

# New Lenox Community Park District Adult Basketball League Rules

Rules Revised: March 3, 2026

The following is a list of rules adopted by New Lenox Community Park District to govern the Adult Basketball League. Rules not covered herein will be determined by the Illinois High School Association (IHSA).

## GENERAL

1. **League Fee:** The full league fee must be paid one business day before your first game. Any fees still owed after that date will result in a forfeit in league standings.
2. **League Information:** League information such as schedules and standings can be found on the New Lenox Community Park District Team Sideline website. To access the Team Sideline website, go to [newlenoxparks.org](http://newlenoxparks.org) and find the button in the middle of the page titled “Team Sideline.” You can also use this link to reach the Team Sideline website directly.  
[www.teamsideline.com/sites/newlenoxparks/home](http://www.teamsideline.com/sites/newlenoxparks/home)
3. **Team Captain:** Each team shall designate a team captain who will be the liaison between that team and the Park District. Only the team captain should communicate concerns with the Park District. To avoid confusion, players should speak to their team captain on all inquiries and not contact the Park District directly. Captains’ responsibilities include:
  - A. Obtain league rules and schedule (Team Sideline).
  - B. Confirm best contact information with Park District.
  - C. Distribute copies of league rules and schedule to team players.
  - D. Sign score sheet (after each game) to assure accuracy of score.
  - E. Make sure players from your team sign-in at the front table of the Field House each day.
  - F. Responsible for the conduct of team’s spectators and participants.
4. **Forfeit Limit:** Any team with three (3) forfeits will be dropped from the league with no refund – future league consideration will be evaluated.
5. **Tie Breakers:** The standings tie breakers will be as follows:

1) Winning Percentage	5) Total Points Against
2) Head-To-Head	6) Total Points Differential
3) Head-To-Head Differential	7) Lowest Number of Forfeits
4) Total Points For	8) Coin Toss

## ROSTER & ELIGIBILITY

1. **Check in:** Players must check in at the front desk before each game.
2. **Roster Information:** The team roster needs to be completed and turned into the NLCPD Staff at the front table before your first game. All players must stop at the front table to sign the team roster weekly. All roster information must be legible, complete, and accurate for a player to be eligible for league play.

3. **Roster Limit:** Roster may consist of a maximum of 12 players or a minimum of 5 players. Rosters will lock after the final regular season game. No changes will not be allowed.
4. **Valid ID:** All players must have a valid I.D. at all games to verify their identity at the request of the referee(s), staff or another player. If a player cannot present an I.D. upon request: before the start of the game: they will not be allowed to play in the game. If this happens during a game and the player can't provide the I.D., the team will forfeit the game.
5. **Player Eligibility:** All players must be at least 18 years or older. Anyone in the current calendar year, listed on a collegiate or professional team roster is ineligible.
6. **Ineligible Player:** Any team found using an ineligible player will forfeit the game.
7. **Player per team limit:** Once a player's name appears on a team roster, that player may not play for any other team in the same league.
8. **Team Jerseys:** Each team must have the same color shirt on with numbers. If both teams have similar colors on, the visitors will wear a reversible jersey provided by the Park District. Those need to be returned to staff immediately following your game. If they are not returned, that team will be charged \$15 per jersey.

## GAME

1. **Home/Away:** First team listed on the schedule denotes the home team.
2. **Pre-Game Warm-up:** Teams are allowed a three-minute warm-up prior to start of game. Captains may opt to decline warm-up and, instead, begin game immediately, but both captains must agree. Referees may eliminate the warm-up due to time constraints. Referees may also delay start of and progression of game to respond to unexpected situations, and this delay will not affect game ending time.
3. **Forfeit Time:** Game time is forfeit time. No less than four eligible players must be on the court, in uniform, and ready to play. The opposing team does not have the right to waive this rule. ***Note: Score of any forfeited game will be 20-0.***
4. **Player #s to scorekeeper:** Team captains must confirm all player numbers to scorekeeper and all players must sign their roster 3 minutes before the game, as this validates players eligible for play.
5. **Game Length:** The game will consist of two halves, twenty minutes in length with a three-minute halftime. Except for time-outs, the clock will run continuously. For the last minute of the first half and last two minutes of the second half, the clock will stop on all whistles.
6. **Slaughter Rule:** If a team is ahead by fifteen or more points during the final two minutes of the second half, the clock will continue to be a running clock. **If a team is losing by 20-points anytime in the last 2-minutes, the game will be stopped.**
7. **Overtime:** Overtime is two minutes in length and will be started with a jump-ball. It will be an official clock, stopping on all whistles. Each team receives 1-timeout with no carryover. There will be a 1-minute intermission before the extra period begins. The 2<sup>nd</sup> overtime, will be 1-minute in length with no timeouts allowed. If the score is still tied the winner will be the first team to score in the 3<sup>rd</sup> overtime period.

8. **Time-outs:** Each team is allowed two time-outs per half (one minute in length). A technical foul will be called against any team calling a time-out when there are no time-outs available to that team.
9. **Substitutions:** Substitutions can only take place at stoppage of play. Substitutes must notify scorer and referee(s) before entering the game.
10. **Substitution Time-outs:** Each team will be allowed **3 substitution timeouts per half**. The team calling the “substitution time-out” must be in control of the ball in their backcourt and have no defensive player in the backcourt. Both teams will be allowed to sub at that time. (This time-out will be called at the referee’s discretion, and the clock will continue to run unless the referee directs it to be stopped if he believes a team is wasting time.)
11. **Fouls:** Common fouls will be taken out of bounds until the 7<sup>th</sup> and successive team foul per half, in which the one-and-one will be shot and the clock will continue to run. The 10<sup>th</sup> and successive team foul per half will result in 2 shots. The clock will continue to run unless it is during the final minute of the 1<sup>st</sup> half or the last 2 minutes of the 2<sup>nd</sup> half. **NOTE: Players must leave the game on 5<sup>th</sup> personal foul.**
12. **Technical Fouls:** All technical fouls called will result in two points and ball to the opposing team. Technical fouls count towards personal and team fouls. Any player charged with two technical fouls for unsportsmanlike conduct will be ejected from the game and asked to leave the facility immediately. **Three technical fouls by one team in any game will result in a forfeiture of the game. Any player charged with 4 technical fouls during the course of the season will be suspended for the duration of the season (without refund), including the playoffs.**
13. **Flagrant & Intentional Fouls:** A flagrant or intentional flagrant foul will result in an immediate ejection from the game and facility. Two points and ball to the opposing team. A non-flagrant intentional foul will result in 2-points and the ball out for the team that was fouled. No free-throws will be shot.
14. **Dunking:** Dunking is allowed during the game but not during warm-ups. **Any player hanging on the goal after a dunk will be charged with a technical foul – referee’s discretion.**
15. **Game Ball:** A total of 2 balls will be given per team for their warm-up. A game ball will be provided by the Park District. **Players are NOT allowed to bring in personal basketballs.**

## **AWARDS & PLAYOFFS**

1. **Playoffs:** Playoffs will be a single elimination tournament. Top 8 teams are eligible for the playoffs as long as they are in good standing from the regular season. All rules from the regular season apply to playoffs.
2. **Prize Money:** Prize money will be awarded to regular season first and second place and also tournament champions. Prize amounts are determined by number of participating teams.
3. **Player Eligibility:** A player must play in at least 4 of their team’s regular season games to be eligible to play in the playoff tournament. Rosters will lock at the start of playoffs.

## **PROTESTS**

1. Protests will not be considered.

## REFEREES

1. Referees must be treated with respect at all times. All disagreements with a referee's interpretation of a rule must be conducted by the team captain in a civil manner.
2. Each game will have two IHSA patched referees. In the event that one referee does not show up, teams must play the scheduled game without the second official. The scores will count toward the standings.

## PLAYER-TEAM CONDUCT

1. **Ejections: Players ejected from a game must leave the facility immediately and are suspended for the next league game.** Players ejected twice are suspended for the remainder of the session, including playoffs.
2. **Vulgar Language:** Players will be required to use appropriate language on the court. If a player uses inappropriate cuss-words, a team warning will be issued. Any inappropriate cuss-words (mainly F\*Bombs) thereafter by that team, a technical foul will be given. This technical foul will count towards team fouls but will not be used in counting towards disqualification of a team or a player.
3. **Physical Altercations:** Any player participating in any physical conduct/fighting with another player, referee, Park District employee, or spectator before, during, or after a game will be indefinitely suspended from league play. Possible civil action can take place.
4. **Verbal Threats:** Any player who verbally threatens a player, referee, Park District employee, or spectator before, during, or after a game will be indefinitely suspended from league play. Possible civil action can take place.
5. **Equipment Damage:** Any player damaging equipment before, during, or after a game (on Park or School District property) will be indefinitely suspended from league play.
6. **Poor Behavior:** Persistent poor behavior by a team, including harassment of referees or other teams, may result in the dismissal of that team from the league (includes team's spectators) with no refund.
7. **Drug/Alcohol use:** Drugs and/or alcoholic beverages are prohibited on Park District and School property. Players caught with alcoholic beverages and/or drugs will be indefinitely suspended from league play.
8. **Player Suspension:** During a player's suspension, they cannot participate in nor be a spectator of any scheduled games of the basketball league. Teams may not replace a suspended/disqualified player on their roster.

## GYM RULES

1. **Personal Basketballs: No outside basketballs are allowed within the gym.**
2. **Clean-up after your team:** Make sure you clean up after yourself in the gym and remember to gather your belongings after your game. The Park District is not responsible for lost/stolen items.
3. **Basketball Shoes:** Players are asked to refrain from wearing black-soled (marking) shoes when playing in league games.
4. **Water Only:** Outside food/drinks are prohibited inside the gym. Only exception is bottled water.

5. **Spectators:** For safety reasons, spectators must watch from the bleachers/Sidelines only. Children must be supervised at all times! Unsupervised children and their guardian will be asked to leave the gym. Players are not allowed to play and supervise children at the same time.