

# BUFFALO GROVE PARK DISTRICT HOUSE LEAGUE BASKETBALL RULES – 2025 Coed K - 1

Unless noted in this supplement, all regular IHSA rules will apply.

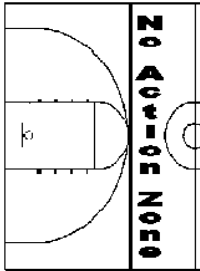
**GAME BALL:** A youth size basketball (25.5") will be used. The park district will supply game basketballs.

**REGULATION GAME TIME:** Games will be played in 4, ten-minute quarters, using a continuous running clock. Score will not be kept. The clock will stop for time outs and injury. There will be no overtime games.

**TIME OUTS:** Each team will be allowed one time outs per half. Time outs not used in the quarter will not carry over to the following quarters.

\*\*\*Automatic time out called by the official at the 5-minute mark. Coaches are to make subs at this time. Injuries may be substituted for at any time.

## PLAYING RULES:



\* There shall be "No Action" or "No Defense/Traps/Steals/Etc" in the **NO ACTION ZONE** and also "No Action" in the backcourt. Defense can be played from the top of the key to the baseline. The defense shall not set up a wall at the No Action line.

\* FULL COURT PRESSING WILL NOT BE ALLOWED AT ANY TIME DURING THE GAME.

- \* Players will "Line Up" against other at the beginning of the game, the beginning of each quarter and at any stoppage of play. This will assist players in knowing who they are guarding.
- \* Baskets will be at eight (8') feet for coed K-1 and nine (9') feet for coed 2-3
- \* All players must play a minimum of **18 – 20 MINUTES** of each game which translates to about one full quarter each half. All players must sit 5-10 minutes per game.
- \* Man to man defense, no zones permitted and no half-court set traps. No double teaming allowed at all.
- \* Five (5) second closely guarded rule will not be enforced.
- \* Five (5) second "in the lane" rule will not be enforced.
- \* "Jump balls" will be awarded according to alternating possession.
- \* NO FREE THROWS WILL BE TAKEN – Ball will be awarded to the offensive team under their basket.
- \* Jewelry is not permitted such as but not limited to wristbands, gel-bands, bracelets, necklaces and anklets. Pierced earrings must be removed. Refusal to take jewelry off will result in player not playing in game.
- \* Players with glasses must wear snug-fitting eyeglass straps or sport goggles.

**CONDUCT:** All players, coaches, and parents are expected to conduct themselves in a sportsmanlike manner at all times. In the event that any player, coach, or parent fails to observe league rules or acts in an unsportsmanlike manner s/he is subject to immediate dismissal from the facility and a one game suspension.

# BUFFALO GROVE PARK DISTRICT HOUSE LEAGUE BASKETBALL RULES – 2025 Coed 2 - 3

Unless noted in this supplement, all regular IHSA rules will apply.

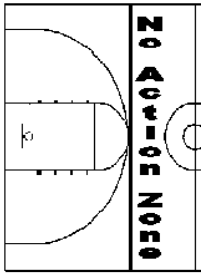
**GAME BALL:** A junior size ball (27.5") will be used. The park district will supply game basketballs.

**REGULATION GAME TIME:** Games will be played in 4, ten-minute quarters, using a continuous running clock. The clock will stop for time outs, injury. There will be no overtime games.

**TIME OUTS:** Each team will be allowed two time outs per half. Time outs not used in the quarter will not carry over to the following quarters.

\*\*\*Automatic time out called by the official at the 5-minute mark. Coaches are to make subs at this time. Injuries may be substituted for at any time.

## PLAYING RULES:



\* Only one (1) offensive & one (1) defensive player may be against each other in the no action zone. You may not have more than one (1) offensive & defensive player in the No Action Zone (NAZ). No double teaming the ball in the NAZ. No defense shall be played in the backcourt.

\*After February 6<sup>th</sup>, NAZ will be removed and more than one offensive and defensive player will be allowed.

- \* FULL COURT PRESSING WILL NOT BE ALLOWED AT ANY TIME DURING THE GAME.
- \* Players will "Line Up" against other at the beginning of the game, the beginning of each quarter and at any stoppage of play. This will assist players in knowing who they are guarding. MAKE IT FAST!!!!
- \* Baskets will be at eight (8') feet for coed K-1 and nine (9') feet for coed 2-3
- \* All players must play a minimum of **18 – 20 MINUTES** of each game which translates to about one full quarter each half. All players must sit 5-10 minutes per game.
- \* Man to man defense, no zones permitted and no half-court set traps. Double teaming is allowed below the free throw line. You may not double team above the free throw line.
- \* Five (5) second closely guarded rule will not be enforced.
- \* Five (5) second "in the lane" rule will be enforced.
- \* "Jump balls" will be awarded according to alternating possession.
- \* NO FREE THROWS WILL BE TAKEN – Ball will be awarded to the offensive team under their basket.
- \* Scoring: Any made field goal outside the 3 point line = 3 points; any made field goal = 2 points; any made free throw = 1 point.
- \* Score will reset to 0-0 after every quarter.
- \* Each player will be allowed five (5) personal fouls per game.
- \* Jewelry is not permitted such as but not limited to wristbands, gel-bands, bracelets, necklaces and anklets. Pierced earrings must be removed. Refusal to take jewelry off will result in player not playing in game.
- \* Players with glasses must wear snug-fitting eyeglass straps or sport goggles.

**CONDUCT:** All players, coaches, and parents are expected to conduct themselves in a sportsmanlike manner at all times. In the event that any player, coach, or parent fails to observe league rules or acts in an unsportsmanlike manner s/he is subject to immediate dismissal from the facility and a one game suspension

# BUFFALO GROVE PARK DISTRICT HOUSE LEAGUE BASKETBALL RULES – 2025 4-5

Unless noted in this supplement, all regular IHSA rules will apply.

**GAME BALL:** A intermediate size ball (28.5") will be used. The park district does not supply basketballs.

**REGULATION GAME TIME:** Games will be played in 4, ten-minute quarters, using a continuous running clock. The clock will stop for time outs, injury, while lining up for free throws and all play stoppage by whistle (unless one team has a 15 point or greater lead) during the last two minutes of the fourth quarter. There will be a one minute overtime if game is tied after regulation. If tied after overtime, game will result in a tie.

**TIME OUTS:** Each team will be allowed two time outs per half. Time outs not used in the half will not carry over to the following half.

\*\*\*Automatic time out called by the official at the 5-minute mark. Coaches are to make subs at this time. Injuries may be substituted for at any time.

- \* Full court pressing will be allowed starting February 24<sup>th</sup>, during the last two (2) minutes of the second and fourth quarters by either team. Teams may not press if their lead is 10 points or greater
- \* All players must play a minimum of **18 – 20 MINUTES** of each game which translates to about one full quarter each half. All players must sit 5-10 minutes per game.
- \* Man to man defense, no zones permitted and no half-court set traps. Double teaming is allowed below the free throw line. You may not double team above the free throw line.
- \* Five (5) second closely guarded rule will not be enforced.
- \* Five (5) second "in the lane" rule will be enforced.
- \* "Jump balls" will be awarded according to alternating possession.
- \* Free throws will be taken from the bottom of the free-throw line jump circle. (Approx. 12 feet)  
Clock will stop when teams are lining up. Clock shall resume at the first attempt.
- \* Scoring: Any made field goal outside the 3 point line = 3 points; any made field goal = 2 points; any made free throw = 1 point.
- \* Each player will be allowed five (5) personal fouls per game.
- \* Jewelry is not permitted such as but not limited to wristbands, gel-bands, bracelets, necklaces and anklets. Pierced earrings must be removed. Refusal to take jewelry off will result in player not playing in game.
- \* Players with glasses must wear snug-fitting eyeglass straps or sport goggles.
- \* Bonus will take effect on the 7<sup>th</sup> team foul.
- \* Superbonus will take effect on the 10<sup>th</sup> team foul.

**CONDUCT:** All players, coaches, and parents are expected to conduct themselves in a sportsmanlike manner at all times. In the event that any player, coach, or parent fails to observe league rules or acts in an unsportsmanlike manner s/he is subject to immediate dismissal from the facility and a one game suspension

# BUFFALO GROVE PARK DISTRICT HOUSE LEAGUE BASKETBALL RULES – 2025

## 6 - 8

Unless noted in this supplement, all regular IHSA rules will apply.

**GAME BALL:** An official size ball (29.5") will be used. The park district does not supply basketballs.

**REGULATION GAME TIME:** Games will be played in 4, ten-minute quarters, using a continuous running clock. The clock will stop for time outs, injury and all play stoppage by whistle (unless one team has a 15 point or greater lead) during the last two minutes of the fourth quarter. There will be a one minute overtime if game is tied at the end of regulation. Clock will stop for out of bounds, fouls and any ref whistle. No additional timeouts will be given.

**TIME OUTS:** Each team will be allowed two time outs per half. Time outs not used in the first half, will not carry over to the second.

### PLAYING RULES:

- \* Full court pressing will be allowed during the last two (2) minutes of the second and fourth quarters by either team. Teams may not press if their lead is 10 points or greater.
- \* Teams may choose to play either man to man, or zone defense.
- \* All players must play a minimum of **18 – 20 MINUTES** of each game which translates to about one full quarter each half. All players must sit 5-10 minutes per game.
- \* Five (5) second closely guarded rule will be enforced.
- \* Three (3) second "in the lane" rule will be enforced.
- \* "Jump balls" will be awarded according to the alternating possession.
- \* Scoring: Any made field goal outside the 3 point line = 3 points; any made field goal = 2 points; any made free throw = 1 point.
- \* Each player will be allowed five (5) personal fouls per game.
- \* Undershirts must be the same color as the outside jersey during the game or do not wear an undershirt.
- \* Jewelry is not permitted such as but not limited to wristbands, gel-bands, bracelets, necklaces and anklets. Pierced earrings must be removed. Refusal to take jewelry off will result in player not playing in game.
- \* Players with glasses must wear snug-fitting eyeglass straps or sport goggles.
- \* Fouls will reset after every quarter.
- \*

**TOURNAMENT:** Overtime will consist of a 2 minute period. The first minute will be a running clock. The last minute will be a stopped clock. If game is still tied, repeat the process until there is a winner. Team foul situations carry over from 2nd half to overtime. You are allowed 1 additional time out per overtime.

**CONDUCT:** All players, coaches, and parents are expected to conduct themselves in a sportsmanlike manner at all times. In the event that any player, coach, or parent fails to observe league rules or acts in an unsportsmanlike manner s/he is subject to immediate dismissal from the facility and a one game suspension.

# BUFFALO GROVE PARK DISTRICT HOUSE LEAGUE BASKETBALL RULES – 2025

In order to eliminate forfeit or re-scheduled games, teams will be allowed to secure players from other teams within their league or from a lower league as shown below.

Note to officials: You are expected to treat these games as “official” games and work the game as scheduled regardless of the team roster.

## **Rule 1.0**

Teams that have six (6) rostered players may not call up an additional player.

When playing 4v4, teams that have five (5) rostered players may not call up an additional player.

## **Rule 1.1**

In the event that a team shall have five (5) or fewer players {four [4] or fewer when playing 4v4}, a coach may “call up” a maximum of one (1) player to their team. The one (1) “called up” player shall not play more minutes than the original roster. If a player is brought up from a lower league or within the head coach must do the following:

- a. Obtain permission of the players parent. **No exceptions.**
- b. Not play the player called up over a regular team member. If a regular team player arrives at the court after the game has started, the regular player may enter the game at the start of a new quarter.
- c. Any player called up MUST be currently registered in the current year for the Winter Basketball League. **No friends, family or neighbors.**

## **Rule 1.2**

Calling Up Players – Honor System

Coaches may call up players only from the grade below their league or within. In addition to this procedure coaches may call up a player from the grade below their league or within only once during the regular season and post-season.

If a player is called up from another league, it must follow the procedures below:

<b><u>League</u></b>	<b><u>Obtain Player from</u></b>
Coed K - 1	within own league
Coed 2 - 3	within own league or Coed K – 1
Coed 4 - 5	within own league or from Coed 2-3
Coed 6 - 8	within own league or Coed 4 - 5

## **Rule 1.3**

Scoreclock Blackout

- a. If a team is ahead at any time by a lead of 20 points or more the scoreclock will be turned off, the clock shall remain a running clock and the score for both teams will revert back to zero. At no time after the blackout shall the score of the game be kept on the scoreclock.
- b. The clock time will be kept on and operate as normal for the remainder of the game.