

# JEMS HOOPS

Basketball League

**08/05/18 thru 10/21/18** (excluding 09/02 and 09/09)

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## VISION FOR THE LEAGUE

As part of the JEMS sports ministry, our hope is that you can partner with us in our mission to **bring non-Christians into a relationship with Jesus Christ**. Thus, we have asked you to establish teams that are centered around an established ministry, with a few non-Christians that you wish to build relationships with. It is our hope that through fellowship (both on the court and off the court), it will allow for **opportunities** for an invitation to **church**, or even the sharing of the **Gospel** message. Therefore, we encourage further **fellowship after games**, and would love to hear of **any praises** that you may have from your team.

Being that our conduct as individuals can be beneficial/detrimental to our images as Christians, we ask that, as captains, you be in control of your team and be an **integral part of this ministry!** We understand that basketball is a game of competition and emotions can sometimes run high, but we want to limit as much negative perceptions as possible.

## CHANGES TO ROSTER

- The roster turned in at the beginning of the league will be **the final roster**, no additions to the team will be allowed.
- With opponent team's approval you may pick up subs if you do not have enough to play.
- You are not allowed to **add new players during playoffs (Weeks 9, and 10)**
- Exceptions will be allowed for seriously injured players, requiring the added player to sign the necessary waiver forms and the removal of the injured player from the original roster sheet.

## LOCATION and TIME

- Stevenson Park 17400 Lysander Dr, Carson, CA 90746. Game starting times: 4-8pm

## GAME PLAY (general high school regulations)

- Games will begin and end with prayer at half court
- The game will consist of two 20-minute halves.
- Stop clock will occur 2 minutes before the 2<sup>nd</sup> half, if the game is within 9 points.
- Stop clock will also occur in the last 10 seconds of the first half on intentional fouls to prevent a foul from running out the clock
- Each team will be given 3 timeouts per game
- Each player is allowed 5 fouls per game before fouling out of the game.
- Bonus (free throw) will occur on the 7<sup>th</sup> team foul; double bonus (2 free throws) on the 10<sup>th</sup> team foul.
- Overtime (tie score) will consist of 2 additional minutes. During overtime, each team will receive 1 timeout. Timeouts before overtime do not carry over.
- Second overtime will be sudden death (first team to score) which starts with a jump ball.
- Excessive profanity on the court will result in a technical foul.
- A player with 2 technical fouls in the same game will be ejected from the current game with an additional one-game suspension.
- Seeding for playoffs will be determined first by record. **If there is a tie, then by the team that won "head-to-head" game during regular season.**

## FEES

- Registration **fees are \$550.00 per** team and checks shall be payable to: JEMS with the name of the team in the notation area.
- Referee fees will be \$25.00 per game. Please bring cash for each game.