



Mt. Prospect Park District Adult Basketball League Rules

The Mt. Prospect Park District will use IHSA (Illinois High School Association) rules unless otherwise noted in the following league specific rules or stated at the captains meeting. Teams are responsible for knowing both IHSA and Mt. Prospect Park District rules.

*Rules may be added or deleted at the discretion of the Athletics Manager after notification of all officials and team captains.
Please read the rules carefully.*

CODE OF CONDUCT

1. The officials have the right to ensure the safety of players and maintain a suitable game atmosphere. They have the power to stop a game and declare either a double forfeit or forfeit.
2. Unnecessary and unsportsmanlike conduct, including but not limited to swearing and fighting, is not permitted. Players not conducting themselves properly, before, during or after a game, will be suspended or dismissed from the league. The park district reserves the right to dismiss any individual or team at any time due to persistent poor behavior.
 - Thrown out of a game/ejection: 1 or more games, suspension
 - Thrown out of a game/ejection (2nd time in a same season) – 3 or more games, suspension
 - Participating in a fight – Out for the rest of the season and banned from all Mt. Prospect Park District leagues for one year or more.

DO NOT PUT YOURSELF OR OTHER TEAMMATES IN THE POSITION TO BE THROWN OUT OF A GAME. A player who has been thrown out of a game must leave the park district property in a timely manner.

3. Any further penalty will be decided by the Athletic Department as stated in the Park District's Control Ordinance Number 525.

TEAM RESPONSIBILITIES

1. Teams must provide their own like color jerseys/shirts **with numbers on the back**.
2. Uniform color will be picked at the time of registration, first-come, first-serve. (No preference to returning teams.) Reversible jerseys are recommended.
3. Each team must provide a leather ball in good condition. The better of the two balls will be used for that game – the decision is up to the referee.
 - a. Men's Leagues will use an "official" 29.5" full size ball.
 - b. Women's League will use a Women's 28.5" size ball.

ROSTER

1. All rosters are due at the team's first game of the season. Roster (& Waiver) form must be done through Team Sideline.
2. Any roster which is not properly completed, not turned in, or having falsified information will be subject to the team's immediate forfeit of all games until matters are corrected.
3. There is a twelve (12) person roster limit.

LEAGUE FORMAT

1. Each team will play a regular season with single elimination playoffs. All teams will make the playoffs unless other circumstances arise.
2. Game times are as listed on Team Sideline. There will be a 10 minute grace period for all games.
3. Cash prizes will be awarded to top teams (based on standings) in the regular season and playoffs. These will vary by season depending on the number of teams in the league.

GAME PLAY

1. Jump balls – the only time a jump ball occurs is at the beginning of the game, and at the beginning of each overtime period. All other jump balls will use the alternating possession arrow with the teams alternating taking the ball out of bounds.
2. Teams must have a minimum of four (4) players to start the game.
3. Men's leagues will play two 20-minute halves with a continuous clock. Women's leagues will play four 10-minute quarters with a continuous clock.
4. Running clock stops only during:
 - Time outs
 - Last one (1) minute of 1st half
 - Last two (2) minutes of 2nd half (if lead is less than 10 points)
 - Clock will continue to run in the 2nd half if one team is leading by **10 or more points during the last 2 minutes.**
 - In the last 2 minutes, if a team is winning by 20 or more points the game will be over.
5. Time-outs: Each team will receive two (2) time outs per half. Time-outs do not carry over from first half to second half
6. Free throws: players on the lane can move on the release of the ball.
7. Fouls:
 - a. Men's Leagues:
 - Each player is allowed five (5) personal fouls. On the fifth foul, the player is ejected from the game.
 - Each team is allowed six (6) team fouls per half. On the 7th team foul of the half, 1 & 1 bonus shots will be awarded. On the 10th team foul of the half, double bonus (2 shots) will be awarded.
 - b. Women's Leagues:
 - i. 5 personal fouls/game. On the 5th personal foul that player must sit out the rest of the game.
 - ii. On the 5th team foul in a quarter, a "double" bonus 2 free throws will be awarded. Team fouls reset each quarter.
 - c. Technical and flagrant fouls count as 1 personal foul. – The referee reserves the right to eliminate a player for the rest of the game if he/she believes the foul is severe. All decisions by the referee(s) are final.
 - d. All technical fouls are 2 shots.
8. Overtime play
 - Overtime period(s) will be four (4) minutes, clock stops the last minute of play. Each team gets one (1) additional time-out.
 - Individual and team fouls are carried over into the overtime periods

TIEBREAKER PROCEDURES

For playoff seeding purposes, the following tiebreaker procedures will be used.

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

FORFEITS:

If at any point during the season, your team needs to forfeit, I ask that the captain contact me directly (either via email or phone/voicemail) by 3:00pm (for weeknight leagues) or by 12:00pm on Saturday (for weekend leagues) so the opponent, officials & staff can be notified in a timely manner. Captains should take advantage of the Free Agent List to find subs to avoid forfeiting.

There will be a **\$100 forfeit fee** that must be paid by the forfeiting team within 1 business day prior to their next scheduled game. The forfeit fee must be provided directly to the Athletics Manager and not to MPPD staff on site. Any team that forfeits twice in one season (except for doubleheaders) will automatically be removed from the league.