five personal fouls will be removed from the game (fouled out).
- A technical foul is considered a personal foul.
 - **Example: a player who receives four personal fouls and one technical has fouled out.**
- A player shooting a three-point shot when fouled shall receive three free throws (only when a three-point line is available).

Free Throws

- Players may enter the lane once the ball leaves the shooter's hand (on the release).

Technical Fouls

- **Any participant who is assessed a technical foul (personal) is charged a \$15 fine. The fine is due immediately; the player may not resume play until the fine is paid.**
- All technical fouls are two-shot fouls plus the ball at mid-court.
- Any player who receives two technical fouls in a game will be ejected from the game and will be suspended for a minimum of one game.
 - Note - this excludes technical fouls for a jersey violation.
- **ANY PLAYER WHO RECEIVES THREE TECHNICAL FOULS DURING THE SEASON WILL BE SUSPENDED FOR THE REMAINDER OF THE SEASON!**
 - Note - this excludes technical fouls for a jersey violation.
 - Refunds will not be given for expelled players.
 - Players who receive their 3rd technical foul during the final game will be suspended for the next season.
- Any misinformation about a technical foul may result in a team suspension.
 - The following will be considered misinformation:
 1. Refusal to give the scorer's table the offending player's name;
 2. Lying about the name of a player who's received a technical;
 3. Attempting to play with a suspended player.

Flagrant Foul

- A flagrant foul may be a personal or technical foul of a violent or savage nature or a technical noncontact foul that displays unacceptable conduct. It may or may not be intentional.
 - If personal, it involves but is not limited to violent contact such as striking, kicking, kneeling, or an attempt to injure.
- Any player who receives a flagrant foul shall be ejected from the game and serve at least a one-game suspension.
- A flagrant foul will also count as a technical foul.

Player Conduct

- ARC is a municipal recreation program that aims to create a welcoming environment for all players. As such, the following conduct expectations are in place for all adult basketball games.
 - The following actions may result in a technical foul:
 - Use of profanity;
 - Complaining about or questioning an official's call by a non-team manager;
 - Persistent complaint about judgment calls by any player (including managers);
 - Abusive or profane language by a spectator (team technical shall be assessed) and the spectator will be removed from the ARC;
 - The following actions shall result in a technical foul, double technical (ejection) or flagrant foul:
 - Use of profanity toward an official or an opposing player;
 - Making a comment that is personal in nature to or about an official or opposing player;
 - Any attempt to "bait," taunt or otherwise instigate an opponent;
 - An attempt to physically intimidate an opponent or official;
 - Any player attempting to play while under the influence of alcohol and/or an illegal substance (immediate ejection).
- Any physical contact with an official will result in ejection from the league and notification of authorities.
- **NOTE:** The officials' jurisdiction begins when a player arrives on site and ends when the player leaves. Actions that occur before, during, and after games are all subject to a technical foul, flagrant foul, or ejection.
- Alcohol, illegal substances, and tobacco are not permitted on-site during any AFRC activities.
 - **Players who are under the influence of alcohol and/or illegal substances (consumed before game time) will be subject to immediate ejection from the game and facility.**

- **DPS will be contacted immediately if an individual poses a public safety concern.**
- Food and any beverage other than water are not permitted in the gym.

Fighting

- Any player found to be fighting will be ejected from the game and may be ejected from the league for the remainder of the season.
- ARC will use a strict definition of fighting and shall impose the fighting penalty for any of the following actions:
 - Throwing a punch (regardless of whether it is landed)
 - Slapping or pushing a player's face or head area
 - Grabbing or pushing a player during an altercation (exception: trying to restrain a player from your own team)
 - Any violent, physical act on another player outside of the actions allowed in basketball
- **Example: throwing a player to the court**
- Any player who leaves the bench while an altercation is happening shall be considered to be fighting (except if an official specifically asks players to help restore order).
- The officials have the right to halt and discontinue any game if it is believed that allowing a game to continue may result in a fight or an out-of-control situation.

Spectator Attendance and Conduct

- **Spectator conduct is the responsibility of the teams and players.** Fans and children must be seated in the bleachers and behave appropriately. Technical fouls will be assessed based on poor fan conduct and spectators may be removed from the ARC.
- Alcohol, illegal substances, and tobacco are not permitted on-site during any ARC activities.
 - **Spectators who are under the influence of alcohol and/or illegal substances will be subject to immediate ejection from the facility.**
 - **DPS will be contacted immediately if an individual poses a public safety concern.**
- Food and any beverage other than water are not permitted in the gym.

Officials

- The officials for the ARC Adult Basketball League are contracted from an outside officials' organization and are not employees of ARC or the City. However, the officials are expected to treat players professionally and respectfully and uphold all the rules and policies in this manual.
- ARC contracts for two officials per game and intends to play each game with two officials.
- If one official is unavailable, a game may be officiated by one official and will be considered an official game.
- If neither official is present, teams may decide to proceed in one of the following ways:
 1. Solicit a volunteer(s) to officiate the game.
 2. Play a self-officiated game.
 - **If option 1 or 2 are agreed upon, the game must be played to completion.** Once a game has begun, it is considered an official game and cannot be replayed.
 - If an official(s) arrives to complete the game, it will not be restarted but will continue with the official(s).
 3. Declare the game a no-contest, so neither team's standings are affected.

Team Conduct

- Any team that consistently exhibits poor sportsmanship may be eliminated from the league with a forfeiture of all fees.
- Officials and teams shall report all poor sportsmanship to the League Coordinator.

Rules Not Listed

- Any rule not listed in this manual will be governed by NFHS (High School) rules.

Forfeits

- If you must forfeit, please call the opposing team manager and the ARC Main Line (575-439-4142) as soon as possible.

Schedule and Standings

- All standings and schedules will be posted at ARC and on our registration software.

Weather

- In the event of severe weather, each team manager is responsible for contacting ARC at (575) 439-4142 to get the official notice of cancellations, if there is one. You should not call until after 4:00 pm on the day of your game, as decisions will not be made until this time. Cancelled games may or may not be rescheduled dependent on facility, official and staff availability.

League Champions

- The first-place team players will each receive a championship t-shirt.

