

Niles Park District Men's Basketball League Rules

League Rules

1. Rosters are limited to 15 players age 18 and over at any given time during the season.
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 two games. 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.
4. After the initial roster, new men added (as allowed in rule #3 above) must sign his team's waiver/roster prior to 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.
6. All players must play in at least 6 games in order to be eligible for playoffs.
7. In the event of a tie between two or more teams, the tie-breaker will be as follows:
 - a) Head to head
 - b) Least points given up
 - c) Most points scored

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 (2) minutes of the second half. Officials may stop the clock at their discretion. A score differential of 12 points or more will result in a running clock in the last two (2) minutes of the game.
 - b. Normal 2 and 3 point scoring will be used. Team scores will be recorded by a scorekeeper.
 - c. Individuals will foul out after 6 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 of the half. On the 10th team foul of the half, the double-bonus will be awarded.
 - f. All flagrant fouls will result in two (2) **free-throws plus possession** for the opposing team.
 - g. Each team will be permitted two (2) time-outs per half plus one for each overtime period. Time-outs do not carry over from the first half to the second half or 2nd half to overtime.
 - h. **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 two (2) minutes in length and the clock will stop on all whistles during the last (1) minute of play. If at the end of the OT the score is still tied, then a second sudden death overtime will be played where the first point scored wins. 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.**
 - i. Substitutes must report to and be sent in by the head timer.
 - j. There will be a two-minute break at half time.
 - k. **Technical fouls result in two (2) free throws, loss of possession and that player must sit out for five (5) minutes of game time. Two (2) technical fouls in one game will result in being ejected from that game plus a one (1) game suspension. Four (4) technical fouls over the course of the season will result in a three (3) game suspension. Five (5) technical fouls and the player will be banned from the league.**
 - l. **NO DUNKING** permitted during warm-ups or game. A dunk during the game will result in a delay of game penalty and 2 points awarded to the opposing team and the offending team will not be awarded 2 points for the made basket.
2. If a team is short starting players, the captain may elect to start the game with four players or he may elect to forfeit. In any case, forfeit time is **five (5) 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 before the team's next scheduled game.

- 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.
 - d. **A team may borrow a player from a team that previously played only if the borrowed player gives them a total of no more than 5 players.** If a team borrows a player from another team, any technical fouls given to that player will be used against his original team.
 - e. Teams should not make a habit of borrowing players from other teams. If you are constantly short players, contact Kenny Krueger at (847 583-2723) and arrangements will be made.
3. Team line-ups must be reported to the scorekeeper before tip off. These line-ups are what will be used to determine player eligibility for playoffs. If the line-up card is not turned in, that game will not be eligible for one of the six (5) required games to be played in order to make the playoff roster.
 4. Any player ejected from a game must leave the building and is not permitted to sit on the player's bench or bleachers 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.**
 5. All spectators are subject to the same rules of conduct as players. Please advise your team and fans.
 6. Ineligible player protests will be handed immediately. Protests must be filed with game referees and official scorekeeper. When a protest is made before the game begins, the illegal player will be cross checked with the roster. The player in question must present a valid form of ID to the referees/scorekeeper to cross check with the roster. If the player in question does not have an ID or is not found on the roster, he will not be allowed to play. Note: Protests are not permitted on judgment calls by an official. These protests will be thrown out immediately. The only legitimate protests are ones regarding the use of an ineligible player.
 7. No fighting during games or in and around the facility 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 leagues within the Niles Park District.
 8. All teams are required to have their own common color jerseys with numbers on the back. **At the discretion of the game officials, teams not having matching uniforms may be asked to wear pennies.**
 9. Rings, bracelets, earrings, wristwatches and other loose jewelry are prohibited from being worn during games.
 10. No gum, food, alcohol or smoking is permitted in the gym. Only sport drinks and water are allowed on the bench.
 11. **NO SPITTING. IF YOU GET CAUGHT SPITTING, YOU WILL BE EJECTED AND SUSPENDED FOR ONE GAME. NO EXCUSES, NO EXCEPTIONS.**

Officials and scorekeepers

1. All players and their fans will follow the Niles Park District's Zero Tolerance Policy.
2. Officials and Scorekeepers are to be treated with the utmost respect. Intentional physical contact with an official or scorekeeper will result in automatic expulsion from the game plus a 1 game suspension. A second offense will result in expulsion of the offending player 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.**
3. The scorekeeper's book is the official book for the game. Any errors in score or fouls must be brought to the attention of the referee as soon as it is noticed.

Contacts and other league information

1. The Athletic department offices are located at the Golf View Rec-Center (7800 N. Caldwell Ave., Niles IL 60714 (847-967-1529)
2. Any problems or concerns can be brought up with Ken Krueger at 847-583-2723 or kkrueger@niles-parks.org .
3. The Niles Park District web-site is www.niles-parks.org. All scores and schedules will be posted and updated daily on www.teamsideline.com/niles



ZERO TOLERANCE
NILES PARK DISTRICT ZERO TOLERANCE POLICY
REGARDING SPECTATORS / PARENTS / COACHES /
PARTICIPANTS:

The game will be stopped by officials when the spectator / parent / coach / participant who is displaying *inappropriate and disruptive behavior* interferes with other spectators / parents / coaches / participants / officials of the game. The officials will identify violators for the purpose of removing them from the spectator viewing area or the game area. Once removed, play will resume. Lost time will not be replaced and violators will be subject to further disciplinary action by the Niles Park District. This inappropriate and disruptive behavior shall include:

- *Using obscene or vulgar language to anyone at any time.*
- *Taunting players, coaches, officials or other spectators by means of baiting, ridiculing, threatening physical violence, or physical violence.*
- *Throwing any object in the spectators viewing area, players bench, penalty box, court, baseball field, that in any manner creates a safety hazard.*

Any & All Violators will be escorted from the facility or game area and suspended according to Niles Park District policy:

1st offense – 1 game suspension, effective immediately

2nd offense – 2 game suspension, effective immediately

3rd offense - Suspension for the balance of the season, effective immediately

******Severity of the offense may result in immediate termination from the program and may result in further disciplinary action by local authorities.***

Please enjoy the game and support all players, coaches, and officials.

IT'S JUST A GAME...
A WONDERFUL GAME AT THAT!