20013-2014 CHURCH BASKETBALL REGISTRATION FORM

TEAM NAME:_____

MANAGER:_____**ADDRESS:**_____

CITY/ZIP:_____**PHONE:(W)**_____**(H)**_____

ASST. MANAGER:_____ **ADDRESS/Zip:**_____

CITY/ZIP_____**PHONE: (W)**_____ **(H)**_____

E-Mail Address:_____

SCHEDULE CONFLICTS: (LEAGUE PLAY WILL BE HELD ON TUESDAY AND THURSDAY NIGHTS. CONFLICTS WILL BE CONSIDERED WHEN MAKING UP THE SCHEDULE BUT THERE IS NO GUARANTEE ALL REQUESTS CAN BE ACCOMMODATED.)

_____

The object and purpose of the league is as follows:

* To establish rules and regulations governing affiliated teams.
* To promote mutual friendliness between individuals and groups who participate.
* To establish this sport on a high plane, thus promoting a healthy recreational, amateur pastime.
* To foster this game as a non-professional sport, engaged in without profit to members, players or supervisors.
* To engage in any facility/equipment work necessary to properly conduct the sport.
* To cooperate with the Pasco Parks & Recreation Department, extending this sport as a recreational activity for the community.
* To abide by the Pasco Parks & Recreation Department's decision regarding the handling of unsportsmanlike conduct of any kind.

I declare that the above named team agrees, upon acceptance to abide by and observe all rules, regulations, objectives, and purposes as set forth by this league constitution and by-laws.

I also agree to submit a registration fee of $_____, to complete the registration and to be considered for admission into the league.

NOTE: MAKE CHECKS FOR FEES PAYABLE TO: CITY OF PASCO
NO TWO-PARTY CHECKS ACCEPTED

_____

Print Pastor's Name_____ **Manager's signature**

Church Phone_____ _____

Church Address_____ **Pastor's signature**

2013-2014 TWIN-CITY CHURCH BASKETBALL
REGISTRATION PROCEDURES AND ADMINISTRATIVE CONCERNS

MANAGER'S RESPONSIBILITIES

Each team must have a designated manager who will:

. See that each player on his team knows the team name, what league he is in, and that he abides by all league rules.

. Become familiar with and develop a working knowledge of all league rules and Park and Recreation administrative procedures.

. Be responsible for meeting all deadline dates for registration forms, fees and player contracts.

. Make sure all forms are filled out accurately and complete; i.e., full name, address, phone numbers (business and home) and authentic signatures. Unsigned cards and odd amounts of mix and match cash & checks will not be accepted.

. Notify Pasco Recreation Department (545-3456) of address and phone changes.

DEADLINE DATES

. Registration form and fee of $ 440.00 is due by January 15, 2014. Go to **www.pascoparksandrec.com** to register your team. Look for class number 4267 to register your individual team.

. Player cards are $15 each and are due by **January 22, 2014.** Player cards must be purchased individually by all players online at **www.pascoparksandrec.com**. Cards purchased after **January 22** will be $20.00 each. Look for class number 4268 to sign up for a player card.

TWIN CITY CHURCH BASKETBALL LEAGUE
Rules and Regulations

OBJECT AND PURPOSE OF LEAGUE:

To establish rules and regulations governing affiliated teams. To promote mutual friendliness between individuals and churches or groups who participate. To establish this sport on a high plane, thus promoting a healthy recreational amateur pastime. To foster this game as a non-professional sport, engaged in without profit to members, players, or directors. To engage in any work or enterprise beneficial to the participants. To cooperate with the Recreation Department extending this sport as a recreational activity for the community.

GENERAL PROGRAM:

This program is sponsored by The Pasco Parks & Recreation Department. All scheduling of gymnasiums, officials, game schedules, times, deadline dates, team rosters, entry fees, number, variety, and type of divisions, interpretation of and enforcement of league rules and regulations will be performed by the Pasco Parks & Recreation Department.

TEAM MANAGER

The team manager will be responsible for his team. Conduct and knowledge of the league's rules and regulations and the players code of conduct is required by the team manager.

MEMBERSHIP:

Teams will submit a formal application when required, and registration fee to enter the league. Application will be approved or disapproved by the Recreation Department.

PLAYING RULES:

The playing rules endorsed by the National Federation of State High School Athletic Associations Official Basketball Rules will govern play in this league, except as herein provided.

ELIGIBILITY:

1. Players in the Twin City Church League may reside anywhere in the greater Tri-City area.

2. Any player who appears or plays in any professional, college or high school, freshman, junior varsity, or varsity league game during the current season will not be eligible to play.

3. No player will be eligible if he competes in the local Twin City Basketball League or any other local basketball leagues. (Exception: Teams may be entered as a complete unit only, but will meet all Church League game commitments first).

4. Any player who has been dismissed from any team for disciplinary reasons will not be eligible to play.

5. Any other situation involving dual participation of players will be governed by the Recreation Departments.

CHURCH ATTENDANCE

It is suggested that each player will attend at least two church services per month to become an eligible player. Churches may require more attendance if desired. It will be the manager's responsibility to enforce this rule.
Each team must be associated with a church of fraternal organization. Membership must be acknowledged by the church or organization.

DIVISIONS:

The league is divided into the following divisions:

Junior High - Ninth Graders and under

Senior High - Tenth graders through 12th graders

Young Men - Above high school grade and out of school

(Exception: When a team is lacking enough players to enter a team in one division, they may enlist players from the next lower divisions and only if the church has no team in the lower divisions. (The limit of younger players is four to complete the roster).

NEW OR ADDED PLAYERS:

1. Each team must submit a Player Contract for each player on the team before league play begins.

2. The addition of a player to the roster must be made by 12 p.m. by submitting a Player Contract to the Recreation Office before the game in which they will participate.

3. Players may not be transferred or added after deadline dates set by the Recreation Department. (Exception: In the cases of real emergencies, and as may be granted by the Recreation Departments).

TEAM ROSTER:

Each year the number of players will be determined per each team and division by the Recreation Departments.

ENTRY FEE:

1. Each team will pay an entry fee. This fee will be determined by the cost of operation for that particular season by the Recreation Department.

2. Any team dropping out or dismissed from league play after one or more games will forfeit their entire entry fee.

AWARDS:

1. Trophies will be awarded to division winners or as agreed upon by league managers.

2. Trophies will be awarded on the following basis:

4	teams - 1 trophy
5 - 7	teams - 2 trophies
8 - 10	teams - 3 trophies

SCHEDULING

The Recreation Departments will determine the playing schedules for all divisions. Nights of play and use of gyms will be determined by the Departments.

TIMES / SCORER:

The Recreation Departments will appoint all timer / scorers for all league games including play-off games.

PUBLICITY:

All publicity pertaining to the league will be released through the Recreation Departments.

GYMNASIUMS:

Teams using public gymnasium will be held responsible for the conduct of their players and fans while they are occupying the buildings.

SMOKING ON SCHOOL PROPERTY:

Managers will be held responsible to remind their players that it is against the State Law, school policy and contrary to Church League Basketball Association's rules to smoke in school buildings. School custodians report to the school administration whenever finding evidence of smoking. This endangers our privilege of using school gymnasiums. Teams failing to cooperate will be dropped from the program.

FOOD AND DRINK

All food and drink are absolutely forbidden in the school buildings.

LOST OR STOLEN ARTICLES:

The Pasco Parks & Recreation Department or The Pasco School District are not responsible for lost or stolen articles or injuries received while participating in this program.

FORFEIT TIME:

A ten (10) minute grace period will be allowed before a forfeit may be claimed. This rule will apply only to the first game of an evening schedule.

FORFEIT PLAYERS:

1. Teams must have four (4) eligible players on the floor by scheduled game time or forfeit the game. (Exception: See above rule - Forfeit time).

2. Any team using an ineligible player constitutes a forfeit.

3. Rostered players may be required to show positive I.D. at any time if eligibility is in question.

GAMES:

No postponement of scheduled league games will be allowed. Teams must play when and where scheduled or forfeit their games. (Exception: Games that conflict with school activities will be rescheduled by the Recreation Departments).
Snow Days: If travel conditions on local roads become particularly hazardous, games may be postponed. After business hours listen to KONA Radio (610 AM).

PROTEST:

1. A game may not be protested because of the decision of an official of the game, except for misinterpretation of the rules. Complaints may be logged against an official, but they will have no bearing upon the game already played.

2. All protests based on rule interpretation must be filed with the game officials and written in the official scorebook on the game in question at the time of the infraction. Failure to do so at the time of infraction will result in a denied protest.

3. All protests must be submitted in written form and accompanied by a five dollar ($5) protest fee within twenty-four (24) hours from the time of the game under protest is played. The protest fee is automatically forfeited if the protest is denied.

4. All protests involving ineligible players must be in written form within twenty-four (24) hours after the game in dispute is played.

UNIFORMS

Complete uniforms for teams are optional, but numbered jerseys are required and must be easily distinguishable from one another during the course of the game. Size of the number must at least 4". (On both sides of the shirt).

EQUIPMENT

The league will provide the official game ball and scorebooks.

UNSPORTSMANLIKE CONDUCT AND PROFANITY

Any team member found guilty of unsportsmanlike conduct or being abusive toward the official, the official timer / scorer, or any other person acting in an official capacity, will be subject to immediate suspension by the Recreation Departments.

1. Any player being removed from the game for causes other than physical fighting will be eligible for his team's next league game.

2. If removed from two (2) games total at any time during the season, the offending player will be ineligible for further league play for the current season.

3. A player being removed from the game because of physical fighting or flagrant violation of unsportsmanlike conduct shall be removed from the program and will be unable to participate for a period of at least one year.

4. **Unsportsmanlike conduct rules apply to all players before, after and during all Church League games, and judgments may be handed down by referees, gym supervisors or league directors. The league director reserves the right to impose an additional suspension in all cases that involve a player(s) violating league rules.**

5. **Before any player is reinstated, they must write a letter to the league director explaining the circumstances under which they were suspended. This letter must also include an assurance that they will not violate league rules in the future.**

TECHNICAL FOULS:

1. **Any player that received a third (3) technical foul in the course of a season will automatically be barred from all league and post season play.**

2. **Any team that is charged with a sixth (6) technical foul (individual and /or team) in the course of a season will be dropped from the league for the balance of the season and post season play.**

3. **In all cases where a player receives a technical foul he/she must immediately leave the premises within two (2) minutes or that player's team will automatically forfeit the game.**

Revised 10/26/04

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EXCEPTIONAL PLAYING RULES FOR TWIN-CITY BASKETBALL

- All "A" Division games will be two, 20 minute halves, running clock with 2 minutes between halves.
- Each team gets two, 30 second stop clock time outs per half.
- The last one minute of the first half and last two minutes of the second half will be regular stop clock play. Exception: If the difference in the score is or becomes 20 points after two minutes of the second half, the game clock will not stop those last two minutes of the game.
- Overtime (tie games) will be played in 2 minute periods, regular stop clock.
- Games will start prior to scheduled game time if both teams and officials are ready.
- There will be a maximum of 5 minutes between games if early games run long.
- A legal game may start with no fewer than 4 men per team on the playing floor.
- The officials may stop the clock anytime the play is being delayed unnecessarily or with unusual circumstances. Officials should assess technical fouls against players or teams that intentionally delay play throughout the course of the game.
- **Dunking or attempting to dunk the ball is an automatic technical foul (two points) at any time, the basket will not be allowed, and the player is immediately disqualified for up to one year. Grabbing the rim will also be cause for a one year disqualification. This rule applies before, during and after games.**
- Forfeit Time: First game, l0 minutes after scheduled starting time. Second & third games -- no grace period.
- Any swearing at any time is a technical foul.
- The only jewelry a player can wear is a wedding band.
- **Once a player plays in a game there will be no refunds on player cards.**
- **Player cards must be turned into Parks & Rec. office before playing in first game. Cards can not be turned in at gyms. No exceptions!**
- **Review of suspensions will take two business days**.
- The referee does not have to handle the ball on turn over in back court. (traveling violations, ball out of bounds).
- For every player out of uniform, the other team is awarded two points. The points will be awarded before the game begins or as any late arriving player out of uniform checks into the game.

  High School Federation Rules state that: (Rule 4, Sec. 11 & 15, Art 4 & 5)
- Flagrant fouls result in automatic ejection.

  Twin-City League Rules state that:
- **In all cases where a player receives a technical foul he/she must immediately leave the premises within two minutes (2) or that player's team will automatically forfeit the game.**
- **Players who are removed from a game due to receiving a technical foul or who suspended are not allowed to attend games.**
- All technical fouls are automatic two points each with the ball going out of bounds to the other team.
- **The League director reserves the right to hand down additional penalties for incidents that are not covered in playing rules.**

Revised 10/20/06