

SKOKIE PARK DISTRICT

MEN'S BASKETBALL LEAGUES

Spring 2017

RULES

FEES: Teams will pay a team fee of **\$525.00** (Residents) or **\$680.00** (Non-Residents), due prior to registration. A \$50.00 fine will be assessed for each forfeit. The SPD is not responsible for collecting sponsors' payments. Any team that has sponsorship is required to pay their fees prior to registration and collect sponsorship monies on their own (See Athletics Supervisor for exceptions to this policy).

ROSTER & ELIGIBILITY:

1. Rosters are limited to 15 players age 18 and over at any given time.
2. All players must sign waiver/ roster prior to being eligible.
3. No new names may be added to the roster after the team has played four weeks. The only exception to this rule would be to allow an injured person, or someone who had moved from the area to be replaced on the roster. Team captains are cautioned not to try to manipulate this rule.
4. After the initial roster, new men added (as allowed in rule #3 above) must sign his team's waiver/roster prior to 5:00pm on the day that he wishes to begin play.
5. Roster challenges by opposing teams are acceptable; however they must be made prior to tip-off. After tip-off, the game will be official as played, even if the teams in question have used ineligible players. If it is determined afterward that a team has used ineligible players, the team captain and the player in question will be suspended for one game, however the result will stand.
6. All players must participate in at least 4 games in order to be eligible for playoffs.
7. **NEW RULE IN 2017:** In the interest of reducing forfeits due to player shortages, any team that is short players to start a game may pick up no more than **TWO** players from other teams in the league in order to have a complete line-up to start a game.

CONDITIONS:

- a) Picked-up players **MUST** be on another roster within the league, and this must be verifiable immediately by referring to rosters.
- b) Any team choosing to pick up players may not start the game with more than 5 players.
- c) Any ejection of a picked-up player will result in that player serving his suspension during his primary team's next game, and will also result in a player from the secondary team having to serve a suspension in that team's next game. This suspension will be at the discretion of the team captain;

however, the suspended player must have been on the floor for the secondary team at the time of the original ejection.

GAME RULES

1. The Illinois High School Association Rules govern play with the following exceptions:
 - a. There will be two 20 minute halves with a running clock; however, the clock will stop at every whistle during the last two minutes of the second half. Officials may stop the clock at their discretion. A score differential of 15 pts. Or more will result in a running clock in the last two minutes. A score differential of 10 pts. Or more will result in a running clock in the last minute. As soon as the game clock reaches two minutes in the second half, regardless if there was a shooting or bonus situation foul prior to the 2 minutes, the clock WILL stop at 2 minutes and resume when foul shots are concluded.
 - b. Normal 2 and 3 point scoring will be used. Team scores will be recorded by a scorekeeper. Rebounds and assists will not be recorded.
 - c. Individuals will foul out after 5 personal fouls in a game.
 - d. Two (2) free-throws will be shot on all 2-point shooting fouls. Three (3) free-throws will be attempted when the shooting foul occurs beyond the three point line. If the original shot attempt is good, a bonus free-throw will be awarded.
 - e. Teams will shoot bonus free-throws on the opposing team's 7th team foul. On the 7th, 1 + 1 will be awarded. On the 10th team foul, the double-bonus will be awarded.
 - f. Players under the basket may enter the lane upon the **RELEASE** of the free-throw attempt. Low-post players will also get the block on free-throw attempts.
 - g. All flagrant or technical fouls will result in two **(2) free-throws** for the opposing team, and loss of possession.
 - h. Each team will be permitted two time-outs per half plus one for each overtime period. Time-outs do not carry over from the first half to the second half, but will carry over for overtime periods. **DO NOT ASK THE SCOREKEEPER FOR TIME-OUT! REFEREES MUST CALL TIME-OUT. IF YOU VERBALLY ABUSE A SCOREKEEPER, YOU WILL BE DISQUALIFIED IMMEDIATELY.**
 - i. **OVERTIME RULES:** In the event of a tie score at the end of regulation play during the regular season, one overtime period will be played. This OT will be THREE minutes in length, with the first minute consisting of running time, and the last two minutes played under normal league stoppage rules. If at the end of the OT, the score is still even, two minute overtime will occur with normal clock stoppage rules applied. If at the end of double O.T., a one minute

overtime period will result with normal clock stoppage rules. During the playoffs, teams will play as many overtime periods as are necessary to determine a winner. **All personal fouls and second half team fouls will carry over into overtime.**

- j. Substitutes must report to and be sent in by the head timer.
 - k. There will be a three-minute break at half time.
 - l. Home team bench is to the right of the scorekeeper's table as you face the table.
 - m. Two technical fouls result in disqualification from the game.
 - n. NO DUNKS are permitted during warm-ups. Dunks are permitted during A-League Games.
2. All games will be scheduled at 7:00pm, 8:00pm, or 9:00pm on Wednesday evenings at the Weber Leisure Center Gym. If a team is short starting players, the captain may elect to start the game with four players or he may forfeit. In either case, forfeit time is **five minutes** past the scheduled start time. If the team elects to begin the game with four players, and the number of players falls to three either by ejection, injury, or otherwise, the game will be called and recorded as a forfeit. In the case of injury, when a team is playing shorthanded, the injured player shall be allowed five minutes to determine whether or not he can continue.
- a. On each forfeited game, the forfeiting team will be fined \$50.00, due and payable before the team's next scheduled game. Failure to pay this fine before the next game will result in another forfeit, and consequently, an additional \$50.00 fine. **This rule has been loosely enforced in seasons past, however it will be strictly enforced in 2016.**
 - b. Teams are permitted two forfeits throughout the season, incurring a \$50.00 fine for each forfeit. If any team forfeits a third time, that team will be expelled from the league, forfeiting all league fees.
 - c. All forfeits will be scored as 50 – 0 for the winner.
3. Team line-ups must be recorded in the scorebook before game time. If this is not completed, one team technical foul will be assessed. **If the technical foul is not assessed for the game in question, the technical foul WILL BE ASSESSED prior to tip-off of the offending team's next game.**
4. Any player ejected from a game must leave the building and is not permitted to sit on the player's bench during the remainder of that game. Any player ejected from a game will be automatically suspended for his team's next game. **Captains are responsible for enforcement of this policy. If the team captain fails to enforce a teammate's compliance in this regard, he will also be suspended for one game, and cause his team to be subject to forfeit of the current game.**
5. All spectators are subject to the same rules of conduct as players. Please advise your team and supporters.

6. Protests must be filed in writing, and accompanied by a \$25.00 protest fee, with the Athletics Supervisor before 5:00pm the day after a game. Note: Protests are not permitted on judgement calls by an official. These protests will be thrown out immediately. Legitimate protests will be reviewed by the Athletics Supervisor with the counsel of the team captains and/or officials if deemed necessary. The score, foul counts, timeouts, time of game, official's initials, and the word PROTEST must also be recorded in the scorebook at the time of the protest
7. No fighting during games or in and around Weber Leisure Center will be tolerated. Fighting which consists of physical contact between players will constitute automatic expulsion from the game and automatic suspension for one calendar year from all basketball leagues within the Skokie Park District.
8. **At the discretion of the game officials, teams not having matching uniforms may be asked to wear pinnies. Any team refusing to wear pennies when requested to do so will be assessed a team technical foul, immediately upon refusing the FIRST request to wear pennies. If the technical foul is not assessed for the game in question, the technical foul WILL BE ASSESSED prior to tip-off of the offending team's next game.**
9. Rings, bracelets, wristwatches and other loose jewelry are prohibited from being worn during games.
10. No gum, alcohol, or smoking is permitted in the gym. Only sports drinks and water are allowed in the gym. No pop. NO SPITTING. IF YOU GET CAUGHT SPITTING, YOU WILL BE EJECTED AND SUSPENDED FOR ONE GAME. NO EXCUSES, NO EXCEPTIONS.
11. Players suspected of being under the influence of alcohol or drugs will be ejected and suspended for one game. Multiple offenses may result in expulsion.
12. A weapons sighting on the person of any player, or among the personal effects of any player will result in immediate expulsion of that team from the league for the remainder of the season, and a lifetime ban for the player in question. This ban will cover all Skokie Park District athletics programs.

OFFICIALS & SCOREKEEPERS:

Officials and Scorekeepers are to be treated with the utmost respect. Intentional physical contact with an official will result in automatic expulsion from the league. A second offense will result in expulsion of the offending players' team from the league. **Additionally, verbal abuse of officials will not be tolerated. At the referee's discretion, violations of this policy can range from a technical foul to expulsion.**

DO NOT APPROACH THE SCORER'S TABLE FOR ANY REASON OTHER THAN TO CHECK IN. CAPTAINS ARE THE ONLY PLAYERS ON THE COURT PERMITTED TO REVIEW THE BOOK DURING A GAME.

AWARDS: Regular season champs - **\$200**

Tournament champs - **\$325**

PLAY-OFFS: Any team with a record of .500 or better will advance to a single-elimination playoff.

In the event that fewer than four teams finish .500 or better, a minimum of four teams will advance to the playoffs.

Seeding's will be determined by overall record, head-to-head record, overall points for, and if necessary, overall point differential.

If you have any questions regarding the league, please contact the SPD Athletics Office, at 847-674-1500 x2183

HOTLINE NUMBER:

If for any reason there is a question about whether or not games will be played (flooding, earthquake, snow emergency, possible center closure, power outage, etc.), use the sports hotline at **847-674-1500 x2196.**