



2024 SUMMER ADULT BASKETBALL REGISTRATION INFORMATION (949)724-6669

The Community Services Department is accepting applications for its Adult Basketball Program, Summer 2024 season from **May 12, 2024 – August 1, 2024**. Men's Open Height and Men's 6'2" and Under leagues are now being formed. The season tentatively runs from May 12th through August 1st. League champions will be decided through a playoff or championship game. Teams will be scheduled for nine (9) total games.

Irvine Basketball Leagues are governed by California High School Federation rules, except where City of Irvine rules modify or supersede those rules, as outlined in the league bylaws. A Player Code of Conduct is strictly enforced to insure fair and wholesome play from all players.

NOTE: The City of Irvine will **NOT** assume responsibility for injury: **EVERYONE PARTICIPATES AT THEIR OWN RISK.** SCMAF offers seasonal team insurance or insurance that will cover your team for the calendar year. Please visit scmaf.org/insurance for information and costs of these two insurance options.

1. PROCEDURE TO ENTER A TEAM

- A. The **deadline** for registering on yourirvine.org, paying the league fees, and submitting a team roster and questionnaire is:

Monday, May 6th, 2024 @ 5:00pm

League Fees: **All Teams \$690.00**

**Please note: there is a \$1.00 fee for all cash and check payments, and a \$2.50 fee for all card transactions.*

Rosters are accepted either
in person at:

**City of Irvine Athletic Programs Office – Great Park
8235 Great Park Blvd, Irvine, CA 92618**

or by mail to:

**City of Irvine, Community Services
P.O. Box 19575- CS Adult Leagues
Irvine, CA 92623-9575**

or by email:

jcaballero@cityofirvine.org

- B. Please make check payable to "City of Irvine". **NOTE: Only one personal check per team.**
(Have players make checks out to one person and have that person write the check for the team fees).
Please note that checks have a processing fee
Please write team name and check writer's driver's license number on front of the personal check.
- C. Entry fee, roster, and questionnaire must be received by 5:00 p.m. on **May 6th, 2024**.
- D. All entries received after the deadline will be placed if spots are available.
- E. Teams that do not qualify for placement in the league will be notified and issued a full refund.
- F. Any team that wishes to withdraw after having submitted their roster and fee will be subject to the following penalty schedule:

Team Announces Withdrawal

On or before 5/6/2024
 5/7/2024 – 5/11/2024
 5/12/2024 or Later

Penalty

None
 \$200
 Full \$690 fee

2. ELIGIBILITY

- A. Players must be at least eighteen (18) years of age on or before the first league game.
- B. A maximum of two women may be rostered on a "Men's" team.
- C. Players may not play on more than one team in the same league.
- D. All players must sign the score sheet prior to participation in each game played.
- E. Players 6'3" or taller are not permitted in 6'2" and Under leagues.

3. TIME TABLE

Team registration: **4/25/2024 – 5/6/2024**

Team Entry Deadline: **Monday, May 6th @ 5:00 pm**

Tentative Season: **May 12, 2024 – August 1, 2024**

4. ROSTERS

- A. Each team shall submit an official, complete roster of not more than sixteen (16) players. Players must sign the roster **AT THE GYM WITH A PICTURE ID** before playing. This will be done at the first game that each player plays during a given season.
- B. ROSTER ADDITIONS (no deletions are permitted) may be made up until the start of your seventh league game. No roster changes may be made after the seventh league game without sufficient proof of necessity and approval from the league office. All roster additions must be made at the gym where the team is scheduled to play and placed directly onto the roster filed with the scorekeeper.

5. LEAGUES OFFERED

Men's Open Height & 6'2	Monday/Wednesday	Limited space available
Men's 6'2" and Under	Sunday/Tuesday/Thursday	Limited space available

Game times:

Monday - Thursday	As close to 7:00pm, 8:00pm, and 9:00pm as possible
Sunday	6:30pm, 7:30pm, and 8:30pm