

OBJECTIVE

The Carol Stream Park District provides an opportunity for interested persons to play organized basketball. Fair play and sportsmanship are the responsibility of every player and captain.

ELIGIBILITY

Players must be at least 17 years of age at the team's first scheduled game. All players must have their names, home addresses, and home phone numbers on the team roster/waiver form BEFORE they can participate in any Carol Stream Park District game.

CAPTAINS' RESPONSIBILITIES

1. All captains are expected to inform their players concerning all rules and regulations prior to the first game and as many times thereafter as necessary to make sure that no violations will occur.
2. It is the captains' responsibility to make sure all league fees; roster and waivers are in and paid.
3. All captains are expected to inform their players of scheduled games, schedule changes, make -ups, and standings.
4. Captains are responsible for notifying the Park District of a change of address and/or phone number and email address.
5. It is the captains' responsibility to check the score by inning to insure accuracy and to check the final score which is listed on the home team's official score sheet.
6. Team captains are responsible for the conduct of their team members and any team spectators. Please note the captain may receive the same suspension as any player on his or her team.
7. Only team captains are to discuss a disagreement with an official.
8. If it is known that the captain will be unavailable during a certain period of time, it is the responsibility of that captain to call or email the Athletic Supervisor and submit another contact name, if other than the assistant captain.

LEAGUE ROSTER/WAIVER

1. **Rosters are due before the team's first scheduled game!** Rosters will be filled out online on our website. Last minute additions will be able to add during the game. No changes to the roster will be allowed after midseason.
2. All roster information must be complete for a player to be eligible for league play. If any information is incomplete the player will be ineligible until all information is completed on the roster form.
3. There will be random roster checks starting week 3. So please make sure everyone on your team brings their ID. **NO ID, NO PLAY.** Each week will have at least 1 or 2 games roster checked prior to game time. Both teams will be roster checked.
4. All players must have a photo I.D. at all games to verify that they are a rostered player. Teams may request a roster check prior to the game time. If that player does not have a valid ID and the team cannot prove he/she is on the roster, that player will not be allowed to participate. Roster protests must be made prior to the jump ball.
5. A player may only play on one team in the basketball league per day (Competitive/Recreational). If a player is on more than one team's roster, he will be declared ineligible for both teams.

6. To be allowed to participate in playoffs you must have played in at least 3 games over the course of the season. If played in 3 or under (2 for 6 game leagues) games that player will not be allowed to play in playoffs, and will be an illegally rostered player. The captain will be notified via email who is able to play before the playoffs start.
7. Any team giving false information on a roster shall be dismissed from the league without any money being refunded.
8. No nicknames are to be used on the roster. Any player not complying will be declared ineligible.
9. Roster maximum of 16 players. No change to the roster will be allowed after mid season, except in the case of an injury. A doctor's excuse will be required, and the replacement player must be of similar ability to the injured player. **Advanced approval** by the Athletic Supervisor will be required for any change(s).
10. An ineligible player is:
 - ⇒ A player who is not 17 years of age on or before the first scheduled game.
 - ⇒ A player using a false name.
 - ⇒ A player using an improper address.
 - ⇒ A player with no photo I.D., proof of residency, and/or incomplete roster information.
 - ⇒ A player on more than one roster.

SCHEDULES

1. The Carol Stream Park District reserves the right to change and/or adapt all basketball schedules in any way necessary to operate the league with proper notice to the team captain either in writing or by phone.
2. Anytime there are make-ups, rescheduling, rainouts, playoffs, etc., they will be scheduled at the convenience of the Park District facilities and staff. Re-scheduled games will take place wherever the games will fit (most games, but not all will be put at the end of the season). Schedules will be updated on the web page, and given to captains at the soonest game.

RULES

1. IHSA rules apply to all leagues, except where the Carol Stream Park District has made adaptations.
2. Teams will be required to fill out a game roster with player name and number each game.
3. If at any time, due to players fouling out, ejections and/or injuries, a team may finish with no less than three (3) players or the game will be called and awarded to the other team.
4. Game balls will be provided by the Carol Stream Park District or if teams can agree on a ball to play with.
5. All players must wear the **same color jersey with numbers permanently affixed**. Taped numbers are not acceptable. Team conformity is at the discretion of the officials and park district staff. Teams will be allowed to have one player without a jersey number. That player will be number 0. Any team with additional players missing numbers will receive a team technical foul. The game will start with 2 shots and the ball for the opposing team. All players must be wearing jerseys of the same color. Blue and Black are not considered the same color. First week will be lenient on jerseys. If teams have same color jerseys the away team will be required to wear pennies or must wear different color shirt with numbers on the back.

GAME PLAY

1. All games will consist of two, twenty-two-minute (22) halves with three-minute half time. Each team will be allowed two (2), thirty-second time outs per game. In overtime, each team will be allowed one 30-second time-out per overtime timeouts will not carry over to overtime.

2. Games (and overtime) will begin with a jump ball. Additional “jump ball” situations will be determined by alternating possession.
3. On free throws, players on the lane can leave at the release of the ball from the thrower.
4. The clock will run continually except the last two minutes of the second half, time-outs, and technical foul situations. The clock will not stop for any other reason, including, but not limited to, shooting fouls and intentional fouls.
5. **Slaughter Rule:** If at 2 minutes remaining in the game, a team losing by 13 or more points the clock shall remain a running clock.
6. All players will be allowed five (5) personal fouls per game. A player will foul out of the game upon committing their fifth personal foul.
7. Two free throws will be shot for all shooting fouls (unless the basket counts), technical fouls, and intentional fouls. The bonus rule will be in effect upon a team committing their seventh (7) team foul. Double bonus will begin when a team commits 10 or more fouls. Technical fouls are considered personal, as well as team fouls. All common (non-shooting) fouls will be taken out-of-bounds.
8. Any player with a bleeding injury and/or a uniform with blood on it must leave the game immediately. The player may resume playing when and if the situation is remedied accordingly.
9. Games ending in a tie will go into overtime. Overtime will be three (3) minutes long, with the clock stopping for the final minute. Second overtime will be two minutes, with the clock stopping the final minute of play. Triple overtime will be sudden death. All overtimes will begin with a jump ball.

PLAYER-TEAM CONDUCT

1. **Technical fouls** will result in the player sitting on the bench for two minutes. No Exceptions. Each team will use a time out when receiving a technical foul. Teams/Players will also be fined **\$25.00** for each player that receives two (2) technical fouls or ejected from the game for any reason. This fee must be paid in full before the next scheduled game. If this fee is not paid, the player will not be allowed to play, and team will be required to pay the fine for that player. Every 3 technical fouls (no matter when it came, first game, second game, and last game) will also receive at \$25 dollar fine. If this fee is not paid, the team will receive a forfeit. Forfeit fees and rules will then apply. Any player receiving two technical fouls in one game will be removed from the game, and must leave the facility. Any team receiving three technical fouls will forfeit the game. Officials and/or staff may issue technical fouls or remove a player from the game and/or facility.
2. Dunking is permitted during game play, but is not allowed before or after the game. Any player violating this rule shall receive a technical foul. If a player hangs on the rim it will result in an automatic technical foul with possible ejection from the game.
3. If a player is ejected, he must leave the gym immediately. Failure to do so will constitute an automatic forfeit.
4. Fighting will not be tolerated and will result in an automatic player suspension for the rest of the season.
5. Intoxication will not be tolerated. If a player is suspected of breaking this rule they will have to leave the gym immediately. Referee or facility staff reserves the right to make this call.
6. Should a call to the police take place by any staff member or official – player or team causing the disturbance will be removed from the facility with possible elimination from the league (situational).
7. Any player who strikes a referee, staff member or spectator will automatically be removed from the league and face possible criminal charges. Police will be called and a report will be filed.
8. Any player ejected from a game for any reason will be suspended for a minimum of one (1) game or more depending on Athletic Supervisor decision.

FORFEITS

1. A team consists of five players. In order to start a game, **at least four (4) players must be present**. If less than four players are present, the official clock will start. Five points will be awarded to the opposing team for each full minute that passes. After the clock has reached 10 minutes, the game will be decided a forfeit. If the 10 minutes have passed the forfeiting team will lose 50-0.

STANDINGS

Standings are calculated by 1. Highest winning percentage ties will be considered a ½ win and a ½ loss.

1. Standings will be updated weekly on the website. (www.csparks.org)
2. Tie Breaker Policy for playoff seeding will be the following procedures, in order, until all ties are broken:
 - a. Head to head competition between the tied teams (Team MUST beat all other teams tied in standing to with this tie-breaker).
 - b. Any team with a forfeit during the regular season will automatically lose all ties even for the head to head tie-breaker.
 - c. Least points allowed for the entire season.
 - d. Point differential for the entire regular season
 - e. Strength of schedule if not all teams have played each other.
 - f. Coin flip.

PROTESTS

- 1) There will be no protests all referee decisions will be final.

POST SEASON PLAY - TOURNAMENTS/PLAYOFFS

1. A post-season tournament is conducted at the end of the league play. League standings determine the seeding of each team in the tournament.
2. Regular season and post season tournament awards will vary.
3. Several games may be played in succession, which is common in tournament play.
4. Tournament rules will be the same as regular season rules, unless noted.

GENERAL INFORMATION

1. If you have any questions regarding the league, please contact the Park District at (630) 784-6100.
2. The Carol Stream Park District and the Village of Carol Stream ordinances prohibit any alcoholic beverages on Park District property. Players and captains are subject to game suspensions and/or team forfeitures. Teams will be held responsible for fans.
3. Any player under the influence of alcohol, or mind-altering substances, will be ejected with a suspension for the next game as well. The captain will also be ejected for the remainder of the game.
4. Teams are reminded that the Carol Stream Park District does not carry insurance covering injuries incurred while participating in the Carol Stream Park District Basketball League.

