

# Skokie Park District HTC Alumni Basketball League (ABL) 2017-2018 Rules and Expectations

## GAME LOCATIONS AND TIMES

The ABL plays its games at the Weber gymnasiums. It is the responsibility of every player to check his schedule each week to verify game times and locations.

## STARTING AND FINISHING TIMES

Teams must have a minimum of four players for a game to tip-off. Teams without the minimum four players will be given FIVE minutes for a fourth player to arrive. After five minutes have passed, the team without four players is assessed a forfeit loss. (Note: Although a team is allowed to tip-off with four players, all players are urged to arrive several minutes prior to the scheduled tip-off time.) It is the captain's responsibility to ensure that his team has enough players for every game. Any captain that is not able to attend a game must designate one of his teammates to serve in the role as "captain for the night" to handle any substitution issues or in-game issues that would require discussion with the referees.

## PLAYER ROTATION

Captains (or their designees) have a responsibility to rotate **all** players into games. Everybody paid; everybody plays. Be considerate.

## SUBSTITUTES

**Any available ABL player that was drafted after the player for whom a substitute is required can participate as a substitute.** (Example: A player drafted with the 16<sup>th</sup> pick may be substituted by an ABL player drafted with the 17<sup>th</sup> pick or lower.) Any other substitution is forbidden without the consent of both teams' Captains and the Commissioner.

Captains may sub as follows:

1. Berkovits: May sub for picks 1-12
2. Weis: May sub for picks 1-12
3. Zimmerman: May sub for picks 1-12
4. Bass: May sub for picks 1-24
5. Trilisky: May sub for picks 1-24
6. Wolfe: May sub for picks 1-24
7. Bassala: May sub for picks 1-36
8. Yudkowsky: May sub for picks 1-36

9. Fishman: May sub for picks 1-36
10. Pollack: May sub for picks 1-48
11. Freedman: May sub for picks 1-48
12. Singer: May sub for picks 1-48

A team's drafted players are assumed to be in the scorebook regardless of whether or not they are at the gym at the time of tip-off and, thus, may play in a game regardless of their arrival time, assuming that late arriving player has not been substituted for a period greater than one half of the game. The late arriving player would assume the fouls of the substitute player.

Any substitute player must be listed in the scorebook **prior** to the game tip-off.

If a team drafts a player and subsequently trades the player for another player, the team retains its original drafting position for purposes of substitution. For example, if Team 1 drafts Player A with the 10<sup>th</sup> overall pick, and Team 2 drafts Player B with the 15<sup>th</sup> overall pick, and they subsequently swap players, then if Player B is absent for Team 1, Team 1 can select anyone from the 11<sup>th</sup> selection onward. And if Player A is absent for Team 2, then Team 2 can only select a player from the 16<sup>th</sup> selection onward.

**Substitutions from outside of the ABL are prohibited. A team that plays with an “illegal player” is subject to an automatic forfeit, upon the review of the specific facts and circumstances by the Commissioner.**

### **JERSEYS**

All players must wear their team jerseys. (Substitutes should be given a team shirt of the same color of the team for which they are substituting.)

### **TIME-OUTS**

Each team receives four 45-second time-outs per game and one 45-second time-out in overtime. After the first half, one 45-second time out will automatically expire if it is unused. Further, time-outs not used in regulation expire and do not carry into overtime (i.e. there is only one time out per team in each overtime).

### **LENGTH OF GAME**

Games are two 20-minute halves with running time, except during the last two minutes of each half, when the clock will start/stop at appropriate times, as indicated below. Halftime lasts three minutes. Overtime periods last three minutes, of which the first two minutes are running time.

The clock will not stop in the last two minutes of a half unless the losing team is within 12 points (example: 30-18 = clock stops). If during the last two minutes a team is losing by more than 12 points and cuts the lead to 12 points or less, the clock will stop at the

appropriate times. If the winning team scores again to lead by more than 12 points (example: 31-18 = clock does not stop), the clock will no longer stop until the losing team pulls to within 12 points.

The following describes the status of the clock running or stopping during a free throw: If a team is leading by 12 points and a foul is called (causing the clock to stop) resulting in a free-throw attempt and the leading team makes the free throw to increase the lead to 13, the clock resumes running at that point. Likewise, if a team is leading by 13 and a foul is called (not causing the clock to stop) resulting in a free-throw attempt and the losing team makes the free throw to cut the lead to 12, the clock stops.

### **FOULS/FREE THROWS**

All shooting fouls will be two shots (three for three-point shots; four for a halfcourt shot). When a player is fouled and scores, one free throw will be awarded.

The seventh foul activates the bonus (“one and one”). The tenth foul activates the double bonus (two shots).

Two free throws are awarded on technical fouls, along with possession of the ball for the shooting team. The rules regarding clock running and stopping (see above) apply to technical fouls, as well. Specifically, if the spread of a game is 12 points or less in the last 2 minutes, the clock would stop upon a technical foul being assessed. If a technical foul is called at any point other than the last 2 minutes of a half, the clock runs.

Substitutes that report in the game during free throws enter before the final shot (2<sup>nd</sup> or 3<sup>rd</sup> shot).

Players must “line up” quickly for free throws. Officials will be instructed to minimize time spent “lining up”.

If a player fouls out and his team has no replacement, the team plays shorthanded. The forfeit rule will not take effect if the game began with the required number of players.

Players may enter the lane to “box out” on free throws upon the release of the free throw.

### **THE FOUR-POINTER**

Any make from beyond the half-court line is worth 4 points. (And a make + a foul gives you the opportunity for the mythical 5-point play!) If your foot is in front of half-court or on the half-court line, then, alas, only 3 points for you.

### **SCOREBOOK & SCOREBOARD MAINTENANCE**

In the case of a discrepancy between the scorebook and scoreboard, the scoreboard governs.

## **TRADES AND TRADE DEADLINE**

All trades must be approved by the Commissioner. Teams may not make trades after December 31<sup>st</sup> at 11:59pm.

## **KIPPOT**

All players are requested to wear a *kippah* when playing.

## **CONDUCT**

**All players are expected to conduct themselves appropriately, on the court, bench, and sidelines.**

**Specifically:**

- 1) Sportsmanship and fair play are demanded of all players.**
- 2) Profanity is unacceptable.**
- 3) Verbal abuse or other demonstrative behavior from a player directed to anyone (e.g., teammate, spectator, opponent, official) will result in a technical foul and violators may be subject to suspension/expulsion from the ABL.**

**Simply put, be a mentsch.**

## **MODESTY**

Players should not undress in open areas.

## **FINAL SAY**

The League Chairman and Commissioner reserve the right to make final decisions regarding ABL rules, policies and any necessary disciplinary action. All decisions will be final.