

Jefferson City Parks and Recreation
 Adult Winter Basketball 2009-2010
 Play Begins: Wednesday December 2nd

FACILITY & # OF TEAMS	WEDNESDAY	SUNDAY
Simonsen (6 Teams) (10 Games)	Mens 1A	
J.C.H.S. Stage Floor (8 Teams) (10 Games)		Mens 2A
J.C.H.S. Main Floor (8 Teams) (10 Games)		Mens 3A

LEAGUE DESCRIPTIONS

1A - This is a slightly competitive recreational league for new and intermediate players. Anyone who plays in 3A cannot play 1A. This is also a non-fast break league. (See Game Procedures 21.)

2A - This is a somewhat competitive recreational league for intermediate players.

3A - This league is moderately competitive and designed for more advanced players.



JEFFERSON CITY PARKS AND RECREATION

WINTER BASKETBALL 2009-2010

REGISTRATION INFORMATION

1. Participants register as teams. Individuals wishing to play shall be given access to team manager and roster lists in an attempt to find a team on which to play.
2. **Registration fee for 1A is \$295 per team for a 10-game schedule. Registration fee for 2A & 3A is \$295 for a 10-game schedule.** This total must be paid at the time the in team is registered for the program. Checks should be made payable to Jefferson City Parks and Recreation. Teams will also be required to pay a **\$100 forfeit/reimbursement fee** deposit. This fee must also be paid at the time of registration with a check or credit card *separate* from the team entry fee. This check will not be cashed or credit card debited unless a team forfeits a game(s). See Reimbursement Fee Due to Forfeit on page 3.
3. Registrations will be accepted on a first-come-first-served basis during Parks and Recreation office hours **Monday, October 5, 2009 through Friday, November 6, 2009**. (The Parks and Recreation Department is located at 427 Monroe St.)
4. To register a team, complete the attached roster form and return it along with your entry fee and forfeit deposit fee to the Parks and Recreation Office. **NO REFUND OF ENTRY FEE WILL BE MADE UNLESS PARKS AND RECREATION CANCELS A PROGRAM OR PORTION THEREOF.**
5. The program will begin **December 2, 2009** and run through mid March 2010.
6. **Leagues are offered on Sunday and Wednesday.** A 2A and a 3A league will be played on Sunday at Jefferson City High School. A 1A league will be played on Wednesday at Simonsen. Players will be restricted in the leagues in which they participate. Players playing in the 3A league may not play in the 1A league, but may play in the 2A league. Rosters will be checked throughout the session for compliance. Depending on the number of teams in the leagues, it is possible to play some teams more often than others.
7. The Parks and Recreation Department reserves the right to reschedule canceled games into any gymnasium and time slot available.
8. Game times for Sunday will be 7:00, 8:00, 9:00, 10:00. Game times for Wednesday will be 7:30, 8:30, 9:30 or adjusted to fit the number of teams registered or time slots available at each gymnasium.
9. Each roster must be made up of at least eight (8) and no more than twelve (12) participants. Rosters will be checked against last year's rosters to determine where a team should play. A team that won or had a winning record last year may not drop down to a lower league.
10. Team managers must complete the attached roster form providing the name, address, home and work phones for all players listed on the roster.
11. Acceptance of a team registration is interpreted to mean that the team manager and all players are thoroughly familiar with this packet and agree to abide by all rules stipulated within.
12. Acceptance by the Department of Parks and Recreation of any adult sports team registration implies that all participants are specifically granting irrevocable permission to Parks and Recreation and its assigns, both during and anytime after, to use their likeness, name, voice, or words in either television, radio, film, newspapers, magazines, and other media, and in any form, for the purpose of advertising or communicating the purposes and activities for the Department of Parks and Recreation.

For game cancellation information due to inclement weather, call the **Parks & Recreation HOTLINE, 634-6485 or 680-7057 for Jason Ratcliff**. Games scheduled in public school facilities are automatically canceled if that school is closed for the day due to inclement weather.

RULES AND REGULATIONS

OBJECTIVES

This program is designed to provide a quality leisure experience for the participants by providing an opportunity to enjoy physical activity while deriving the many positive benefits for sport. It is not meant to be, and will not become, an intensely competitive program in which participants place the importance of winning ahead of sportsmanship and fun.

ELIGIBILITY

1. Only players whose 18th birthday is before September 1, 2009 and/or who are out of high school may participate in Adult Basketball.
2. Rosters will be "frozen" on December 20th for the Sunday leagues and December 16th for the Wednesday league. Players may not be added after that time. Parks and Recreation will provide a scorekeeper with prepared score sheets/line-ups to eliminate the use of ineligible players. If a team plays an individual who is not listed on the official team roster and his participation is discovered by Parks and Recreation, the game will be forfeited by the team using the ineligible player. All players MUST be able to produce positive identification if requested by an official.

REIMBURSEMENT FEE DUE TO FORFEIT

Any team which forfeits a regularly scheduled game and the opposing team does not get to play what would be equivalent to such will be assessed a \$30 reimbursement fee (this fee represents the game fee and reimburses the team for the game they did not get to play) which will be deducted from the deposit paid at the time of registration. Three forfeits will automatically remove a team from further league competition and no refund will be given for any unused monies. Prior notification of Parks and Recreation no longer exempts teams from paying a reimbursement fee.

PLAYER/TEAM CONDUCT

1. All players and teams will be expected to conduct themselves in a sportsmanlike manner.
2. Undue harassment of the officials may result in the ejection of the individual(s) involved from the game. Any player, coach, or fan who is ejected from a game and reported to the Parks and Recreation Department by a sports official or department representative will be suspended from attendance/participation in his team's next game.
3. After an ejection, the individual ejected must immediately leave the gym. Failure to do so or continued harassment of the official will lead to suspension from the program for the remainder of the season and forfeiture of the game by that player's team.
4. REMOVAL FROM PROGRAM: Any player who strikes, attempts to strike or verbally threatens an official or program supervisor; who strikes or attempts to strike another player; or who is assessed three unsportsmanlike technical fouls in the season is suspended from participation in all Parks and Recreation basketball leagues for a period of one calendar year.
5. Any team which is assessed three unsportsmanlike technical fouls in 2 games is removed from the league. All of the individuals assessed 2 or more of these 6 technical fouls are suspended from all Parks and Recreation basketball for a period of one calendar year.
6. Any disagreement with a judgment call of any official shall result in an unsportsmanlike technical foul. This includes any verbal objection to or protest of any call and/or any body language which indicates dissatisfaction with or disapproval of any call.
7. The officials will have the authority to call technical fouls at the game site after the game. A technical foul(s) assessed a player after a game will count toward both that player's total of three before he is disqualified for the season and toward his suspension from the next game if it is his second technical foul of the evening. If the post-game technical foul(s) is the team's third of the evening, the fouls will count toward expulsion of the team from the league (see GAME PROCEDURE, Rule #14).

8. All managers are encouraged to instruct their players on the importance of proper facility care. *By participating in this program every player accepts responsibility for the facilities and equipment involved--a player guilty of careless destruction of property (rims, nets, etc.) is personally responsible for the damages.* Any team or individual who intentionally damages park property or facilities being used for Parks and Recreation programs will be billed for the full replacement cost of said property and will be suspended from all Parks and Recreation programs until such restitution is made.
9. Any team or individual who fails to heed the request of on-site Parks and Recreation personnel regarding program operation or facility care will be suspended from all Parks and Recreation programs until he/she/they submits a written account of the incident and is reinstated by the Recreation Division Director and Recreation Program Supervisor.
10. Parks and Recreation reserves the right to lengthen any suspension if circumstances so warrant.
11. Due to difficulties in the Parks and Recreation Department providing supervision, managers are asked to instruct all players to arrive no more than 15 minutes prior to the first game of each evening.
12. We also ask that parents who are taking part in the program not allow children to run free during games. It seems that many parents bring children to games and then leave them unsupervised while playing. This is a legitimate concern to Parks and Recreation and offers the possibility of a real tragedy should a child be injured or missing.

SMOKING/ALCOHOL

1. Smoking is not permitted in any of the gyms used for Adult Basketball.
2. Alcoholic beverages may not be consumed on the premises, including parking lots, of any facility used for Adult Basketball. Possession and consumption of alcohol are grounds for expulsion from the program. Fans and players under the influence of alcohol will be asked to leave the premises. Failure to do so will result in forfeiture of the game and removal of the individual from the program. Players are asked to keep in mind that gyms used for this program are made available to the Parks and Recreation Department for community recreation and thoughtless behavior in or around these facilities jeopardizes future usage.

UNIFORMS

1. We recommend that game shoes be carried into the gym. No wet or muddy shoes will be allowed in any game.
2. The players of each team shall be dressed uniformly in shirts of the same style and color with minimum **6" numbers on front or back**. Any number will be allowed, but players will not be allowed to participate with three digit numbers. Players must also wear shorts or sweat pants, which need not be uniform.
3. All players **MUST** wear basketball or tennis shoes while participating in Parks and Recreation play. Soft-soled street shoes are not acceptable.
4. No jewelry may be worn except smooth wedding bands.
5. Players not adhering to these requirements will not be permitted to play.

GAME PROCEDURE

1. All games will be played according to the official rules of high school basketball except as stipulated herein.
2. Absolutely **NO dunking/stuffing/slamming of the ball or intentional grasping of any rim before, during, or after the game is permitted** (this includes all baskets in any gym and includes the time before a game while waiting for the previous game to be completed.) A violation of this rule before or during the game will constitute an automatic ejection and a technical foul. A violation after the game will result in suspension from the next game.
3. Game time is forfeit time. Teams must have at least four players ready to play at game time or the game will be forfeited. The names of all of the players will be listed on a Parks and Recreation lineup sheet and only those players shall be eligible to participate. The manager will need to fill the players' numbers on the sheet and return it to the scorekeeper. If at any time during the game the regulation number of players are present, all must play.
4. League standings will be kept and individual awards will be presented to the championship team in each division. Should a tie occur, head-to-head competition between the tied teams will be used to determine a league champion. If head-to-head competition does not produce a winner, net points will be used to determine the champion.
5. The Parks and Recreation Department will supply the game ball.
6. The game score and total fouls per team and individuals will be kept by a scorer who will also operate an electric clock. The score of the game will be posted on a flip scorer and the clock will show time remaining. The scorer will not keep individual scoring.
7. There are no restrictions on team sponsorship.
8. Each team is entitled to two 45-second timeouts per game and one per overtime.
9. The game will consist of two 20-minute halves with the clock running continuously. Overtime periods will be 3 minutes with regulation clock stoppages during the final two. The clock will stop only under these circumstances: 1) a timeout is called; 2) an injury occurs which necessitates stoppage of the game for first aid or other medical attention; 3) all regular clock stoppages during the final two (2) minutes of the first half and only when the score differential is 15 points or less in the second half; 4) disciplinary action by an official towards a player, coach, or fan when requested by an official.
10. When any program participant is bleeding, has blood on his or her person or clothing, or has an open wound, he or she must leave the activity for appropriate treatment including bandaging as necessary to prevent recurrence. In all adult sports each team should be equipped with first aid supplies including rubber gloves and bandages for treatment of wounds, and 70% isopropyl alcohol for disinfecting skin and uniforms. Parks and Recreation will not supply any of these items.
11. In all adult basketball leagues a substitute shall replace a player leaving the game per this rule. The original player may not return until the next opportunity for substitutions. If a team does not have an available substitute it may play with less than four players (under these circumstances only).
12. Parks and Recreation leagues will use the 3-point line in gyms where it is marked.
13. All technical fouls are punishable by two shots and the ball. On the first technical foul on a team in a game, the standard two free throws and possession rule will apply. If the technical foul is unsportsmanlike, the player assessed the foul is disqualified for five minutes. (The team may play with a substitute.) On the second unsportsmanlike technical foul on the same team in one game the penalty shall be two free throws, possession of the ball, and a five minute disqualification for the offending individual during which his team must play short. If the second technical is assessed to a player or manager on the bench the offending team must choose a player from their team on the court at the time to serve the five minute disqualification.
14. Two unsportsmanlike technical fouls on the same individual in one game is cause for immediate ejection and a one game suspension. The third unsportsmanlike technical foul on the same team in one game constitutes an immediate forfeit (no reimbursement fee).
15. A scorekeeper will record the score on a Score Validation Card which must be signed by the coach of both teams following each game. Refusal to sign the Score Validation Card constitutes

- a forfeit.
16. All game officials will be approved by the Parks and Recreation Department and will have the authority to enforce all rules and regulations. They will have the authority to order a player, manager, coach, captain, fan, or trainer to do, or refrain from doing, any act which, in their judgment, is necessary to give force and effect to one or all rules and regulations.
 17. Forms are available on which team managers/coaches may express their dissatisfaction with officials. Action will be taken by the Parks and Recreation Department only on written complaints.
 18. A protest will be considered only if the following criterion are met:
 - A) the manager of the protesting team must notify the official during the game that the remainder of the game is being played under protest
 - B) the protest must be filed in writing within one (1) working day of the completion of the game with the Parks and Recreation Department. This filing must be made by the manager and must be accompanied by a fee of \$5.00, which will be refunded only if the protest is upheld
 - C) the written protest must include the following:
 1. date, time, and place of game
 2. names of the officials
 3. the rule and section of the official rule book being challenged
 4. the decision and conditions surrounding the making of the decision
 5. all essential facts involved in the protest
- PROTESTS BASES ON REFEREE JUDGMENT WILL NOT BE CONSIDERED.**
19. Any protest which is upheld will be replayed only if it affects the league championship. The game will not be recorded in league standings.
 20. If a game is forfeited, the officials will work a "practice" game during the time slot involved. However, the same league rules apply and a player may be ejected and suspended for unsportsmanlike behavior. If the team which has shown up would rather use the time for practice they may do so.
 21. **1A League Only** - This league will be a non-fast break league. Before the offensive team can bring the ball into front court, at least two defensive players must be established in the front court. If the two defensive players are not established and the ball is brought into front court, the play shall be blown dead and the ball will be taken out by the offensive team with all five of the defensive players in front court. If the defensive team is not making a reasonable effort to establish in the front court, the referee may waive the restriction off and let play resume. Each team will be given one warning. After the warning, the next infraction will be treated as a violation and the ball given to the other team. If a team chooses to press, this rule will be waived off during that possession.

RESCHEDULING

1. When games are canceled due to inclement weather, scheduling difficulties, etc. the team manager will be notified by phone or mail of the rescheduling of the game involved.
2. If a manager has not been notified about the rescheduling within a week of the cancellation, he/she should contact **Jason Ratcliff at 634-6532, 680-7057 or 230-5322**. The ultimate responsibility for obtaining information about rescheduling and informing players belongs to the team manager.
3. The Parks and Recreation Department reserves the right to reschedule for any day, gym, or time when it becomes necessary to do so in order to complete the league schedule. If a team is unable to play at the rescheduled time, they will not have to pay the reimbursement fee, but the game will count as a forfeit loss on their record.

