



ADULT BASKETBALL LEAGUE RULES AND REGULATIONS



NOTE: The Downers Grove Park District does not provide medical insurance for players, spectators, or team representatives in the Basketball League. Players are reminded that they play at their own risk. It is strongly suggested that each player provide some form of medical insurance for himself. Unless otherwise stated herein, I.H.S.A. rules and regulations govern league play.

I. SCHEDULE

A. Regular Season Play

1. Regular season play will be round robin format.
2. Each team is guaranteed 10 Regular season games
3. If two or more teams are tied for any position at the end of the regular season, the following criteria, in order as stated, determine final league standings and post-season seedings:
 - a. Any team with a forfeit during the regular season automatically loses all ties
 - b. Head-to-head record against all other teams involved in the tie
 - c. Point differential in head-to-head competition
 - d. Fewest points allowed in all competition
 - e. Highest points scored in all competition
 - f. Coin Toss

B. Post-Season Tournament

1. A single-elimination post-season tournament is played immediately following the regular season schedule.
2. The top teams in the league will make the post-season tournament. Number of teams will be determined by the size of the league.

II. LEAGUE AWARDS

- A. Cash prizes are awarded to the first place finishers of the regular season and the post-season tournament champion. \$150 is awarded to the first place finisher in the regular season and \$100 is awarded to the post-season tournament champion.

III. LEAGUE ROSTERS

- A. Rosters are limited to 20 players. Players must be at least 18 years of age. Current college players are not permitted to participate.
- a. Rosters must be turned in prior to the **FIRST** game of the season. Additions can be made up until prior to the **THIRD** game of the season. Players must sign the roster before they play in a game.
 - b. Any individual who participates prior to signing an official roster form shall be declared ineligible.
 - c. Any team wishing to be considered a resident team must provide copies of all rostered player's driver's licenses or show proof of employment in Downers Grove.

B. Roster Changes

- a. Roster additions or changes are not permitted after the start of the **THIRD** game, with the exception of a player's injury (with a doctor's note) or job transfer or shift change (with a note on company letterhead).
- b. **Any request for changes must be made to the Recreation Supervisor in writing and be accompanied by an updated roster change form.**
- c. Any replaced or removed player is ineligible for play on any team until the following season.

C. Player Eligibility

- a. Player eligibility must be challenged prior to the end of the 1st half and may be made by the opposing team captain or Park District staff person.
- b. The offending captain must then prove eligibility to the satisfaction of the opposing captain or staff person, remove the player from the game before play proceeds or play with the knowledge that if the protest is upheld, the game will be forfeited.
- c. If the player proves to be eligible, the game stands as played; if ineligible, the game is forfeited. **All games played with ineligible players shall be declared forfeits.**
- d. Any player whose eligibility has been challenged and does not have possession of his driver's license at the game site will be declared ineligible for that game.

IV. LEAGUE RESPONSIBILITIES

- A. The Park District Recreation Supervisor is responsible for taking registration, designating rules and regulations, and providing a game ball, first aid supplies, officials and score keepers for each game. The Recreation Supervisor reserves the right to interpret and/or change any of the league rules at his/her discretion.
- B. The Score Keepers are responsible for score keeping and time duties, supervision of facilities, recording and distributing standings, and dispersing league information to team captains.
- C. Officials are responsible for calling and controlling the game. All officials' decisions are final. **Protests are accepted only in player eligibility cases.** See Rule III, Section C for player eligibility protest procedures.

V. LEAGUE PLAY

- A. Forfeit time is 10 minutes after the start of the first scheduled game of the night and 5 minutes after the following game start times. If a team does not have four players appropriately dressed and on the court, a forfeit is declared. If at any time a team is reduced to three players for any reason, or four-person team is losing by 20 or more points at or after half time, a forfeit will be declared.
- B. Each team must have uniformly colored and numbered jerseys, with affixed numbers on the back of the jersey. **Taped numbers are not permitted.** Team members without their own uniformly colored or numbered jersey will be declared ineligible for the particular evening's game. Teams may not have numbers duplicated. Only **one (1)** jersey #0 will be allowed per team. A jersey #00 will not be allowed.
- C. Player's jersey numbers must be recorded in the official score book next to their name by the team captains immediately upon arrival at the gym.
- D. Time Limits
 - a. Games consist of two twenty-minute halves.
 - b. Two minutes is given between halves.
The continuous clock is utilized, **except during free throw attempts,**

the last ten seconds of the first half and last two minutes of the second half. During this time, the clock stops on all whistles. If a team is ahead by **twenty** or more points in the final **ten minutes** of the game, the clock does not stop. If a team is ahead by **twenty** or more in the final **five minutes** of the game, the game will be declared over.

c. **The clock will stop during free throw attempts. The clock will stop once the ball is passed to the shooter for their first attempt. The clock will begin to run again at the completion of the final free throw attempt.**

d. The first overtime period is two minutes in length, with the clock stopping on the official's whistle during the last minute.

e. The second overtime is "sudden death".

f. Each team will receive one time out for the first overtime and none for any consecutive overtime periods.

g. **Playoffs** – If the score is tied at the end of regulation, teams will play a two-minute overtime period with a stop clock situation in the final minute. If tied after overtime, teams will continue to play a two-minute overtime period with a stop clock situation in the final minute until a winner is decided with no time remaining.

E. A jump ball is used to start the game. Alternate possession is used thereafter in lieu of jump balls.

F. Teams will receive two (2) time outs per half, with a maximum of thirty (30) seconds per time out. Time outs do not carry over to the next half or overtime. Each team will receive one time out for the first overtime and none for any consecutive overtime periods.

G. A player will foul out of the game once they receive their **fifth personal foul**. Technical fouls count as personal and team fouls. On the seventh team foul, a "bonus" is in effect (one and one). At ten team fouls, a "super bonus" will be in effect (two shots). All intentional fouls will automatically be two free throws and the shooting team receives the ball out of bounds. All technical fouls will also carry a **two (2)** shot penalty and the shooting team receives the ball out of bounds.

H. If an injury occurs to a player on the court during the game, play is stopped. Depending on the severity of the injury, the game may pick up and continue, be delayed, or cancelled. This decision will be made by the referees and the scorekeeper staff as well as the team captains. Shortening time or adding a running clock are some of the rule adjustments that could be made. All decisions by the referees in regards to continued or cancelled play are final.

I. **Player Conduct**

a. Team Captains are responsible for the conduct of their respective team members. The Team Captain (or Assistant Captain if the Captain is not present) is the only team member who may address or confer with the official or score keepers.

b. Any player showing signs of intoxication will not be permitted to play and will be asked to leave the premises.

c. Profanity deemed excessive will not be tolerated. Players in offense will receive a technical foul.

- d. Any player, manager, or spectator charged with two technical fouls for unsportsmanlike conduct shall be ejected from the game. If the ejected individual continues to impede the orderly progress of the game, a technical foul will be assessed to his team. Continued misbehavior after a technical foul results in the offending player's team forfeiting the game.
- e. Three technical fouls called on a team for unsportsmanlike conduct in one game results in forfeiture of that game.
- f. All ejected individuals must leave the grounds immediately. Any player fighting on park district property will receive a suspension for the remainder of the season. Any player ejected twice during the season will be suspended from league play for the remainder of the season.
- g. Any individual ejected from any game for any reason, excluding fouling-out, will receive a **minimum** one-game suspension, rendering him ineligible for the next scheduled game. The Recreation Supervisor reserves the right to increase or decrease any suspensions from league play at his/her discretion. The suspended player(s) will not be able to play or attend the game as a spectator during their game(s) suspended.
- h. The Recreation Supervisor, Score Keepers, or Officials may suspend any player, manager, spectator, or individual from any game for any action that interferes with the orderly progress of the game.
- i. The Recreation Supervisor may expel any player, manager, team, spectator, or individual from league play for the remainder of the season, or longer, for any action which interferes with the orderly progress of the game (i.e. fighting, flagrant rules violations, harassment of officials, players, spectators, etc.).

VI. MISCELLANEOUS

- A. Each team is allowed one forfeit. A second forfeit will result in a \$50.00 fine assessed to that team. This fine is due at 4:00 p.m. the Friday prior to that team's next scheduled game. Failure to pay before the next regularly scheduled game, or a third forfeit, results in that team being dropped from league play, with no monies returned to that team.
 - a. EXCEPTION: If a team captain notifies the Recreation Supervisor by 4:00 p.m. two days prior to a game that they will forfeit the game, no fine will be assessed.
- B. Teams are responsible for their own property in the locker rooms.
- C. Teams are responsible for the conduct of their spectators. Children must be supervised throughout the game, and should not be permitted to run around the facility, bleachers, etc.
 - a. All children must be supervised by an adult **NOT** playing in the game.
- D. DUNKING – Dunking is allowed before, during, or after the game. Any player damaging any equipment as a result of dunking will be required to pay repair and/or replacement costs.