

## 2010 Adult Church Basketball League

### TEAMS

- |                     |                               |                       |
|---------------------|-------------------------------|-----------------------|
| 1. Free Will Chapel | 2. Judah Ministries           | 3. Lighthouse Baptist |
| 4. Faith Covenant   | 5. New River Community Church | 6. Sanctuary of Faith |
| 7. First Christian  | 8. Turning Point              | 9. Victory Baptist    |

### GENERAL INFORMATION

1. **All games played at Southwest Middle School.** Home team must provide the book scorekeeper. See District Coordinator for scoresheets.
2. Players need to arrive 15 minutes before game time. 10 minute grace period for the first game only. Forfeits will count as losses and **WILL NOT** be made up. Teams must have 5 players ready to play **ON THE COURT** prior to forfeit time. Head Official will have the official time.
3. **PLAYERS MUST WEAR SHORTS/PANTS WITH NO POCKETS.** Players must bring a picture ID card to all games. All players **MUST ATTEND** the church they play for.
4. **PRIOR** to participating, each player must be listed on the team's roster and complete a registration form and submit it, along with the \$10.00 participant fee to the Onslow County Parks & Recreation Department Administration Office. The Administration Office is located at 1244 Onslow Pines Road (brick house at the entrance to Onslow Pines Park). The Administration Office is open 8:00 am – 5:00 pm, Monday – Friday (except for holidays). **NO REFUNDS/TRANSFERRING OF FEES** from one player to another. The District Coordinator **WILL NOT** accept forms or fees at the game site.
5. No roster deletions **WILL BE ALLOWED** once a player is placed on that roster. No roster additions will be allowed after the third scheduled regular season game.
6. The District Coordinator is Carlos Torres
7. There will be Team Awards for the First and Second Place Regular Season teams. Individual Awards will be given to the First Place team; maximum of 15 individual trophies will be awarded.
8. Dunking is not allowed.
9. See all league rules at [www.onslowcountync.gov/parks](http://www.onslowcountync.gov/parks) . Playing rules are attached below tournament schedule.

## 2010 Church Basketball Regular Season Schedule

<b>DAY</b>	<b>DATE</b>	<b>TIME</b>	<b>HOME</b>	<b>VISITOR</b>
Mon	1/25/10	7:00 pm 8:00 pm	Free Will Chapel Judah Ministries	Turning Point First Christian
Thu	1/28/10	7:00 pm 8:00 pm	Lighthouse Baptist Faith Covenant	Sanctuary of Faith New River Community
Mon	2/1/10	7:00 pm 8:00 pm	First Christian Turning Point	Free Will Chapel Victory Baptist
Thu	2/4/10	7:00 pm 8:00 pm	New River Community Faith Covenant	Lighthouse Baptist Judah Ministries
Mon	2/8/10	7:00 pm 8:00 pm	Lighthouse Baptist Victory Baptist	Turning Point Free Will Chapel
Thu	2/11/10	7:00 pm 8:00 pm	Judah Ministries Sanctuary of Faith	Victory Baptist Faith Covenant
Mon	2/15/10	6:30 pm 7:30 pm 8:30 pm	New River Community First Christian Faith Covenant	Sanctuary of Faith Lighthouse Baptist Victory Baptist
Thu	2/18/10	7:00 pm 8:00 pm	New River Community Turning Point	Free Will Chapel Judah Ministries
Mon	2/22/10	7:00 pm 8:00 pm	Victory Baptist Sanctuary of Faith	Lighthouse Baptist First Christian
Thu	2/25/09	6:30 pm 7:30 pm 8:30 pm	Free Will Chapel New River Community Faith Covenant	Judah Ministries Turning Point First Christian
Mon	3/1/10	6:30 pm 7:30 pm 8:30 pm	First Christian Turning Point Sanctuary of Faith	New River Community Faith Covenant Victory Baptist
Thu	3/4/10	6:30 pm 7:30 pm 8:30 pm	Sanctuary of Faith Lighthouse Baptist First Christian	Judah Ministries Free Will Chapel Turning Point
Mon	3/8/10	6:30 pm 7:30 pm 8:30 pm	Judah Ministries Victory Baptist Free Will Chapel	Lighthouse Baptist New River Community Faith Covenant
Thu	3/11/10	7:00 pm 8:00 pm	Turning Point Lighthouse Baptist	Sanctuary of Faith Faith Covenant
Mon	3/15/10	6:30 pm 7:30 pm 8:30 pm	Free Will Chapel Victory Baptist Judah Ministries	Sanctuary of Faith First Christian New River Community

## 2010 Church Basketball Tournament Schedule

<u>DAY</u>	<u>DATE</u>	<u>Game #</u>		<u>TIME</u>
Thu	3/18/10	1	8 vs 9	6:30 pm
		2	2 vs 7	7:30 pm
		3	3 vs 6	8:30 pm
Mon	3/22/10	4	1 vs 8/9 winner	6:30 pm
		5	4 vs 5	7:30 pm
		6	loser 1 vs. loser 2	8:30 pm
Thu	3/25/10	7	loser 4 vs loser 5	7:00 pm
		8	loser 3 vs winner 6	8:00 pm
Mon	3/29/10	9	winner 2 vs. winner 3	7:00 pm
		10	winner 4 vs winner 5	8:00 pm
Thu	4/1/10	11	winner 7 vs loser 9	7:00 pm
		12	winner 8 vs loser 10	8:00 pm
Mon	4/5/10	13	winner 9 vs winner 10	7:00 pm
		14	winner 11 vs winner 12	8:00 pm
Thu	4/8/10	15	winner 14 vs loser 13	6:30 pm
		16	winner 13 vs winner 15	8:30 pm
Mon	4/12/10	17	if necessary	7:00 pm

### LEAGUE PLAYING RULES – ( league governed by NCHSAA rules except as listed below)

1. Each game will consist of two (2) twenty-minute halves with a five-minute halftime. The clock will run continuously except for timeouts, free throws and the last 2 minutes of each half. During the last 2 minutes of each half, the clock will stop in accordance with the current NFSHAA rules.
2. Each team must start with five (5) eligible players or a forfeit will result.
3. The first game of the night will begin within 10 minutes of scheduled game time or a forfeit will result. For all following games that day, game time is forfeit time. Forfeits count as losses and CANNOT be replayed. The head official's watch will keep starting game time.
4. If a team forfeits three (3) games in a row or a total of four (4) games during the season, the team will be dropped from the league.
5. In case of a forfeit, the teams involved may practice until 15 minutes prior to the next scheduled game. If the forfeit is the last game of the day, the facility will be closed within 10 minutes .
6. Teams will be allowed a five-minute warm up period prior to the game.
7. Teams begin shooting bonus free throws on the 10<sup>TH</sup> team foul of each half.
8. Each team will be allowed two (2) one-minute timeouts per half. If NO first-half timeouts are used, then one (1) one-minute timeout will be carried over to the second half. A maximum of two (2) unused timeouts will carry over to any overtime periods. One additional timeout will be awarded per overtime period.
9. **NO DUNKING AT ANY TIME.** Penalty for dunking is a technical foul and ejection from the game. An ejection from a game carries with it an additional one (1) game suspension.
10. In cases of a tie in a regulation game, the winner will be determined by a three- (3) minute overtime period. If the game is still tied, a second three (3) minute overtime will be played. If the game is tied after two (2) overtime periods, a sudden death period will be played in which the first team to score is declared the winner. During overtime periods, clock runs per NFSHAA rules.
11. Home team will supply the official scorekeeper for the game. The District Coordinator will have score pads for each game.