

# 2022 J-BALL TEEN BASKETBALL LEAGUE TEAM REGISTRATION

The 2022 J-Ball Basketball League begins February 6, 2022, and is open to all Jewish students in grades 9-12.

The league fee is \$450 and is nonrefundable. All teams must pay the full registration fee by 5 PM on February 5. The JCC will not be involved in collecting or refunding entry fees from individual players. Enrollment is limited to the first 12 teams and teams will be considered on a first-come-first-serve basis.

Teams are entered as a whole. Players may only be added to a team's roster by the coach. Only players on official team rosters will be allowed to play. All players on each team must wear identical shirts with individual numbers prominently displayed on the back. If a player fails to wear his/her shirt to any game, they will not be allowed to play. Every team is required to have a team representative or coach (as listed on the registration form) at every game.

League games are played 4vs4 on short courts on Sunday evenings from 4-6 PM. The league plays from February 6 - March 27 (except Sunday, February 13). League champions receive champ t-shirts. The rules are given to the coach, team representative and captain. All parties are responsible for their team's understanding and adherence to the rules of this league.

**TEAM NAME** \_\_\_\_\_

**ORGANIZATION** \_\_\_\_\_

PLAYER NAME	AGE	PHONE	EMAIL

	NAME	PHONE	EMAIL
Coach			
Team Captain			
Team Rep. (18+)			



# 2022 J-BALL TEEN BASKETBALL LEAGUE

## STRUCTURE OF LEAGUE

Games will be played in two-20 minute halves. There will be running time for the first 18 minutes and stop time for the last 2 minutes of each half. Each team is allowed 3 timeouts per game, which can be taken at any time. Taking a timeout when your team does not have any left will result in 2 technical foul shots for the opposing team. Games will start no later than 10 minutes past the scheduled start, or 10 minutes after the conclusion of the previous game, whichever situation applies. No game will start before the scheduled start time. The J-Ball league will start immediately after JCC programming or the scheduled start time, whichever applies. Each team must have four players on the court at all times or the game is forfeited.

Overtimes will consist of a 3 minute period, 2 minute run, and 1 minute stop time. After 2 periods, it becomes sudden victory, with the first team to lead by 2 or more points declared the winner. The exception is the playoffs; teams will play 3 minute periods until a winner is declared. Each team is awarded an additional time out to their existing timeouts.

## RULES

This league is in compliance with the Minnesota State High School League basketball rules, with the following changes:

- Eligible players may only play on one team:
  - Athletes who play on Junior Varsity and Varsity Basketball teams during the current academic year are not eligible for the league.
  - The score sheet is the official score.
  - **No coach or team representative means no game and an automatic team forfeit.**
- 1. **NO DUNKING:** Any attempt to dunk will result in automatic ejection from the game.
- 2. Fighting, swearing and abusive conduct, unsportsmanlike conduct and flagrant fouls will not be tolerated at any time. Violators may be removed from the game and gym by either the game official or the JCC staff supervisor.
- 3. Any player ejected from a game for misconduct will be subject to a minimum of one game suspension.
- 4. **Over and Back Policy:** Once the ball passes the half court line, the team with the ball cannot go past the white (volleyball) line again. If the other team tips the ball and it goes onto the other side of the line, you can grab the ball without the "over and back" violation.
- 5. **Free Throw Policy:** When a player in taking a free throw shot, all players on the free throw line must be between the free throw lane hash marks (not on them); this will count as a violation if players step onto the hash marks or into the free throw lane before or during a shot. Once the ball is released from the shooter hand, players are allowed to enter the free throw lane.
- 6. **Rim Violation:** If the basketball hits the top of the backboard or the basket wiring, it will be counted as out of bounds and possession will be awarded to the opposing team.
- 7. **THE REFEREE'S CALL IS FINAL!** Anyone arguing with a referee will be ejected for or the remainder of the season. The severity of a misconduct penalty will be decided by the league coordinator based on the nature of the misconduct.

By submitting this form, I am accepting the responsibility for collecting/submitting all league payments and information. I also understand and will ensure the team will abide by all Minnesota JCC League rules. The Minnesota JCC assumes no responsibility for injuries or illness which may result from participating in this sports league. I expressly acknowledge on behalf of myself and my teach, that I assume the risk for any and all injuries, which may result from my participation in these activities. I hereby release and discharge the Minnesota JCC, its agents, servants and employees from any and all claims for injury, illness, death, loss of damage which I may suffer as a result of my participation in this league.

COACH'S SIGNATURE \_\_\_\_\_

TEAM REPRESENTATIVE'S SIGNATURE \_\_\_\_\_

