

Adult League Code of Conduct

• Code of Conduct

The Adult League Code of Conduct shall serve as a guideline for how individuals are expected to behave when participating in J-Hoops sponsored or endorsed activities. When sport club members participate in a J-Hoops Event, the participant indicates, by their registration in the event, they agree to represent their team in a way that does not detract from the reputation of the team they are representing, and to act morally and display sportsmanship-like behavior, before, during and after any competition. Guidelines of conduct include, **but are not limited to** the examples outlined below.

- **All teams must pay one week before the first game, or the team will be dropped from the league.**
- Each team must turn in a roster.
- **All players must wear the appropriate jersey.** Each team will be given a set of ten jerseys. NO EXTRAS GIVEN! Failure to wear the given jersey will result in a technical foul on the player. (2 shots per player, taken when player subs into the game or before the game if the player is starting the game.)
 - All teams should arrive at least 15 minutes prior to scheduled game time, if a team is running late, please call Joey @ 954-243-0051
- If a team is more than 15 minutes late, they forfeit the game.
- If a team notices that they need a game time change, they must inform us at least 3 days prior to the scheduled game, or we cannot guarantee the change will be made.
- If a team will not be able to make a game, they must give us one weeks' notice, so we can plan the forfeit.
- **Participants shall not intentionally engage in or incite participants and/or spectators to engage in abusive or violent action.**
- Participants shall not use obscene gestures, profanity or disrespectful language.
- **Participants shall be respectful of the officials and the calls that they make during a game.**
- **Threats/violent behavior/aggressive language towards any officials will absolutely not be tolerated.**
- No player can play on more than one team per league.
- If a team does not have enough players (4) for their game, they can "pick up" players to play the game, however the opposing team will get an automatic win.
- ABSOLUTELY NO JEWELRY WILL BE ALLOWED DURING THE GAME.
- **Two technical fouls on a player during a game will result in a one game suspension.**
- **Aggressive behavior will be handled at the discretion of the JHoops Staff.**

Questions? Contact our Adult League Coordinator Joey Mandel at 954-434-0499 ext. 330 or at jmandel@dpjcc.org

