



MJCC BASKETBALL INFORMATION AND RULES

ATHLETIC SUPERVISOR: TIM HENSON (615-642-6130)

1. **ENTRY FEE:** \$500.00 per team (including playoffs). Please make checks payable to: MJCC. You WILL NOT be guaranteed a spot until full payment has been received. **THERE IS NO PARTIAL PAYMENTS**
2. **FOULS:** Each team member will foul out after (5) personal fouls are called against them. Three (3) flagrant fouls assessed against one team will result in an automatic forfeit to the guilty party and the game will result in a 2-0 score regardless of which team was in the lead prior.
3. **TECHNICAL FOULS:** 1st offense – Player must sit on the bench for five (5) minutes before re-entering the game. If that player gets two (2) technical fouls in the same game they will be ejected from that game and **SUSPENDED** for the next two (2) games. In the occurrence of an immediate ejection, the said player will be suspended for the next (2) games. Any player who is ejected from two (2) games in the same season will be **BANNED** from the league for the rest of the regular season and playoffs.
4. **RULES:** We play strictly High School rules, which are found in the National Federation of High School Athletic Association Basketball Rule Book. These can be obtained from the TSSAA, 3333 Lebanon Rd, Hermitage, TN 37176. The phone # is 615-889-6740. All players must come to the score keepers table to enter the game. Player will not be allowed to enter the game from own bench. A player may leave at the release of the ball during free throw attempts.
5. **SPORTS DEPARTMENT:** Team managers **ONLY** are allowed to contact the Athletic Supervisor. Please tell this to your players and fans.
6. **LEAGUE AND TOURNAMENT:** In league play if teams are tied by win/loss records, the winner will be determined by record between the teams tied. If there is still a tie then it will go to margin of victory between the tied teams. If there is still a tie then it will come down to overall points scored in the total season.

7. **CONTRACTS AND ROSTERS:**
- A. All leagues are required to register their players by having them sign a roster sheet. The roster sheet must be turned in by the 2nd game of the season. **All rosters are final after the 2nd game of the season.** No player will be allowed to play if they are not on the official roster. If a player plays without being on the roster all games that they played in will result in a forfeit. In case of injury a player may be added to the official roster of said team. This will be at the discretion of the Athletic Supervisor. A player **MUST** compete in at least 6 regular season games to be eligible for the playoffs (unless an injury occurs).
 - B. Any player under a contract with a team will not be allowed to play for any other team that season.
 - C. A player contract becomes binding when the contracted player participates in a league game as a player with this team. From this period on, they become the property of the team named in the contract for the entire season unless released by the team manager.
 - D. All player contracts must be completely filled out, personally signed, and registered with the Sports Office before the player is eligible to play. Postmarked dates will be accepted.
 - E. **PLAYER IDENTITY VERIFICATIONS:** All players **MUST** show a valid form of I.D. with their name, address, and picture before participating in the league.
8. **GAME TIME:** First game starts at 6:15 p.m. There will be no grace period for any games. **IF A TEAM HAS LESS THAN 5 PLAYERS THEY WILL BE ALLOWED TO PLAY FOR (5) MINUTES (CLOCK RUNNING) TO ALLOW ANY PLAYERS WHO ARE RUNNING LATE TIME TO ARRIVE. IF TEAM DOES NOT HAVE 5 PLAYERS AFTER THE (5) MINUTES ARE UP IT WILL RESULT IN A 2-0 FORFIET.**
9. **TIME OUTS:** Each team will be awarded (2) time outs in the first half and (3) time outs in the second half. Time outs **DO NOT CARRY OVER** to the second half. In the case of overtime, each team will be awarded (1) additional time out.
10. **PROTEST:** Protests are not allowed except on player eligibility. If you protest player eligibility, you must notify the game official prior to the completion of the game and register it, in writing, to the Community Center by 12:00 noon the following day. Protest fee will be \$100.00. **CASH**

ONLY. If team wins protest they will receive the \$100.00 fee back. If they lose forfeit they lose \$100.00 fee.

11. **TEAM DISQUALIFICATION:** A team **MUST** start the game with (5) players, but a team can finish the game with less than (5) players. If (5) players are not present after the allowed (5) minutes it will result in a forfeit for that game with the opponent receiving a 2-0 victory. Any league team to forfeit (3) games scheduled on their regularly assigned night will be dropped from the league (unless MJCC okays it). Games forfeited on make-up dates will not be counted against teams in regard to disqualification.
12. **ADVERSE WEATHER:** In the event of bad weather make-up games will be played on the **THURSDAY** following the cancellation. Please contact the Athletic Supervisor for weather questions.
13. **GAME CLOCK:** The clock will not stop until the last two (2) minutes of the game. Clock will stop on timeouts. **The clock will not stop on the final (2) minutes if a team is down by more than 20 points.**
14. **JERSEYS:** All players must have matching jersey tops within a team. **NO EXCEPTIONS!!!** If a player does not have a matching jersey they will not be allowed to play. The jersey rule **WILL** take place at the third week.
15. **CONDUCT:** All that is dishonorable and unsportsmanlike is expressly condemned. The player, coach, or team may be penalized at the discretion of the Athletic Supervisor. Please report any poor conduct by players, coaches, or fans. There **WILL** be **NO** foul language. Foul language **WILL** result in a technical foul (refer to # 3). The team is responsible for their bench and fans. All conduct rules apply to fans and can result in a technical foul for the guilty team's bench.