



Basketball League Rules & Regulations

CERALAND Code of Conduct

CERALAND believes that all people have the right to be involved in the spirit of recreation in a safe and fun atmosphere.

CERALAND encourages Players/guests to portray good sportsmanship by demonstrating positive support for all Pass Holders/guests, players, contest administrators and officials at any recreational activity.

CERALAND requires each Player/guests to treat other players, coaches, fans, officials, and Pass Holders/guests with respect regardless of race, gender, creed, or ability.

CERALAND will place the emotional and physical well-being of participants, teammates, and opponents ahead of personal desires.

I. Eligibility

- A. Players and coaches must sign a waiver before taking the court.
- B. Rosters are the responsibility of the coaches when submitting for leagues.
- C. The deadline for releasing and signing players is before the third scheduled game.
- D. In the event a women's basketball league is not offered, women may receive permission from the Recreation Manager's to participate in the men's leagues.
- E. The roster limit is twelve players. Each player must be at least 18 years old by the time of the first scheduled game.
- F. Players may participate on more than one night.
- G. Each player must play at least 2 league games to be eligible to play in the tournament. Except, when an injury is involved and the Recreation Manager approves.
- H. If a player is found illegal after rosters are verified and league play has started, then the Recreation Manager will state a ruling on the issue. Play will continue without the participation of the illegal player. When a player is currently in a game and found illegal, the game will continue and a protest can apply. The Recreation Manager will state a ruling on the protest.

II. Unsportsmanlike Conduct (Technical Fouls)

- A. A player who pushes or hits a CERAland official or player will automatically be suspended from league and tournament play until the issue is reviewed by the Recreation Manager.
- B. It is the coach's responsibility to make sure that a player ejected from a game leaves the building immediately. Failure to comply results in a forfeit.

- C. If a spectator is considered, by the official, to be acting in a hindering manner, the coach of that team will be asked to take care of the situation. If the spectator persists, then the official reserves the right to suspend them from the building immediately.
- D. A technical foul called in a game is considered a personal foul for the offender, two free throws, and the possession for the opposing team.
- E. If a player receives two technical fouls at any point during the current game, they are ejected from the game and will not be allowed to play in their next scheduled league game, including the tournament.
- F. If a player receives six technical fouls at any given point during the current session (this includes an accumulation of all nights the offender participates on), they are expelled from all leagues.
- G. The extremity of a technical foul is decided by the official. If the foul is considered to be of Unsportsmanlike manner, then the foul will be recorded and the player penalized as stated above.

III. Forfeits and Protests

- A. Both teams must be on the court and ready to play at the scheduled starting time. There is a ten-minute grace period from the scheduled start time of each game. When the grace period elapses and one of the teams does not have four to start, a forfeit will apply.
- B. A double forfeit applies when neither team can place four players on the court.
- C. A team forfeiting two games in a row will be warned and after a third game the team will be expelled from the league unless good cause is submitted in writing to the Recreation Manager and approval is granted.
- D. A team can start a game with four players but forfeits if they drop below two.
- E. All judgment protests will be settled with the official and coaches at the time of the dispute. Any other protests must be submitted in writing to the Recreation Manager.

IV. Game Attire

- A. All teams are to have matching colored shirts with numbers by the third scheduled game. The number must be sewn or pressed, no tape is allowed.
- B. Each team, not player, is allowed one offense without penalty.
- C. The second offense will prohibit the offenders from playing.
- D. This rule is not an officials rule but a CERAland rule and will be enforced.
- E. No jewelry, black soled tennis shoes, or head apparel permitted.

V. General rules

- A. The current I.H.S.A.A. rule book will apply unless otherwise specified in the CERAland rules.
- B. Players may enter the free throw lane after the ball leaves the shooter's hand that is shooting the free throw.

- C. Each game will consist of two sixteen minute halves with a stopping clock. The clock will stop and officials decide to waive the interval.
- D. In the last one minute of play in the game, if a time out is called, the ball must be placed in the front court of the team with possession.
- E. After seven team fouls in one half of play, the opposing team is awarded bonus situation free throws. If the team fouls reach ten, the opposing team will shoot two shots.
- F. Each team is given five time outs for the game, three full one minute time outs and two twenty second time outs. Each overtime awards each team one more full time out.
- G. In the event of an inadvertent whistle, the possession arrow will determine whose ball it is.
- H. In the event of 3 or more teams with identical overall league records, a “point differential” system will be implemented to break the tie and seed teams for the tournament.

VI. Alcoholic Beverages

- A. No alcoholic beverages are allowed in the park.
- B. Any player determined by the officials as under the influence of alcohol will not be allowed to participate.