## SCHAUMBURG PARK DISTRICT Girls Feeder Basketball League Rules

- The Schaumburg Park District Feeder League follows the NFHS/IHSA rules and will also adopt the rule changes made by the NFHS/IHSA for the 2023-24 season.
- Changes for this league will include:
  - Games will consist of four (4) 10-minute quarters.
  - The clock will run continuously except during the last minute of the 2<sup>nd</sup> quarter, and the last 2 minutes of the 4<sup>th</sup> quarter if the score is within 15 points.
  - Bonus is now on the fifth foul of a quarter and no longer on the 7th foul in half. The team foul count resets to zero for the 2nd/3rd/4th quarters. Fouls do not reset for overtime. Any overtime period is an extension of the fourth quarter.
  - Bonus free throws are now two shots at all times. One and One has been eliminated from game.
  - Defensive fouls or defensive violations in the frontcourt now result in the ensuing throw-in being from one of the four designated frontcourt throwin spots (image below). These spots are the 28-foot line on the appropriate sideline or at the appropriate spot three feet wide of the lane line on the endline.



- A timeout called by the offense while the ball is live in the Frontcourt results in the throw-in occurring from one of the four designated frontcourt throw-in spots. For example, a player that picks up their dribble in a corner, gets trapped and then calls a timeout, the throw in will be from one of the 4 designated spots instead of stuck in corner.
- A backcourt (over and back) violation or a 10-second violation results in the ensuing throw-in being from one of the four frontcourt designated throw-in spots since the new offense is throwing the ball in in the frontcourt.

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- If a team has the ball for a throw-in in the frontcourt and calls timeout, the ball does not move because the timeout was granted after the throw-in spot was determined.
- A player can legally go out of bounds to avoid a screen or to avoid an opponent. A violation would only occur if that player was the first to touch the ball after returning to the court.
  - Note: a player can still legally save a ball and then be the first to touch the ball upon returning to the court.
- Each team gets two (2) 30-second time-outs per half and one additional 30 sec time-out for each overtime period.
- Each overtime period will last three (3) minutes. The regulation clock will be used in the final two (2) minutes of overtime.
- If a team is winning by a margin greater than 15 points, they are no longer allowed to press.
- In the 5<sup>th</sup> and 6<sup>th</sup> grade divisions if the score is greater than 10 points, the leading team cannot full court press until point differential is less than 10 points.
- All players must wear the team jerseys with numbers. Teams must have a light and dark jersey to avoid conflicts with similar colors. Home team is listed first on the schedule and wears light color jersey.
- Substitute players must report to the scorer's table.
- Each team must provide an adult to keep score for each game.
- All teams must turn in a completed roster on the first day of games.
- If your team is low on players for a certain week, a school **CAN** bring up a lower grade player to play on the higher graded team (i.e., 5<sup>th</sup> graders can play on a 6<sup>th</sup>, 7<sup>th</sup>, or 8<sup>th</sup> grade team). A higher graded player **CANNOT** play on a lower graded team (i.e., 8<sup>th</sup> grader cannot play on a 7<sup>th</sup> grade team).
- If a team is caught with an older player on a younger team, the team will be subjected to an automatic forfeit.
- If there is more than one school team per division, a player can only be on one team roster not both team rosters.

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### **FORFEIT RULES**

- Minimum four (4) players to start the game.
- If you know your team has a conflict, please contact the league coordinator with a minimum of 24 hours' notice. If less than 24 hours, call the Sport Center and notify the front desk staff.
- The SPD has the right to remove any players/team from the League depending on the severity of the rule infraction.
- EJECTION RULES
  - O Any player/spectator/coach ejected from a game, for fighting, using threatening language, unsportsmanship like conduct, etc., will be suspended for the following two (2) games.
  - A second ejection for the same player/spectator/coach throughout the season will result in the individual being removed from the League.
  - The SPD has the right to remove any player/team from the League depending on the severity of rule infraction. Also, ejected teams will lose returning team status for the next season.

### **SPORTSMANSHIP**

- At the beginning of each game both teams (all players and coaches) will meet at half court to shake hands, introduce themselves and wish each other good luck.
- All SPD leagues are designed to be recreational in nature. Players, parents, and
  coaches are expected to act in manners befitting a sportsman. Disrespect towards
  officials, SPD staff, and other participants will not be tolerated. The SPD reserves
  the right to remove any team, player, coach, parent, or spectator who behaves in
  an unacceptable manner without warning or refund.
- No food or drink (including coffee) is allowed in the gymnasium. Only WATER is allowed in the gym please!

#### **AWARDS**

• Regular Season Champs in each division will receive a plaque.