

PJCC Adult Basketball League Information and Rules

SCHEDULE AND PLAYOFF PROCEDURE

1. League will consist of 7 weeks of regular season play and 2 weeks of playoff games.
2. League championship will be determined by season ending playoff games
Tie Breaker for post-season positions:
 - a. Record in head-to-head competition.
 - b. Fewest points given up for the entire season.
3. Top 4 teams in each division will compete in the playoffs.
4. Playoffs will be single elimination and will determine the conference champion.
5. Conference champions will play to determine overall league champion.

TEAM AND PLAYER ELIGIBILITY

League Fees must be paid in full before tipoff of game one, unless other arrangements have been made between League Coordinator and team Captain. If fees are not paid prior to tipoff the team will be forced to forfeit

1. All players must be at least 18 years of age in order to participate in the league.
2. Team roster must have a minimum of **6** players.
3. Only players listed on the team roster are eligible to play.
 - a. If you would like to add a player to your roster, please notify the league coordinator prior to the game.
4. .Any team that plays with an ineligible player is subject to forfeiture of all league games in which that player participated.
5. .Each player must have a shirt or jersey with a number on the back of it to be eligible to play.
6. .A player **MUST** have participated in **2** of their team's games in order to be eligible for the playoffs.

7. 8.All players **MUST** sign a PJCC Activity waiver form before their first game.

ROSTER AND PLAYER CONTRACTS

1. Players may be dropped any time during the season. A player must sit out one week before being added to another team in the league.
2. New players may not be added after the 5th league game. Managers who lose players through injury may petition the league coordinator for replacement of said player.

GOVERNING BODY

1. The Recreation Coordinator in charge of sports shall serve as league director and has final authority to make decisions pertaining to all league rules and regulations.

PLAYING RULES

The current National Federation High School Rule Book will govern this League except for the following rules:

1. **Individual Technical Fouls** – A player receiving two technical fouls will be automatically ejected from the game.
2. **Team Technical Fouls** – When a team accumulates a total of 5 technical fouls over the course of the season, a loss will be assessed to the team. Each technical foul thereafter over the course of the season will result in another loss being assessed.
3. **Ejection** – Any player ejected from a game may be suspended for at least his next game or longer, per the decision of the league coordinator. Repeated offenses will result in expulsion from the league.

4. **Leaving Your Bench** – A technical foul will be given to all players who leave their bench during an altercation on the court. The only exception is the team captain in the event he/she is trying to maintain order and resolve the situation calmly. Technical fouls may be given by either the referees or scorer's table.
5. **Language** – Racially motivated language will not be tolerated. Consequences may include technical fouls, suspension, and possible expulsion from the league. The league director will be in charge of making the final decisions in these matters.
6. **Personal Fouls** – Any player committing his 5th personal foul is automatically disqualified from further play for that game.
7. **Starting Players** – A team may start a game with a minimum of 4 players. Teams down to 3 players will not be allowed to continue and will be assessed a forfeit.
8. **Jerseys** – **All teams must have numbered jerseys/shirts.** An illegal jersey/shirt is one that is not of similar color, having no number or duplicate number. **“Tape” for numbers is prohibited.** If a player does not have a jersey he or she needs to rent one from the PJCC for. They will need to fill out the rental form and pay a fee of **\$3.00** for the jersey rental.
9. **Time Limit** – games will be divided into two 20 minute halves with a running clock except for time outs. The clock will stop on all whistles during the last **30 seconds** of the first half no matter what the score. The clock will stop on all whistles in the final **2** minutes of the game, if the score is within **10** points
10. **Time Outs** – each team is allowed **2** time outs per half. Each team will receive one additional timeout in each overtime period. Timeouts may not be accumulated or carried over to the next half or overtime.
11. **Overtime** – A tie game at the end of two halves will be decided by a TWO minute overtime period. The clock stops in the last minute. If still tied, there will be another TWO minute overtime period. If still tied after the second overtime the game will go into its third and final overtime period which will be the first team to score **two** points will win the game. There will be a **30**

second shot clock for all overtime periods. (Note: In playoffs teams will compete in as many two-minute overtime periods as necessary to determine the winner.)

12. **Free Throws** – The 7th team foul will be the start of 1 and 1 bonus, the 10th team foul will be the start of double bonus. On free throws, we will play “**on the release**”. Only players lined up next to the key may move in before the ball hits the backboard or rim (not the shooter or anyone outside of the key).
13. **Shot Clock** – There will be a **30** second shot clock in the last **2** minutes of the second half if the score is within **10** points.

FORFEITS

1. Teams must be on the floor with four players by the starting time of the game. If there are not enough players to begin the game, 20 minutes will be put on the clock and run down to 15. The team which has enough players will receive two points for each minute (beginning at 19:59, 18:59, etc.) Teams may not use time-outs during this grace period and all players must be at the center circle ready for tip-off by “15:00” or the game will be declared a forfeit.
2. Postponement or rescheduling of games will not be done once the league begins. Only the league director may make necessary changes to the league schedule.
3. Forfeits may be declared by the league director for any of the following:
 - a. Failure to start game with at least 4 players by 5 minutes after first scheduled game and at game time for all succeeding games.
 - b. Using an ineligible player.
 - c. Unsportsmanlike conduct by a team or player.
 - d. Lack of control by a team captain over his players and/or spectators.
 - e. Harassment of officials.
4. A **\$35.00 forfeit penalty** will be charged to each team who forfeits as specified below. The fee must be paid prior to the start of the team’s game the following week. The \$35.00 fee will go on the opposing teams account as

a credit to the next adult basketball league season. Teams that have not taken care of forfeit penalties will not be able to play their next games and will be assessed an additional forfeit penalty.

PROTESTS

1. All protests shall be ruled upon by the league director. Whenever a matter of protest arises during a game, the captain of the protesting team shall immediately notify the opposing captain, the head official and the gym supervisor.
2. The filing of the "Intent to Protest" must be followed up by filing an official protest with the league director by 5:00 pm of the following working day.
3. By signing my name below, I certify that I have read the above information. Any questions concerning these policies have been discussed. Failure to abide by these rules and conditions will result in disqualification and can affect future participation in any of the PJCC leagues or programs. You may receive a copy of this document upon request.

Team Name: _____

Captains Name: _____

Captain's Signature: _____

Date: _____