

## High School Basketball Rules- 2023



1. Each player must play at least half of the game. IHSA game rules apply except where the Geneva Park District has been adaptations
2. Subs can check in at any dead ball at the scores table.
3. The games will be 2-20 minutes halves, running clock. Clock will stop the last minute of the game
4. 3 Minutes for half time
5. No Free throws will be shot during the game, except the last minute of the game on any shooting fouls and bonus situations
6. If any foul is committed outside of the last minute of the game, the team fouled will receive 1 point and the ball out of bounds
7. Two points and the ball will be awarded for all technical fouls and intentional fouls prior to the last minute of the game
8. 2 points and the ball out of bounds are awarded after 10 team fouls are committed per half.
9. 3 points will be awarded in any "And-One situation"
10. 2 Timeouts are allowed per game. 1 additional timeout for overtime
11. Overtime will consist of a 1-minute period with a stopped clocked on all whistles.
12. If still tied after the 1<sup>st</sup> overtime, the game will be played sudden death, the first team to score will win. The game will be started with a jump ball.
13. Unsportsmanlike behavior will not be tolerated.
14. Any team incurring 3 technical fouls during the course of the game will automatically forfeit that game
15. Any player receiving 3 technical fouls during a season shall be suspended for the remainder of the season, including playoffs
16. Use of excessive foul language will not be tolerated
17. No more than 2 non-playing players are allowed on the bench.
- 18. No dunking or hanging on the rim during the game or warmups. There will be a 1-game suspension for any players that dunk or hang on the rim in the regular season. Any player that dunks or hangs on the rim in the postseason tournament, that players team will forfeit the game.**
- 19. If a player is ejected, he must leave the gym in timely fashion. Failure to do will constitute an automatic forfeit. The ejected player shall also be suspended for a minimum of one additional game at the Athletic Supervisor's discretion.**
20. Please ensure your team is ready to play 10 minutes prior to your scheduled game. If teams do not have at least 4 players in the gym by game time, it will be awarded to the opposing team. Once an official declares a game a forfeit, the game cannot be played and officials will not officiate the game once declared a forfeit

21. Games and overtime will begin with a jump ball. Additional "jump ball situations will be determined by alternating possessions
22. Only players enrolled in the league may play.
23. Teams must have a minimum of 4 rostered players on the court and ready to play, in order for an official game to begin. If at any point a team is left with only three players or less, due to players fouling out, ejections, or injuries the game will be called and awarded to the other team

Please bring a school ID to all games. All players must be on a team roster and enrolled in order to play. No players that are on the High School Team are eligible to play.

Players are only allowed to play on one team, with the exception of the following: the following:

- The team in need is under 4 players and the opposing team captain approves the player that is filling in to play prior to the start of the game
- The Park District, Referees, and other team are notified and approve prior to the game.

**\*\*\* Any players caught using an illegal player will receive 1 warning resulting in a forfeit of that game (regular season or post-season). If caught again the team will not be allowed to participate in the post-season or possible future seasons.**

No Food or Drink (except water) is allowed in the gym

Please clean up any garbage left on your team bench

No outside Music can be brought into the gym.

Please be mindful of those using the Track and other side of the gym when at SPRC.

Questions, please call Ryan Coffland at 630-262-2212 or at [rcoffland@genevaparks.com](mailto:rcoffland@genevaparks.com)