

# **JCC ADULT BASKETBALL LEAGUE RULES**

The JCC is a membership based community center. We are happy to open our gym to non-member teams to play. However, please be respectful and abide by the following rules.

**Admittance to the courts will be allowed 15 minutes prior to 7pm tip-off.**

**Courts not scheduled for league play and the fitness center are for JCC Member use only.**

## **JCC POLICIES**

1. All players and visitors are expected to adhere to the **JCC Code of Conduct**:  
*The JCC has a Zero Tolerance Policy. The JCC reserves the right to suspend or revoke membership privileges of members whose behavior is deemed inappropriate or detrimental to the wellbeing of the Center, its staff and/or members. The JCC reserves the right to expel visitors from the facility under the same circumstances. Boisterous behavior and profane language are not permitted. Abusive treatment of staff, members, and/or the facility and its equipment are not tolerated. Membership may be cancelled for violation of the general operating rules of the Jewish Community Centers. Refunds will not be issued for cancelled memberships or expulsion from the league.*
2. Players who are not members of the JCC are guests of our facility. All non-members are expected to show valid picture ID upon entering the facility or run the risk of being denied access.
3. In order to receive a league schedule, a full team roster must be submitted and all participants must be paid in full. Any roster changes must be discussed and cleared by the League Commissioner.
4. All players must be 18 years or older and in compliance with league age requirements and restrictions.
5. Every player must sign the liability waiver and Rules and Regulations prior to participating. No signature, no play!
6. Facility Maintenance – All teams/players are responsible for picking up trash and belongings after their game. The JCC is not responsible for lost items.

## **ROSTERS/UNIFORMS**

1. Rosters are due at the time of registration. All rosters must include Player names, address, email, and signatures of all players listed on roster.
2. Teams will not be scheduled until a fully completed roster is turned in to the league commissioner.
3. Players may not be added to rosters after game 4.
4. **UNIFORMS** (Effective Game 2 & Playoffs). Teams must be in matching colored jerseys with numbers. Violations will result in a team being dismissed from the league without refund. Teams must have jerseys of the same color by game 2 of the season. Teams in repeated violation will be taken off the schedule and will not be refunded.
5. No jewelry, hats, or bandanas allowed.
6. Players must check in at the Central Information Desk (CID) and scan their league card before entry to gym. If you lose your league card, you will be issued another one at a cost of \$5.

## **GAME RULES**

1. **NCAA rules apply unless otherwise noted.**
2. A team can start and play with 4 players.
3. Teams cannot start a game with players not on said roster.
4. Game time is the time on the schedule, with a 10 minute grace period if 4 players are not present. After that, the game shall be a forfeit.

5. If a team captain sees his team is going to forfeit, he needs to call and talk to the league commissioner personally, at least 4 hours before the first game of the evening, to allow for contact of refs and the other team. If this is not done, the team will forfeit and forfeit it's a \$60 fee.
6. Each game consists of two 20 minutes halves, with a 2 minute half time. The clock will run continuous except for the last 2 minutes of the second half, but will run if a team is ahead by **14** points with 2 minutes left. *The clock will continue to stop during dead balls as long as the lead is 14 points or less.*
7. There are two 30 second time outs per half. No time outs carry over to overtime, and each team has 1 timeout during overtime.
  - \*You cannot advance the ball to half-court on a TO
  - \*After a TO, the game clock will start after the ball is in play
  - \*Either team can call TO after a made basket
8. Overtime: One 2 minute overtime. Clocks will stop on made baskets, fouls and dead balls. Double OT – One 1 minute overtime. \*\*Team fouls roll over from regulation to overtime(s)
9. **5 fouls per player.** Technical foul is a team foul and personal foul. PLAYERS SIT 5 MINS FOR 1<sup>ST</sup> TECHNICAL FOUL. SECOND TECHNICAL FOUL AND THE PLAYER MUST LEAVE THE FACILITIES AT ONCE AND SIT OUT THE FOLLOWING GAME. 1+1 bonus awarded on 7th Team foul per half. Double bonus awarded on 10th team foul per half.
10. Any player ejected from a game with 2 technical fouls will not be allowed to play in the next scheduled game. \*\*EXCESIVE TECHNICAL FOULS WILL RESULT IN THE REMOVAL OF OFFENDING PLAYER FOR THE DURATION OF THE SEASON.
11. PLAYOFFS: ONLY THE TOP 8 TEAMS IN THEIR DIVISIONS WILL BE IN THE TOURNAMENT. Standings will be based first on team record. In the event of a tie, we will look to the head-to-head record. Then we will go to least points against and finally, most points scored.
12. If a player has not participated in a minimum of 4 regular season games, that player is not eligible to play in the post season.

## LEAGUE CONDUCT AND RULES

1. THE REFEREES ARE THE FINAL AUTHORITY. Referees are instructed to issue Technical fouls for any and all unsportsmanlike disputes in regards to any call.
2. If any player is involved in a fight, they are automatically ejected for the season, and will not be allowed to play in any further leagues of the JCC.
3. The team captain must maintain control over his players at all times. There will be no tolerance for disputing calls during a game. You may contact the League Commissioner if you have questions or concerns regarding the officials.
4. NO FOOD OR DRINK OTHER THAN WATER ALLOWED IN THE GYM. YOU WILL BE ASKED TO REMOVE IT.
5. Spectators and children are not allowed to use the courts at anytime. Unattended children are not allowed to roam freely through the facilities and must be accompanied by an adult at all times for safety and liability reasons.



Assistant Athletic Director: Kristofer Todd (210) 302-6844

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**ALL PLAYERS ON TEAM ROSTERS MUST SIGN BELOW AND RETURN ON GAME ONE OF THE SEASON.**

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Printed Name | Signature

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Printed Name | Signature

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Printed Name | Signature

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