

SCHAUMBURG PARK DISTRICT'S SPORT CENTER

Men's Adult Basketball – League Rules

Updated: 6-1-18

CONTACT INFORMATION:

Please call the Sport Center 847-891-1266 for any general questions.

League Commissioner: Derek Dvorak dedvorak@parkfun.com

GENERAL RULES OF GAME PLAY

- IHSA rules will apply unless otherwise noted.
- Games will consist of two 20-minute halves. The clock will run continuously except during the last **minute** of the first half and the last **two** minutes of the second half. **Last two minutes of the second half, the clock will continue to run if there is a 20 or more point lead.**
- Each overtime period will last three (3) minutes. The regulation clock will be used in the final two (2) minutes of overtime.
- Any player hanging on the rim will be given a technical foul.
- Each team gets two (2) time-outs per game and one total time-out for each overtime period (leftover time-outs do NOT roll over into overtime periods).
- A technical foul will result in two points and possession of the ball for the opponent.

ROSTERS/PLAYER ELIGIBILITY

- Completed team rosters must be turned in to the scorekeeper prior to the first game of the season. **NO EXCEPTIONS!** Teams may include players on the roster with incomplete contact information or signatures, but no player may play in a game until they have completed and signed the roster.
- Teams may not add to their roster after the 3rd week of the season.
- To be eligible to play in this league, each player must meet the following criteria...
 - At least 18 years of age.
 - Be on the team's official team roster for which they are playing.
 - Must not be rostered on more than one team in the same league/level.
- All players must bring a photo ID with them and present it to the scorekeeper before the game as a means of verifying identity. **No ID = No play.** The Schaumburg Park District reserves the right to perform a roster check by verifying IDs, and is especially likely to perform a roster check for playoff games.
- Only rostered players are allowed on the team benches. All other individuals including children, friends, spouses, etc must remain in the spectator area/bleachers.

REGISTRATION

- Full Payment will be due at the time of registration. Refunds will be issued for those requests received prior to the registration deadline, less a \$5 service fee. Once the final registration deadline has passed, refunds will only be issued if there is another team to fill that spot and a \$50 service fee will be charged.
- No team will be allowed to take the court if they have any outstanding fees.

FORFEIT RULES

Minimum four (4) players to start the game.

- In order for an official game to begin, teams must have a minimum of four *team rostered* players on the court and ready to play. If less than four players are present, the official clock will start. Two 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 declared a forfeit. Players must be signed in, on the court, dressed and ready to play within this time or else the game will be forfeited.

- A team forfeit will result in a \$50.00 fee paid before the start of the next scheduled game. Two (2) forfeits will result in expulsion from the league.

PROCEDURAL RULES

- **Pre-game:** Before the game, each player must print their name and jersey number on the score sheet at the scorer's table, and show a photo ID to the scorekeeper. **No ID = No play.** For every player from your team who fails to check in at the scorekeeper's table prior to the game, the opponent will receive 2 points to start the game. Exception: If a player arrives after tip-off, no penalty will occur as long as he reports to the scorer's table with photo ID prior to entering the game.
- **Substitutions:** Substitute players must report to the scorers' table. Failure to report will result in a verbal warning. The following violation will be subject to a technical foul assessed to the team's bench.
- **Jerseys:** All players must wear the matching numbered shirts/jerseys that are issued to the team captains at the beginning of the season. No jersey = No play.

PLAYER/SPECTATOR CONDUCT

- **Technical Fouls -** Any player receiving a technical foul gives the opposing team an automatic **2** points and possession of the ball. Any player receiving **2** technical fouls in the same night will be **ejected for that night and suspended a minimum of one (1) game, with the possibility of a longer suspension based on the severity of the transgression.** Any player accumulating 3 technical fouls throughout the season will receive an automatic one (1) game suspension. Any player who accumulates **4** technical fouls throughout the **season** will be ejected for the remainder of the season. Any team that accumulates a total of 6 or more technical fouls in a season is subject to forfeiting their next game. Any team that accumulates 8 or more technical fouls in the season is subject to removal from the league with no refund.
- **Ejections:** If a player is ejected from a contest for any reason, he/she will be required to serve a minimum **one (1) game suspension, with the possibility of a longer suspension based on the severity of the transgression.** Any player or captain ejected from a game is required to leave the facility **immediately**, and are not permitted at the facility when serving their suspension. If the player continues to interfere with the orderly progression of play the referees or any SPD staff may award a forfeit victory to the opposing team. A second (2nd) ejection for the same player throughout the season will result in the player being removed from the league. The SPD has the right to remove any player/team from the league depending on the severity of rule infraction.
- **Zero Tolerance Policy:** All players are expected to be respectful of the referees, Park District staff, spectators, and opponents. If a referee or Park District staff member is verbally threatened, physically threatened, or struck by a player or captain before, during or after a game, that individual may be suspended and/or **permanently expelled** from participation in any adult league without warning, and face potential criminal charges.
- Player ejections are **not** subject to **protest.**
- Use of a suspended player, knowingly or unknowingly will result in forfeiture of that game and the team's next game.
- Active participation in any type of disorderly conduct (**fighting, excessive arguing, making threats of violence, etc.**) will result in an automatic **minimum** 1-year suspension beginning the day of incident, for the player and possibly the team.
- Alcoholic beverages are prohibited on Park District property. Teams violating this policy

are subject to removal from all League play, forfeiting all fees paid.

- The SPD reserves the right to eject any player or team from the adult basketball league without warning or refund at any time in cases of severe circumstances.

PROTESTS/EVALUATIONS

- All protests must be submitted in writing to the Sport Center Manager within 24 hours of the game with a \$35 fee. The fee will be refunded if the protest is upheld. Protest can only be made in cases that involve interpretation of the rules or player eligibility. Disagreements in judgment are not protestable.
- If a team captain wishes to leave feedback about the officiating, scorekeeping, or any other aspect of the league, they should come upstairs to the front desk after the game and request a referee evaluation form or comment form. If they wish to also include any additional information not on the form, they may send an email within 24 hours to the League Commissioner.

SPORTSMANSHIP

- All Schaumburg Park District Leagues are designed to be recreational in nature. Players are expected to act in manners befitting of a sportsman. Disrespect toward officials, SPD Staff, and other participants will not be tolerated. The SPD reserves the right to remove any team or player who behaves in an unacceptable manner without warning or refund.
- The Schaumburg Park District will not tolerate any misbehavior by any team. This league was designed to be a **recreational league** and the **main purpose is to have fun**. The referees have all been notified not to tolerate inappropriate conduct from any player. Fighting, pushing, trash talking before, after and throughout the game will not be tolerated. Verbal abuse, dissent, and inappropriate gestures toward officials or other Schaumburg Park District staff will also not be tolerated. There will be **no warnings**. If your team cannot control itself or its members, players, or spectators, then your team will potentially be removed from the league and lose their registration fee and depending on severity, not be allowed back into the league. If incidents persist, the Schaumburg Park District has the right to discontinue the league.

FACILITY RULES

- No food or drink is allowed in the gymnasium. **Only exceptions are water and Gatorade/Powerade/Vitamin Water, or other similar products.**

LEAGUE AWARDS

	4 teams	5 teams	6+ teams
Regular Season Champs	\$250	\$300	\$350
Playoff Tournament Champs*	\$100	\$150	\$150
Regular Season Runner-Up	\$100	\$150	\$200

*Playoff Tournament Champs will also receive "League Champs" T-Shirts

-The SPD reserves the right to alter these amounts based on the number of teams registered and other factors. If the fees will differ from these, the team captains will be notified at the beginning of the season.

-Award money will not be split by teams tied in the standings, unless it is a 2-way tie and the teams involved did not play each other during the regular season. In all other cases, tiebreakers will be used to determine final standings

TIE BREAKING PROCEDURE

In the event that two or more teams have equal records at the conclusion of the regular season, the tie breaking procedure will be as follows:

Any team who has a forfeit during the season automatically loses all tiebreakers. The ONLY exception is as follows: If there is a 2-way tie, and the forfeited game does not involve a head-to-head matchup between the two teams, then regular tie-breaker rules would apply.

- **2 team tie** – A two team tie will be broken by the results of head to head match ups between the teams in question. If for some reason these two teams played each other twice with split decisions, the tie will be broken by the point differential versus the two tied teams*. If the teams are still tied, overall point differential* will be used.
**The maximum differential awarded for any single game for tiebreaker purposes is 20 points.*
Example: Team 2 played Team 1 twice. Team 2 was victorious in the first contest 55-45 while Team 1 won the second contest 70-40. Team 1 would win the tie due to an overall point differential of +10 points.
- **3 or more teams tie** – If 3 or more teams are tied at seasons end, the teams in question will be placed together in a pool where the teams' head to head results will be checked. *Note: If the 3 or more tied teams do not all play each other at least once, the best team will be determined by overall point differential* throughout the entire season. Once the best team is determined after point differential*, the next spot will be determined by head to head if possible.*
 - The teams will be ranked based on their records in H2H play among the pool of teams. This step will always supersede any of the steps listed below, which will only be used to break any ties that remain after Step 1 is applied.
 - A) If after Step 1, SOME teams are still tied in pool play, then the tie between only those tied teams will be broken as follows:
 - 1) H2H records against only the teams that are still tied.
 - 2) H2H Point Differential* among the teams that are still tied.
 - 3) Overall Point Differential* against all teams in the league
 - B) If after Step 1, ALL teams are tied in pool play, then proceed to step 2 to determine the BEST team:
 - H2H Point Differential* within the pool of tied teams.
 - Overall Point Differential* against all teams in the league
 - Once the best team is determined by either Step 2 or 3, the next spot will be determined again by head to head record among those teams that still remain. If these two teams are still tied, then H2H point differential* will be taken, followed by Overall Point Differential*.