

CP PREMIER BASKETBALL LEAGUE RULES

I. CODE OF CONDUCT

- A. The code of conduct applies to all participants, players and coaches, in the CP Premier Basketball League.
- B. The code applies to conduct before, during and after all league games
- C. Participants will be held liable for any damages caused by destructive conduct.
- D. It is the responsibility of each team coach to ensure that their players know and abide by the league rules and regulations.
- E. Officials may suspend play at any time during a game due to unsportsmanlike conduct.
- F. No refunds will be given to players or teams suspended from further league play.

II. VIOLATIONS AND PENALTIES

- A. Dunking is allowed only on breakaway rims. Dunking or attempting to, on the side rims, is strictly prohibited. As well as grabbing or hanging on the rim in any way.

PENALTY: IMMEDIATE SUSPENSION FROM NEXT TWO SCHEDULED GAMES. THE OFFENDING PLAYER IS RESPONSIBLE FOR ALL DAMAGES BEFORE REINSTATEMENT.
- B. Striking or threatening an official – No players shall bump, shove, strike, or touch in a threatening manner, or threaten bodily harm to any official.

PENALTY: PLAYER IS SUSPENDED FROM FURTHER LEAGUE PLAY FOR REMAINDER OF SEASON OR LONGER DEPENDING UPON THE SEVERITY OF THE INCIDENT.
- C. Unsportsmanlike conduct – Verbal abuse, profanity, arguing, irrational behavior, etc., directed toward officials, staff, players, or fans before, during or after the game.

PENALTIES:
 - 1. IF A PLAYER RECEIVES TWO TECHNICAL FOULS IN ONE GAME FOR UNSPORTSMANLIKE CONDUCT, PLAYER IS EJECTED AND IS SUSPENDED FROM THE NEXT TWO SCHEDULED GAMES. A PLAYER CAN BE EJECTED IMMEDIATELY FROM GAME WITHOUT TWO TECHNICAL FOULS.
 - 2. IF A PLAYER RECEIVES FOUR TECHNICAL FOULS FOR UNSPORTSMANLIKE CONDUCT DURING THE SEASON, PLAYER WILL BE SUSPENDED FROM THE NEXT TWO SCHEDULED GAMES
 - 3. ANY TEAM RECEIVING FOUR TECHNICAL FOULS FOR UNSPORTSMANLIKE CONDUCT IN A GAME FORFEITS THAT GAME.
- D. Physical confrontations-Fighting, shoving, etc. between opposing players or teammates.

PENALTY: PLAYER IS IMMEDIATELY EJECTED FROM GAME AND SUSPENDED FOR REMAINDER OF SEASON OR LONGER DEPENDING UPON SEVERITY OF INCIDENT.

- E. Repeated code violations – Individual players and teams that have repeated code of conduct violations will be suspended from further Cedar Park League play.

III. ENFORCEMENT

- A. The Coordinator and/or League Commissioners have the authority to impose the penalties listed in the code of conduct.
- B. Penalized participants may formally appeal the decision with a written appeal made within five days of incident.
- C. Suspended games include playoffs and/or following seasons.

IV. ROSTERS

- A. Rosters must be completely filled out, and submitted to the league coordinator before the first league game.
- B. No players can be added to the roster after the second league game. A 24-hour notice must be given to the league coordinator in order for that player to become eligible.
- C. No player may play for more than one team in the league. Players may play in both the AA League and A League, or AAA League and AA League. Players may not play in the A League and AAA League.
- D. All players must be 18 years or older, in order to play in the CP Basketball League. Woman with collegiate experience may play in the “AAA” or “AA” League. Woman may play in the “A” League. **NO EXCEPTIONS.**
- E. Trading players must be approved by league director, and traded before their third league game.
- F. Players must have played in at least two league games during regular season to be eligible for the playoffs. One game in the first half of the season, and one game in the last half of the season
- G. All players on the roster will be considered “played” if a team wins or loses by forfeit.
- H. Uniforms: Jerseys must be the exact same color. Players with out a numbered jersey will be assessed one technical foul each time they enter the game resulting in an automatic point for the other team. Players on the same team cannot have the same number. **NO TAPED ON NUMBERS.** Technical fouls received will not be recorded as unsportsmanlike; this rule will begin on the third week of season. All players must be in uniform for the Playoffs & Championship game in order to be eligible. **NO EXCEPTIONS.**

LEAGUE RULES

1. All rules not specifically listed herein will be governed by high school federation rules.
2. A team may start the game with four players, then (if needed) can play with three. No team may play with two or less players. In the event of two teams with only four players each, normal league rules apply. All players must check in at the table before the second half begins, or they are not eligible for game play. All players must be dressed for game play, shorts/sweats, proper athletic shoes, and numbered jersey.
3. A game will consist of two 20 minute halves with a continuous clock except for the last minute of the first half and final two minutes of the second half. **EXCEPTION:** The clock will not stop if a team is ahead by 20 or more points with two minutes remaining and within 10 points if one minute remaining.
4. Two time-outs will be allowed per half. Time-outs can carry over from first half to second half, also to overtime period. *Within the final two minutes of the game, a team may call back to back time-outs to advance the ball to the center court.*
5. A three minute overtime with a continuous clock will be played in the event of a tie except for the last 30 seconds. If the game is still tied, a one minute overtime with a stopped clock will be in effect thereafter. Each team will receive one time out in overtime period. Same rules as league play apply in Playoffs.
6. Substitutions may be made only when the ball is dead and when recognized by the scorekeeper. Players must report in with officials prior to entering the game.
7. The clock will not stop except when requested by an official, time outs, or the final two minutes of the game. The clock will not stop for technical fouls. If a team calls a time out after a foul has been called, the clock will not start until free-throw is shot, or hand touches ball on the inbound.
8. Team must contact league coordinator at least 24-hours in advance if they are forfeiting game. Any team using illegal players automatically forfeits game. The team that is forfeiting will also be charged a \$50 fine.
9. A player is allowed only four personal fouls, on the fifth personal foul they have fouled out of the game. **Technical fouls will not count as a personal foul.**
10. Foul shots are allowed only 1) when a player is in the act of shooting; 2) intentional fouls; 3) flagrant fouls; 4) on the 7th team foul, player shoots 1:1. The 10th team foul, player shoots a two shot foul. Intentional fouls will result in two free throws and the ball awarded to the offended team. Players may enter the lane on a free throw when ball is released from shooter's hand. The shooter or anyone behind him must wait until the ball hits the rim.
11. Technical fouls will result in *two* free throws to offended team. **Technical fouls will be shot before shooting fouls.**
12. Player fouled behind three-point line, while in the act of shooting, will shoot three foul shots.

GENERAL INFORMATION

1. Persons participating in the Cedar Park Basketball League are not covered in any way for personal liability and property damage. Players are competing at their own risk. Players must sign CEDAR PARK ASSEMBLY OF GOD LIABILITY RELEASE FORM.

2. AAA League teams will play on Monday night. AA and A League teams will play on Tuesday night.
3. All games will be played in the Cedar Park gym.
4. Games will begin with the home team praying, and end with the away team praying.
5. The league coordinator and commissioners have the authority to administer any decision necessary for the well being of the league.
6. Teams must have at least 7 players, and no more than 12.