



Jefferson City
Parks, Recreation
and Forestry

High School Hoops 2016

Registration: Nov. 2 – Dec. 2, 2015

Locations: JCHS and Lewis & Clark

Team Fee: \$185

Packets and registration forms are available
at your school's main office and at
Parks and Recreation.

All teams MUST HAVE a PARENT/ADULT
manager. If the manager is not a parent, the
manager must be at least 21 years of age and
show proof of age at time of registration.



Jefferson City Department of Parks and Recreation High School Hoops 2016

Registration: November 2 - December 2, 2015
Play Begins: Tuesday, January 5 or Wednesday, January 6, 2016

FACILITY & # OF TEAMS	
JCHS/L&C (4-8 Teams)	Senior A This league is designed for the Senior players wanting the best competition.
JCHS/L&C (4-8 Teams)	Boys A This league is designed for the higher skilled player wanting the best competition.
JCHS (4-8 Teams)	Boys B This league is designed for the players interested in moderate competition.
JCHS (4-6 Teams)	Girls This league is open league for any girls wanting to play.

All teams **MUST HAVE** a PARENT/ADULT manager.
If the manager is not a parent, the manager must be at least 21 years of age and show proof of age at time of registration.

MANDATORY PRE-SEASON MEETING

There will be a mandatory pre-season meeting for all High School Hoops managers (parent) and captains (player) on Tuesday, December 15 at 4:30 p.m. This meeting will be at the McClung Indoor Pavilion, 930 McClung Park Drive – entrance behind Lincoln Football Stadium.

All managers/captains must attend this meeting in order for their team to play in the league. League rules, facility guidelines, and player conduct will be discussed. Schedules will also be handed out.

Please contact Angie Toebben at 634-6491 for more information.

**JEFFERSON CITY PARKS AND RECREATION
WINTER HIGH SCHOOL BASKETBALL LEAGUE 2016**

REGISTRATION INFORMATION

1. All participants register as teams. Individuals wishing to play on a team will be given access to team manager and roster lists in an attempt to find a team on which to play.
2. **Registration fee is \$185 per team (late fee: \$205).** This total must be paid at the time the individual(s) are registered for the program. Checks should be made payable to "Jefferson City Parks and Recreation".
3. Registrations will be accepted during Parks and Recreation office hours from 8:00 a.m., Monday, November 2 thru 5 p.m., Wednesday, December 2 (The Parks and Recreation Department is located at 427 Monroe Street - City Hall Annex.) **A maximum of 30 teams will be allowed to register.**
4. To register as a team, simply complete the attached roster form and return it along with your league entry fee of \$185. Please bring your team roster and the total fees to the Parks and Recreation office. NO REFUND OF ENTRY FEES WILL BE MADE UNLESS PARKS AND RECREATION CANCELS A PROGRAM OR PORTION THEREOF.
5. **The program will begin on Tuesday, January 5 or Wednesday, January 6, 2016.**
6. Each team will be scheduled for seven (7) games. Depending upon the number of teams in the league, it is possible to play some teams more often than others.
7. Games will be played at Jefferson City High School: Wednesday evenings and Lewis and Clark Middle School: Tuesday evenings. Game times vary between 7:30, 8:30, 9:30, 8, 9 and 10 pm start times.
8. The Parks and Recreation Department reserves the right to reschedule canceled games into any gymnasium and time slot available.
9. Each roster must be made up of at least eight (8) and no more than twelve (12) participants currently enrolled in High School (not necessarily from the same high school) and not currently participating on an interscholastic high school basketball team. **Rosters will be "frozen" at 5 p.m. on Friday, January 8, 2016.** No roster additions will be permitted after that time for any reason: this includes suspension, termination from the league, or injuries (unless written letter from doctor)!
10. All team managers are asked to complete the information on the attached roster form providing the name, full address, home and work phone numbers of parents, city residency, the year they're presently enrolled in high school (i.e. Freshman, Sophomore, Jr., or Sr.) and the school that they currently attend on all team members (teams **are required** to have an adult manager/coach).
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 herein.

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 sportsmanship, fun, and fair play.

ELIGIBILITY

1. Only players who are in grades 9-12 and not participating on an interscholastic high school basketball team may participate in this program.
2. 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/her participation is discovered by Parks and Recreation the game will be forfeited by the team using the ineligible player in addition the team Manager/captain will suspended for one game. All players MUST be able to produce positive identification if requested by an official.
3. **Participants of the High School Hoops basketball program may only participate on one team in the same league!**

FORFEIT FEE

Any team which forfeits a regularly scheduled game must pay a \$26.50 forfeit fee to the team they deprived of a game to be reinstated in the league. This fee must be paid at the Parks and Recreation Department with a check made out to the opposing team's manager prior to the next regularly scheduled game. If it has not been paid the ensuing game will be forfeited and another \$26.50 added to the conditions for re-entering league play.

PLAYERS/FANS/MANAGERS CONDUCT

1. All players/fans/managers will be expected to conduct themselves in a sportsmanlike manner. Officials will be instructed not to permit unsportsmanlike behavior by players/fans/managers. Players/fans/managers may not "officiate" games from the floor or bench by yelling calls such as foul, traveling, 3-seconds in the lane, etc. . Verbal abuse or harassment of opponents will not be permitted. Players should be encouraged teammates rather than criticizing opponents or officials. Officials have the authority to confine offenders to the bench and remove repeat offenders of this provision from the game. Team managers are ultimately responsible for the conduct of players/coaches/fans.
2. Undue harassment of an official(s), score keepers, or opponents on or off the court will result in the ejection of the individual(s) involved from the game and possibly the program. Any player, coach, or fan who is ejected from a game will be suspended from attendance/participation in his/her team's next game (depending on the severity of the situation the individual may be suspended from the program). After an ejection, the individual(s) will be confined to the bench area or is free to leave. Continued harassment of the staff or participants will lead to suspension from the program for the remainder of the season and forfeiture of the game by that player's team.

3. **REMOVAL FROM PROGRAM:** Any player who strikes, attempts to strike, or verbally threatens to strike an official or scorekeeper; who strikes or attempts to strike another player; or who is ejected for unsportsmanlike behavior for the second time within one season is suspended from participation for the remainder of the season or for a full-year depending upon the severity of the offense.
4. 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.
5. 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 Director of General Recreation and Support Services.
6. The Department of Parks and Recreation reserves the right to lengthen any suspension if circumstances so warrant.
7. 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 their scheduled game time.

PARTICIPANT BLEEDING/BLOOD ON A UNIFORM:

In high school basketball a player or coach who is bleeding or who has blood on his/her person or clothing shall be prohibited from participating further in the game until appropriate treatment, including bandaging as necessary to prevent recurrence, has been administered. If medical care is needed, the player must leave the game until the problem situation has been resolved! A 70% isopropyl alcohol solution must be used to disinfect the skin and uniforms. All infected areas must be thoroughly cleaned before this individual is allowed to continue participating in the game. This may require that the player remove affected clothing and replace it in order to be able to continue participating in the event (replacement shirts should be of the same color. Numbers on replacement shirts are not necessary)!

SMOKING/ALCOHOL

1. Smoking is not permitted in the facilities used for High School Basketball.
2. Alcoholic beverages may not be consumed on the premises, including the parking lots, of the facility used for High School 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 the gyms used for this program are generously made available to the Parks and Recreation Department by Jefferson City High School and thoughtless behavior in or around these facilities jeopardizes future usage.

UNIFORMS

1. WE RECOMMEND THAT GAME SHOES BE CARRIED INTO THE GYMNASIUM. 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 inch numbers on both the front and back**. As per high school rules, the numbers 1, 2, and any numbers which includes 6, 7, 8, or 9 may not be used on a basketball jersey. **LEGAL NUMBERS ARE AS FOLLOWS**: 3, 4, 5, 10, 11, 12, 13, 14, 15, 20, 21, 22, 23, 24, 25, 30, 31, 32, 33, 34, 35, 40, 41, 42, 43, 44, 45, 50, 51, 52, 53, 54, & 55. REFEREES WILL BE INSTRUCTED TO GIVE ONE TECHNICAL FOUL FOR THE PARTICIPATION OF INDIVIDUAL(S) WHO'S NOT IN COMPLIANCE WITH THE WEARING OF A LEGAL NUMBER OR TEAM SHIRT COLOR. THESE TECHNICALS DO NOT COUNT TOWARDS THE TEAM/PERSONAL TOTAL FOULS.
3. Players may wear shorts or sweat pants around the waist and not on the hips, pants/shorts do not have to be uniform.
4. All players must be currently enrolled in high school, 9th - 12th grades.
5. All players MUST wear basketball or tennis shoes while participating in Parks and Recreation play. Soft-soled street shoes are not acceptable.
6. No jewelry may be worn.
7. Players not adhering to these requirements will not be permitted to play.

CRISIS

Definition: A "Crisis" is a situation in which a program participant, park user, or Parks and Recreation employee suffers from fatal or life-threatening injuries or illness at a Parks and Recreation facility or while enroute to programs in which transportation is provided by the department.

Director Lockwood will act as the official Department of Parks and Recreation spokesperson in any crisis situation(s). All other Parks and Recreation personnel should avoid discussing the crisis, and if questioned by others should respond, "I am not advised on the situation, please see Mr. Lockwood." The reasons for this are several: 1) having only one spokesperson eliminates the possibility of conflicting reports; 2) with lawsuits and legal liabilities being what they are today, it is essential that only accurate information be discussed. Often the emotions of the moment make it difficult to assess what has just occurred and results in verbal rambling which creates further problems; 3) we do not want our staff, paid or volunteer, in a position of having to respond to the media, particularly in an emotion-charged situation; 4) persons untrained in such situations often speculate on what "will" or "might" happen. This is no time for speculation; 5) the image of the Department of Parks and Recreation is at stake when a crisis occurs. We want to be assured that the situation is handle as professionally as possible.

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). 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 after a review of the incident by the Recreation Supervisor.
3. **Game time is forfeit time.** In all Parks and Recreation basketball games a team must have four regulation players ready to play at game time for it to be a legal game. The names of all of the players will be listed on a lineup sheet and only those players shall 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 (five) are present, all must play!
4. League standings will be kept and individual awards presented to the championship team. Should a tie occur, head-to-head competition between the tied teams will be used to determine the champion. If during head-to-head competition the two teams have recorded one victory each, the team with the highest total of points in the two games will to determine a 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. No team may be sponsored by a business whose primary product is alcohol or tobacco. (No alcoholic beverage, tobacco logos or art work promoting drug usage are permitted on uniforms.)
8. Each team is entitled to two 45-second timeouts per game and one per overtime (unused regulation timeouts cannot be carried over into the overtime period).
9. The games will consist of two 20-minute halves with the clock running continuously and regulation clock stoppage during the final two minutes of the first half. **The clock will stop in the last two minutes of the second half only if the score differential is 15 points or less. Otherwise, the clock will stop only if:** 1) a timeout is called; 2) an injury occurs which necessitates stoppage of the game for first aid or other medical attention; 3), disciplinary action by an official towards a player, coach, or fan when a clock stoppage is requested by an official. If overtime periods are necessary the time limit will be 3 minutes with clock stoppage in the last two minutes if the score differential is 15 points or less.
10. A jump ball will be used to begin the first half of any overtime period. After the initial jump ball the alternating possession rule will be in effect.
11. Parks and Recreation leagues will use the 3-point line where available.
12. If a participant is fouled intentionally (intentionally grabbing the opponent to stop the clock is an "Intentional fouls!") or flagrantly, two free throws will be awarded plus the ball for throw-in. On flagrant fouls the offending player will be ejected from the game and possibly suspended from participating in the next scheduled game/the remainder of

- the season, this depends on the severity of the act.
13. Technical fouls will count towards personal fouls and team fouls.
 14. 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, and the offending player must sit out for five minutes, but may be replaced with a team member from the bench. 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/her team must play short. If the second technical is assessed to the bench personnel, the offending team must choose a player from their team on the court at the time to serve the five minute disqualification.
 15. Two 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.
 16. ANY TEAM WHICH FORFEITS ITS SECOND GAME AS A RESULT OF THREE TECHNICAL FOULS WILL BE DROPPED FROM THE LEAGUE.
 17. THE THIRD TECHNICAL FOUL ON ONE PLAYER IN THE SEASON WILL RESULT IN SUSPENSION FROM THE LEAGUE.
 18. The one-and-one bonus situation on free throws goes into effect on the 7th, 8th, and 9th team foul of each half. On the 10th team foul and there after, players will be awarded a bonus of two shots each.
 19. A scorekeeper will record the score on a Score Validation Card which must be signed by the coach of both teams following each game. This signature constitutes agreement with the score, which should be closely checked before signing. **Refusal to sign the Score Validation Card constitutes a forfeit and a one game suspension.**
 20. 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.
 21. 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.
 22. A protest will be considered only if the following criterion are met:
 - 1) the manager of the protesting team must notify the official during the game that the remainder of the game is being played under protest;
 - 2) the protest must be filed in writing within 48-hours 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;
 - 3) the written protest must include the following:
 - a) date, time, and place of game;
 - b) names of the officials;
 - c) the rule and section of the official rule book/packet being challenged;
 - d) the decision and conditions surrounding the making of the decision;

e) all essential facts involved in the protest.

PROTESTS BASED ON REFEREE JUDGMENT WILL NOT BE CONSIDERED.

23. If a game is forfeited the officials will work a "practice" game during the time slot involved. However, the same league rules pertaining to unsportsmanlike behavior apply. If the team which has shown up would rather use the time for practice they may do so.
24. Teams must warm up at the opposite end of the floor from their team's bench. In the second half both teams will play offense in front of their bench.
25. **For Game Cancellations Due to Inclement Weather, Please Call the Parks and Recreation Hotline One Hour Before the First Scheduled Game Time at 634-6485 ext. 4. (Conditions Will Be Updated Throughout the Day or Evening as Necessary).**

RESCHEDULING

1. When games are canceled the schedule will be updated on-line at www.teamsideline.com/jeffersoncity.
2. Managers and players are responsible for checking the web site on their own. We will try to send out an updated email to the managers as well.
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 Forfeit Fee, but the Game Will Count as a Loss on Their Record.**

**IMPORTANT FACTS TO REMEMBER ABOUT
PARKS & RECREATION HIGH SCHOOL BASKETBALL:**

- **Illegal numbers:** one technical foul for the participation of each individual(s) who is not in compliance with the wearing of a legal number or team shirt color. These technicals do not count towards the team/personal total fouls. (Page 5 uniform section #2)
- Players may wear shorts or sweat pants around their waist and not on the hips! (Page #5 uniform section #3)
- Two 20 minute halves, five minute half-time break and three minute over time. (Page #6 game proc. Sect. #9)
- **No dunking/slamming/grabbing of the rim:** (page 6 game proc. Sect. #2) automatic ejection, technical foul, and suspension from the next game (grabbing of the rim is allowed if the official(s) deems that it was necessary in order to preventing injury).
- **Frozen rosters:** (Page #2 reg. Info. Section #9)
5 p.m. Friday, January 10, 2014, no players may be added after this date. This includes suspension or termination from the league.
- **Time outs:** (page #6 game proc. Section #8)
45 seconds each, two per game, one per overtime (timeouts are not cumulative).
- **Technical:** page #7 game proc. Sections 13-17 (count towards the bonus and personal foul totals)
 - first individual player - 2 shots, the ball & the offending player must sit out five minutes, but can be replaced.
 - second on the team - 2 shots, the ball & the offending player must sit out five minutes from the game (offending team plays one man short).
 - second "t" on team but called on bench - coach selects player on the floor to sit (team plays one man short).
 - second "t" on the same player - ejection and a one game suspension for the offending player.
 - third "t" on team in a game - team forfeits the game (no forfeit fee).
 - three technical accumulated on one player during the league: results in suspension from the league.
 - two games ended by three technical foul give to one team in the same season: results in suspension from the league.
- Refusal to sign score validation card is a forfeit. Page #7 game proc. Section #19
- Three point line is played when the floor has been marked.
- Last two minutes of the first half the clock always stops on dead balls.
- **Two minutes left in the game the clock stop if:** (Page #6 sect. 9)
lead of 15 points or less: clock stops on the officials' whistle, timeouts, discipline problems, etc.!
More than 15 points lead: clock does not stop (but at anytime if the difference in the score becomes less than 15 points again the clock will once again stop on the officials' whistle, so monitor the score carefully in the last two minutes of the game!).
- If a participant is fouled intentionally or flagrantly: (page #6 sect. 12) Two free throws will be awarded plus the ball for throw-in. (On flagrant fouls the offending player will be ejected from the game and possibly suspended from participation in the next game/season depending on the severity of the action). A flagrant foul counts as a technical toward the team's total for the game.