



**Cherokee Recreation & Parks**  
**Adult Basketball Leagues**  
**Rules & Regulations**  
**Revised: October 2021**



## **I. General Rules**

1. The governing body of the league is the Cherokee Recreation & Parks and its appointed representatives.
  2. The current edition of the National Federation and Georgia High School Association rules will govern league play, unless contrary to local rules established herein.
  3. *Full Court Press Defense Rule:* When a team is ahead by twenty or more points, they are not allowed to **full court press**. Once the team that is trailing gains possession of the ball, the winning team must retreat to the other side of the mid-court line. Defensive pressure can be applied once the ball is across the mid-court line. (Note: This applies only to the team that is ahead. The team that is trailing is allowed to play defense in the back court.)
- 1<sup>st</sup> and 2<sup>nd</sup> violations = Warning and possession awarded to the offended team.  
Subsequent violations = Unsportsmanlike conduct technical foul charged to the team.  
(Not the individual)

## **II. Game Rules**

1. All teams must have at least four (4) players to start or continue a game. If a team falls below four (4) players, the game will be a forfeit.
2. All games will consist of two halves, each twenty minutes long. The clock will run continuously for the first eighteen (18) minutes of each half, with the exceptions of official timeouts and team timeouts. During the final two minutes of each half, the clock will stop at each dead ball. In the first half if a team is ahead by 20 points or more the clock will still stop inside 2 minutes.
3. In the event of a tie at the end of regulation time, there will be an overtime period of two (2) minutes. The clock will operate as a standard game clock during this period. All fouls committed in the regulation time will carry over. If the score remains tied following this period, there will be additional two (2) minute overtime periods until a winner is determined.
4. Each team will be granted five time-outs during the course of a regulation game. In the event of an overtime period, each team will be granted one time out. Any unused timeouts will not roll over the overtime period.
5. There will be a 10-minute grace period for the first game scheduled. The grace period will be considered a part of the game clock. Teams must have 4 players present and on the court at all times or the game will be a forfeit. The forfeit score will be recorded as 2-0.
6. *Mercy Rule:* When a team is leading by 20 or more points with two (2) minutes or less remaining in the game, the game will be terminated with the team in the lead declared the winner. The team must be ahead inside the final two minutes for the game to be terminated.
7. In the event of a forfeit or an early conclusion to a game, one or both teams may continue to use the court for the remainder of their allotted time with two exceptions. (1) Please yield to players in the next game at ten (10) minutes prior to the next game. (2) If it is the final game of the night, the gym will close immediately.

### **III. Player Eligibility**

1. To be considered eligible, a player's name, age, and address must appear on the official team roster. Additions or deletions on the official roster must be completed prior to the game on a Roster Change Form. These forms are available from the scorekeeper.
2. Rosters are limited to 20 players per team.
3. A player must participate in a minimum of two regular season games to be eligible for a playoff game. This is done to prevent teams from bringing in an entirely new roster for the playoffs.
4. Players must have reached the age of 16 before the start of the season. Players who participated on organized school teams (GHSA) are ineligible for recreation play during the same year. (Note: All players representing Cherokee Recreation & Parks in the GRPA District or State Tournament must have reached age 16 by January 1<sup>st</sup> of the current year.)
5. New players may be added to a team roster prior to the third week of the season.
6. A team that has ineligible player(s) on its roster or plays a game with a player that does not appear on their roster will forfeit all games during the time that said player(s) appears in the official score book. The illegal players will also be subject to a 2-game suspension from the league.
7. A player may play for only one team in each league. Once a player appears in the official score book for one team, he/she cannot change teams.
8. Each team captain must turn in to the scorekeeper a lineup with each player's first and last name and jersey number 5 minutes prior to each game.

### **IV. Uniforms and Equipment**

1. All players must wear jerseys that are alike in style and color. All jerseys **must** have a manufactured number on the front AND back. Uniform number can be any single- or double-digit number.
2. Black soled running shoes are not permitted. NO EXCEPTIONS.
3. A ball will be provided for all games. This ball must be used.
4. If both teams are wearing similar colored jerseys, the officials will conduct a coin toss to determine which team must wear the scrimmage vests. It is the sole judgment of the officials whether the vests are needed.

### **V. Player Conduct**

1. THERE WILL BE NO DUNKING ALLOWED AT ANY TIME BEFORE OR AFTER THE GAME, OR DURING HALFTIME. Violation of this rule will result in a technical foul.
2. Dunking will be permitted during the games. However, hanging on the rim for any reason other than to prevent injury to yourself or others will result in a technical foul. This is the sole judgment of the officials and cannot be protested.
3. The Cherokee Recreation & Parks reserves the right to suspend any player, coach, and manager for unsportsmanlike conduct, either before, during, or after the game.
4. A player or coach drawing two (2) technical fouls or one flagrant foul in the course of a game will be automatically suspended for the remainder of the current game. He/she must leave the premises at this time.

He/she will also be suspended for his/her team's next game.

5. If a player accumulates three (3) technical fouls for unsportsmanlike conduct during a season, that player will be suspended for the remainder of the season.
6. Any player(s) involved in a fight before, during, or after a game while on CRPA property will result in automatic suspension. Players and coaches are responsible for the behavior of their team and its spectators. The key is to step in and end a bad situation before it escalates and we have to suspend or banish players. Anyone involved in a fight and or altercation before, during, or after a game will be suspended for a minimum of one calendar year.
7. Any team that receives three technical fouls for unsportsmanlike conduct during the course of a game will forfeit that game.
8. If a team accumulates five (5) technical fouls for unsportsmanlike conduct during the Spring or Summer season, the entire team will be suspended for the remainder of the season. *If a team accumulates six (6) technical fouls for unsportsmanlike conduct during the Fall/Winter season, the entire team will be suspended for the remainder of the season.*
9. Any player or coach found to be under the influence of alcohol or illegal drugs shall be removed from the game and the facility. Failure to do so will result in the forfeiture of the game, player suspension, and team suspension if necessary.
10. SMOKING/VAPING IS NOT PERMITTED ANYWHERE INSIDE THE RECREATION CENTER.
11. Players' and coaches' conduct carries over into subsequent basketball leagues, as well as other CRPA programs. Any team or player suspended from the basketball leagues could face suspension in all CRPA programs.

***NOTE: It is important to note that this is a recreation league, and the intent is for fair and clean competition and the enjoyment of all those involved. Please keep this in mind throughout the season.***

## **VI. Protests**

1. All protests must be accompanied by the protest fee of \$100. If the protest is won, the money will be returned. However, if the protest is lost, the money is forfeited to CRPA.
2. Judgment calls by officials are not subject to protest. Only a misinterpretation or misapplication of a rule by an official or staff member or the eligibility of a player can be protested.
3. All protests must be made prior to the conclusion or immediately following (prior to leaving the court) the game.

## **VII. Postseason Play & Awards**

1. Team standings will be determined by win-loss records.
2. In the event of a tie, the following procedures will be used in determining position in the standings.

### Two teams tied

1. Head to Head record.
2. Net points in head-to-head games (Points scored - Points allowed).
3. Net points in all league games.
4. Fewest forfeits in league games.
5. Coin Toss.

### Three or more teams tied

1. Head to Head competition. (Best winning %)
2. Net points in head to head competition.
3. Net points in all league games.
4. Fewest forfeits in league games.

5. Coin Toss.

Note: If two teams remain tied after the third team is eliminated during any step, the tie-breaker reverts to step #1 of the two team format.

3. League awards are as follows:

1. Division Champions receives team t-shirts. (Fall Only)
2. Division Runner-ups receives team plaque. (Fall Only)
3. Tournament Champions receives \$75 league credit.
4. Division Champion \$100 league credit (Spring/Summer Only)
5. Division Runner-ups receives \$50 league credit. (Spring/ Summer Only)

THE CHEROKEE RECREATION & PARKS STAFF RESERVES THE RIGHT TO MAKE ANY CHANGES NECESSARY TO IMPROVE OR ENHANCE THE PROGRAM. THEIR DECISION IS FINAL.