

**COMMUNITY EDUCATION & RECREATION
MEN'S ADULT BASKETBALL
PROGRAM REMINDERS AND IN-HOUSE RULES**

Updated: 9-15-16

Game Cancellations: Managers will be asked to sign up for a new system called 'Remind', which will update managers on any program changes. We will also still have our "**PROGRAM INFORMATION HOTLINE**" number **387-8824** after 5:00 p.m. for a recorded message or check the CER website at www.mankatocer.com

In-House Rules

Minnesota State High School League rules will govern all league games except for the following in-house rules:

1. **Team captains** or a designate player must check in with score keeper at **least 5 minutes prior to game time** to make sure player's names and numbers are on score sheet.
2. Teams may start a game with only 4 players. Teams having only 4 players at the mid-point of the first half (11 minute mark) must forfeit: however, officials and timer/scorer will still work if the teams wish to play a scrimmage game.
3. Players will assist the scorekeeper and officials by raising their hand when a foul is called on them and turning so player's number is visible to scorer.
4. All players must be wearing matching t-shirts with a permanently affixed number at least 6" on front or back.
5. Games will consist of two (2) 22-minute halves (20 minutes running time, and stop time for the last two minutes of each half). Games ending in ties will play 3-minute overtimes until a winner is determined. Overtime periods are running time for the first 2 minutes and stop time for the last 1 minute.
6. Two time outs per half. One additional time out for each overtime period (no carry-over)
7. **Substitutions may be made at a dead ball only** (out of bounds, free throw etc.). Players do not need to check in with scorekeeper.
8. Players will be allowed only 5 personal fouls per game. **TECHNICAL FOULS DO COUNT TOWARDS PERSONAL FOULS.** Bonus in effect on the 7th team foul (all single bonus)
9. **Disparaging, threatening or insulting remarks to or about officials, opposing players, or spectators will result in AN IMMEDIATE TECHNICAL FOUL AND POSSIBLE EJECTION from game and property.**
10. The use of foul language for any reason is an automatic technical foul.
11. Players receiving two technical fouls in a game will be ejected for the remainder of the game and must completely leave the school property. Failure to leave the property immediately will end all play and result in automatic forfeit for ejected player's team.
12. Any player ejected from more than one game during the season will be ejected from the league for the remainder of the season. Reinstatement the following year is at the discretion of the League Director once the ejected player applies for reinstatement.
14. More than one team forfeit will render a team ineligible for the following season.