



DGPD High School Basketball League Rules



General Rules

1. Illinois High School Association (IHSA) rules and regulations will govern play.
2. A current roster of participants on each team will be at the scorekeeper's table.
Each player must show a school ID or driver's license and be listed on the roster in order to play.
3. **Coaches, Parents/Spectators & Players are responsible for their actions. Unsportsmanlike behavior may result in suspension of further participation, as outlined in the Coaches, Players, and Parents Code of Conduct.**
4. **During games, only Coaches and Players are allowed in the Bench area. No Spectators are allowed on the benches.**

League Specific Rules

Game Schedule & Play

1. Regular season play will be round-robin format.
2. Each team is guaranteed eight (8) regular season games.
3. A single-elimination post-season tournament is played immediately following the regular season schedule. The top teams in the league will make the post-season tournament. The number of teams will be determined by the size of the league.

Game Clock

4. Each game will consist of two (2) twenty-minute (20) halves. There will be a one-minute (1) half time.
5. Games will start with a jump ball, after which alternate possession will be used.
6. The clock will be a running clock with the exception of the last 10 seconds of the first half and the last one (1) minute of the game. The clock will stop on all referee whistles during these times.
7. If a team is ahead by twenty or more points in the final ten minutes of the game, the clock does not stop. If a team is ahead by twenty or more in the final five minutes of the game, the game will be declared over.
8. The clock will stop during free throw attempts. The clock will be stopped once the ball is passed to the free throw shooter for the first attempt. The clock will be started again at the completion of the final free throw attempt.
9. Two (2) time-outs will be allowed each team during each half. Unused timeouts do not carry over to the next half or overtime. All time-outs will be 30 seconds in length.

Fouls

10. Shooting fouls will result in free throw attempts. On the 7th team foul, the one-and-one bonus will go into effect. On the 10th team foul, double bonus.
11. A player will be disqualified and removed from the game on the fifth (5th) personal foul.
12. Technical fouls count as a personal and team foul. All technical fouls will carry a two (2) shot penalty and the shooting team receives the ball out of bounds.

Substitutions

13. Substitutions must report to the scorer's table. Only the Referee may call for substitutions to enter the game. Substitutions will be allowed on any dead ball situation.

Mercy Rule(s)

14. Press will be allowed unless a team is winning by fifteen (15) or more points. At that time, pressure cannot be applied until the player and the ball are past the division line.
15. If a team is winning by fifteen (15) or more points, no fast break will be allowed. The winning team must dribble the ball past the division line. No full court passes will be allowed.
16. If a team is ahead by twenty or more points in the final ten minutes of the game, the clock does not stop. If a team is ahead by twenty or more in the final five minutes of the game, the game will be declared over.

Overtime

17. In case of a tie at the end of regulation play, one two (2) minute overtime period will be played. A jump ball will start the overtime period. The clock will stop on all referee whistles during overtime. One time-out will be allowed each team. If score is tied after the first overtime period, a second overtime will be played with "sudden victory" - first basket wins. No time-outs will be allowed in the second overtime period.
18. In case of a tie in the post-season tournament, successive two (2) minute overtime periods will be played until there is a winner.

Player Conduct

19. Team members are responsible for the conduct of all their fellow teammates, as well as their spectators.
20. Profanity deemed excessive will not be tolerated. Players and/or spectators in offense will receive a technical foul.
21. Any player/spectator charged with two technical foul for unsportsmanlike conduct will be ejected from the game.
22. Three technical fouls called on a team for unsportsmanlike conduct in a game will result in forfeiture of the game.
23. Any individual ejected from any game for any reason, excluding fouling-out, will receive a minimum one-game suspension, rendering him ineligible for the next scheduled game. The Athletic Supervisor reserves the right to increase or decrease any suspensions from league play at his/her discretion. The suspended player(s) will not be able to play or attend the game as a spectator during their game(s) suspended.
24. The Athletic Supervisor may expel any player, manager, team, spectator, or individual from league play for the remainder of the season, or longer, for any action which interferes with the orderly progress of the game (i.e. fighting, flagrant rules violations, harassment of officials, players, spectators, etc.)

Team Rosters & Player Equal Playing Times

25. All players on a team must receive an equal amount of playing time during games. This should be monitored by the teams themselves, but if not followed, will be monitored by an adult supervisor/coach for games if needed.
26. If any team is not allowing equal playing time for all their rostered players, the team will receive one warning. If the playing time does not change, a parent or adult will be assigned to coach the team and monitor playing time
27. If a team cannot equally distribute playing time amongst all their rostered players with adult supervision, the team will forfeit all their remaining games, be removed from the league, and will not receive a refund.

Miscellaneous

28. Both man-to-man and zone defense can be played.
29. No dunking is allowed before, during or after the games. Any player damaging any equipment as a result of dunking will be required to pay repair and/or replacement costs.
30. If an injury occurs to a player on the court during the game, play is stopped. Depending on the severity of the injury, the game may continue, be delayed, or cancelled. This decision will be made by the referees and the scorekeeper staff as well as the team captains. Shortening time or adding a running clock are some of the rule adjustments that could be made. All decisions by the referees in regards to continued or cancelled play are final.