

**GRAYSLAKE PARK DISTRICT
MEN'S BASKETBALL LEAGUE
RULES & REGULATIONS**

General Information:

1. The League will consist of a minimum 8-week season including single elimination playoffs.
2. A player must play in at least **3** regular season games (not last 3 games of season) in order to participate in the Play-Off Tournament.
3. League standings will be determined by win/loss records. If two teams are tied, the tie will then be broken by: previous head to head records, followed by point differential between involved teams, **followed by points scored against for season, followed by points scored for the season.**
4. All games will be played at Grayslake North High School unless otherwise noted.
5. There are no smoking or alcoholic beverages allowed in/around the School property. There are no foods or drinks allowed in the gym, however, water/Gatorade will be permitted.
6. The Park District will provide an official game ball; please bring in your own basketballs for warm-ups/practice.
7. Team rosters will consist of a maximum of **15** players.
8. Roster will be frozen at the start of the teams third game with the exception of the “two-person free agent rule”. This rule states that each team will be allowed to add to their official roster two new players during the REGULAR season. Like everyone else on the roster they must play in at least 3 regular season games to play in the playoffs.

Each player must read and sign waiver form before playing and they cannot be rostered on another team in the league.

Playing Rules:

1. The league shall be governed according to Federation (Illinois High School Association-IHSA) Basketball Rules. However, at all times, the Park District League rules will supersede a Federation rule.
2. A game will consist of two (2) 20-minute halves with a running clock, except as noted below:
 - a. Two non-cumulative timeouts per half, with one additional time out for overtime period.
 - b. During the last two minutes of the second half, a regulation clock will be kept. The clock will not stop if a team has a lead of 15 points or more.
3. In the event of a tie at the end of regulation time, one 3-minute overtime period will be played. Due to the tight game schedule, **if the teams are still tied after the first overtime we will play a sudden death overtime (first team to score wins). No timeouts will be available in the sudden death overtime. The game will only stop for an official's timeout or injury.**
4. Half time will be 5 minutes long.
5. Seven (7) fouls per half is the bonus limit for 1 on 1, after 10 fouls in a half- the Super Bonus will be in effect- shooting 2 free throws.
6. On free throws, players may enter the lane **at the release** of the ball, rather than when it hits the rim. **The shooter and those behind the key must wait for the ball to hit the rim before moving forward.**
7. Five (5) personal fouls will eliminate a player from the game.

8. **Everyone on the team MUST have a number on their jersey/shirt by the first game and must wear these jerseys/shirts for all games.** It is encouraged to have the same color shirts. The referee shall review rules with each captain before each game. If the captains have any questions, they should ask them at this time.
9. Scorekeeper will not keep individual point totals, only fouls, timeouts and running score.
10. No jewelry may be worn unless it is taped or secured in a manner deemed safe by the game officials; this includes rings.
11. Game time is forfeit time! A team must field at least 4 players at game time or a forfeit will occur. When the 5th player enters the gym, that team may call a time out to stop the clock. If neither team fields 4 players, the score will be recorded as a double forfeit (0-0). The game will continue with 4 players unless that team is losing by 20 points or more at half time or at any later point, then the game will be forfeited.
12. Team captains must turn in the team line-up to the scorekeeper prior to the start of the game. **The line-up must include each player's first and last name, and jersey number. Only those players present should be written on the score sheet (if you expect a player to show up for that game, do place on score sheet); scorekeeper will check players into game as time played.**
13. If a team fields only 4 players and one member fouls out or is injured and the team is reduced to three, the game will be forfeited.
14. **All players must report to the scorekeeper prior to entering the game and WAIT TO BE CALLED IN BY THE REFEREE!!** If this rule is abused, the player will be given a technical foul. Substitutions are limited to any time the game action is stopped. NO subs on the run! **When shooting 2 free throws, the sub must wait until after the first shot before entering the game.**
15. Team captains are responsible for their spectators. No children under the age of 16 may be left unattended - a spectator (not a player) must be with and watch the kids. **If a game is stopped to correct the behavior of a spectator by the Gym Supervisor, the spectator's team will be charged a time out for the first occurrence and a team technical foul for delay of game for each occurrence thereafter.**
16. A shot clock will not be used.
17. The three-point line is in effect.
18. **DUNKING OR ATTEMPTING TO DUNK IS ALLOWED DURING THE GAME (NO HANGING ON THE RIM)!**
19. **Players must carry picture identification at all times.** If a roster check is called and identification is not provided, the player will be considered illegal. **The opposing team or staff can call for a roster check.**

Forfeits:

A team must start a game with a minimum of 4 players, if a player fouls out or is ejected - the game will be forfeited. **If a player is found to have fraudulent information on the roster, is using another player's name, or has not signed a roster, that game will be forfeited as well as any other games in which that player participated.** WHEN A TEAM FORFEITS, THE TEAM MUST PAY THE \$50 FORFEIT FEE PRIOR TO PLAYING THEIR NEXT GAME. Two forfeits during the same season will result in the team being dropped from the league and not being allowed to return to the league. If a team forfeits during play-offs, it will not be allowed back into the league the next season.

Protests: Protests will be allowed under these circumstances:

1. A judgment call on the part of a referee **cannot** be protested.
2. Violation of league rules and misapplication or misinterpretation of playing rules shall be considered as reasons for protest.
3. Protests must be announced to the referee, the opposing team captain, **and the League Supervisors** immediately following the play in which the discrepancy occurred and recorded on the back of the score sheet.
4. All protests must be submitted *in writing with a check for \$25.00 made out to the Grayslake Park District* within 24 hours in order to be considered.
5. If the protest is allowed, the money will be refunded and the game replayed. If the protest is not upheld, the money will go into the league fund. Protests will be ruled on by the Protest Committee, which will consist of the Athletic Supervisor, League Supervisor and a referee not involved in the protested game.
6. Protests that are not submitted in the above manner will not be considered as an official protest and will not be reviewed or ruled upon.

Player Conduct:

1. The rules have been drawn up to serve as a guide to enjoyable participation. The spirit of the rules is extremely important. To apply a positive approach, it is essential for every player to abide by these rules and to enlist the support of all other teammates.
2. Captains are reminded that they are responsible for the conduct of their team at all time, and the Park District expects teams to exhibit proper conduct. **The captain is the spokesperson for the team and should be the only player talking to officials regarding the game.**
3. **“Trash Talking” will not be tolerated. Any player “trash talking” will be given a technical foul on the first occurrence, and ejected from the game if the talking continues.**
4. Teams whose players display unsportsmanlike conduct shall be assessed the following penalties:
 - One Technical Foul - Warning
 - Two Technical Fouls – Immediate ejection from the game and facility, a \$25 TEAM FINE to be paid prior to their next game, suspension from the next scheduled game or tournament game. All team fines not paid before their next game will result in forfeit of that game.
 - Two Ejections in one season – Suspension for the remainder of the season.
 - Players Fighting/Abusing Official and/or Park District Staff- Immediate ejection from the league.

**GRAYSLAKE PARK DISTRICT
ATHLETIC LEAGUE FINES AND SUSPENSIONS**

Listed below are fines and suspensions for players, managers, and coaches in all Grayslake Park District Athletic Programs.

<u>ACTION</u>	<u>FINE</u>	<u>SUSPENSION</u>
Baiting or harassment of Officials or Park District Supervisors	1 st offense: \$50 2 nd offense: \$100	1 Game/Match Season
Threatening an official or Park District Supervisor	\$100	Season
Touching, pushing, or striking an umpire or Park District Supervisor	\$100	Permanent/All Athletics
Fighting anywhere on facilities or grounds or Park District sponsored event*	\$100	Season
Under the influence or possessing alcoholic beverages	1 st offense: \$50 2 nd offense: \$100	1 Game/Match Season
Improperly listed as Park District Resident, not listed on roster, or playing without having a signed roster	1 st offense: \$50 2 nd offense: \$100	1 Game/Match Season
Any action which results in ejection from an athletic contest	1 st offense: \$50 2 nd offense: \$100	1 Game/Match Season
Forfeit of game due to lack of players, using an illegal player	1 st offense: \$50 2 nd offense: \$100	Can play next match Ejection from league

All fines must be paid prior to the team playing their next game. These fines may be paid at the Park District office or to the League Supervisor on site prior to playing.

Unpaid fines will result in suspension from all Park District Athletic Programs.

*Meaning facility or Park District grounds where programs are being held.