



**JC
PARKS**

Adult Basketball

2021 - 2022



REGISTRATION: OCTOBER 1 - NOVEMBER 5

LEAGUE BEGINS: DECEMBER 5

FEE: \$400

LATE FEE: \$420

\$80 FORFEIT FEE DEPOSIT

GAMES WILL BE PLAYED AT THE LINC

JC PARKS WINTER BASKETBALL 2021-2022

REGISTRATION INFORMATION

1. Participants register as teams. Individuals without a team who wish to play should contact Missy Morarity at mmorarity@jeffcitymo.org. Their name and contact information will be provided to team managers.
2. **Registration fee is \$400 per team for a 10-game schedule.** This total must be paid at the time the team is registered for the program. **Checks should be made payable to JC Parks.** Teams will also be required to pay a **\$80 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 charged 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 **October 1 - November 5.**
4. To register a team, complete the required roster form and return it along with your entry fee and forfeit deposit fee to JC Parks at the Linc. You may also register online at www.jeffersoncitymo.gov/parks. If you register online, you will need to either bring your roster by the office or email it to mmorarity@jeffcitymo.org. **NO REFUND OF ENTRY FEE WILL BE MADE UNLESS JC PARKS CANCELS A PROGRAM OR PORTION THEREOF.**
5. The program will begin **December 5** and run through approximately the end of February.
6. **Games are played on Sunday evenings at the Linc.** Rosters will be checked throughout the session for compliance. Depending on the number of teams in the divisions, it is possible to play some teams more often than others.
7. **A Division** - This division is moderately competitive and designed for more advanced players. **B Division** - This is a somewhat competitive recreational division for intermediate players.
8. JC Parks reserves the right to reschedule canceled games into any gymnasium and time slot available.
9. **Game times for Sunday are 6:15, 7:15, 8:15, and 9:15 p.m.**
10. Each roster must have a minimum of five (5) and no more than ten (10) players.
11. Team managers must complete the attached roster form providing the name, email address, cell or daytime phone number for all players listed on the roster. **Please list your jersey color on your roster as well. If your team doesn't already have jerseys, please don't get black ones.**
12. 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.
13. A scorekeeper will be supplied by JC Parks for each game. These scorekeepers will run the clock and keep the book.
14. Acceptance by the JC Parks of any adult sports team registration implies that all participants are specifically granting irrevocable permission to JC Parks and its assigns, both during and any time 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.

SCHEDULES

Schedules and make-up games will be posted on-line only. Go to the JC Parks website at www.jeffersoncitymo.gov/parks, hover over Programs & Activities along the top, then click on Adult Sports under Adult Programs. Once on the Adult Basketball page, you can click on the [League Schedules and Standings](#) link or go directly to www.teamsideline.com/jeffersoncity. Then find Winter Basketball under the Games Schedules link in the middle of the page, once on that page click on your league.

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 of 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 good sportsmanship and fun.

ELIGIBILITY

- 1. Players must be 18 by September 1, 2021 and/or must be out of high school to participate in Adult Basketball.**
2. Rosters will be "frozen" January 2, 2022. Players may not be added after that time. JC Parks will provide 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 JC Parks, 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 that forfeits a regularly scheduled game and the opposing team does not get to play what would be equivalent to such will be assessed a \$40 reimbursement fee (this fee represents the per game fee and reimburses the team's opponent 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 the remaining games. Prior notification of forfeit to Parks and Recreation does not exempt teams from paying a forfeit fee.

PLAYER/TEAM CONDUCT

1. All players and teams will be expected to display good sportsmanship and conduct.
2. Undue harassment of the officials may result in the ejection of the individual(s) involved from the game. Any player, coach, or fan that is ejected from a game and reported to

- JC Parks 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 3 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 3 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 JC Parks 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 to a player after a game will count toward both that player's total of 3 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 Assistant Director and Recreation Program Manager.
 10. JC Parks reserves the right to lengthen any suspension if circumstances so warrant.
 11. Managers are asked to instruct all players to arrive no more than 15 minutes prior to their game.
 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 go missing.

SMOKING/ALCOHOL

1. Smoking, use of e-cigarettes, vaping, or any type of tobacco is not permitted in the Linc.
2. Alcoholic beverages may not be consumed on the premises, including parking lots. Possession and consumption of alcohol are grounds for expulsion from the program.

Fans and players suspected to be 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.

UNIFORMS

1. We request 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 – numbers used should not be greater than 5. Numbers 6 – 9, or any combination of these numbers, are illegal numbers.** Numbers must be iron-on or screen printed on the shirts. No marker or tape numbers. Players must also wear shorts or sweat pants, which need not be uniform, but should be in good condition.
3. All players MUST wear basketball or athletic shoes while participating in this basketball league. Soft-soled street shoes are not acceptable.
4. No jewelry may be worn except smooth wedding bands.
5. There are no restrictions on team sponsorship.
6. 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. **Dunking/stuffing/slamming of the ball or intentional grasping of any rim before, during, or after the game, is ABSOLUTELY PROHIBITED** (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 three 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 will be eligible to participate. The manager will need to fill in the players' numbers on the sheet and return it to the scorekeeper. If at any time during the game the regulation number of players is present, the lineup sheet will be amended and 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 the champion. If head-to-head competition does not produce a winner, net points will be used to determine the champion.
5. JC Parks will supply the game ball.
6. The game score and total fouls per team and individuals will be kept by a scorekeeper who will also operate a game clock and scoreboard. The scorekeeper will not keep individual scoring.
7. Each team is entitled to two 45-second timeouts per game and one per overtime.
8. The game will consist of two 20-minute halves. The clock will run continuously until the final two minutes of each half or a timeout is called. During the final two minutes, the

clock will stop on all official whistles. If the score differential is 16 points or more, the clock will not stop in the final two minutes of the second half. In addition, the clock will also stop under the following circumstances: 1) an injury occurs, which necessitates stoppage of the game for first aid or other medical attention; 2) disciplinary action by an official towards a player, coach, or fan, when requested by an official.

9. Overtime periods will be 3 minutes with regulation clock stoppages during the final two.
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.
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 three players (under these circumstances only).
12. Parks and Recreation leagues will use the 3-point line.
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 time 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 Game Administration Sheet which must be signed by the manager/coach of both teams following each game. Refusal to sign the Game Administration Sheet constitutes a forfeit.
16. All game officials will be approved by JC Parks 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 criteria 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 said decision
5. all essential facts involved in the protest

PROTESTS BASED 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. If a practice game is played the opposing team will not receive the forfeit/reimbursement fee. During practice games, the same league rules apply and a player may be ejected and suspended for unsportsmanlike behavior.

CANCELLATIONS & RESCHEDULING

1. Information regarding cancellations during inclement weather will be available by calling the Linc at 573-634-6482 or on the JC Parks website at https://www.jeffersoncitymo.gov/parksabout_us/cancellations_and_closings.php.
2. When games are canceled due to inclement weather, scheduling difficulties, etc. the team manager will be notified by phone, text, or email of the rescheduling of the game involved. The rescheduled game will also be updated on-line at www.teamsideline.com/jeffersoncity.
3. If a manager has not been notified about the rescheduling within a week of the cancellation, he/she should contact **Missy Morarity at (573) 634-6563 or mmorarity@jeffcitymo.org**. The ultimate responsibility for obtaining information about rescheduling and informing players belongs to the team manager.
4. JC Parks 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 a rescheduled game which is on the same night they normally play, they will be responsible for paying the reimbursement fee to the opposing manager and the forfeit will count as a loss on their record. If a make-up game is rescheduled for a different night of the week and a team is unable to play, they will not have to pay the reimbursement fee, but the game will count as a forfeit loss on their record. (We make every effort to reschedule games on the same night the teams normally play.)