

STREAMWOOD PARK
DISTRICT

MEN'S
BASKETBALL LEAGUE



RULES & PROCEDURES

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The goal of the Streamwood Park District's Basketball League is to provide a competitive, yet recreational, opportunity for adults to participate in organized league play. All participants are asked to practice fair play and sportsmanship. League rules and procedures have been set and established to encourage this philosophy. Team captains / managers are responsible for ensuring their players are aware of, and abide by, these rules and procedures.

League participants are reminded that the Streamwood Park District does not provide medical coverage for players, spectators or team representatives. Players are reminded that they play at their own risk.

The Streamwood Park District reserves the right to change, add or otherwise amend league rules & procedures as seen fit to provide a safe and fair environment for all participants. In such cases, captains/managers will be notified prior to the change being implemented.

ELIGIBILITY/REGISTRATION

- 1) Participants must be at least 16 years of age.
- 2) All players must be listed on the team roster. Teams may carry a maximum of 12 players.
- 3) Rosters must be filled out in their entirety for each player. Failure to provide the requested information will result in players being disqualified from the roster. Completed rosters are due prior to the first game. They may be added to or altered up until the 3rd week.
- 4) To replace any player due to injury, approval from the Athletic Supervisor is required. Once a player is removed, he will be ineligible for the remainder of the season, including tournament play.
- 5) Teams are required to pay a base league registration fee (\$625). Teams are required to pay league fees in full by the third week of the season.
- 6) A player must play in a minimum of 3 regular season games to be eligible for post season play.
- 7) Captains must make sure that their players complete the weekly team roster form to the league supervisor, detailing the player's numbers, name and signature prior to the start of the game. Games will not be allowed to start until the form is submitted. Players will not be allowed to play until they complete the form.

GAME RULES

- 1) I.H.S.A. Rules apply unless otherwise stated.
- 2) Games will begin promptly as scheduled, or at the league supervisor's discretion. No game will begin sooner than the scheduled game time. The scorekeeper/timer is responsible for the "game time" clock. Exception: Each game will receive a five (5) minute grace period at the start of the game. If four (4) players are present at game time, the game will begin and the fifth (5th) player may be added at any point during the contest.
- 3) Teams must have a minimum of four (4) players to begin the game. If a team begins with the minimum of four (4) players and loses one due to injury or ejection, the game will automatically be forfeited to the opposing team.
- 4) Games consist of two 20-minute halves, with a 5-minute halftime.
- 5) The game is a running clock, except during the **last one (1) minute of the first half and the last two (2) minutes of the second half**. **NOTE:** If one team is winning by 20 or more points, the clock shall continue to run at all times.
- 6) Each overtime period will last three (3) minutes. The regulation clock will be used in the final one (1) minute of the overtime period(s). No game shall result in a tie.

- 7) Each team will receive three (3) 1-minute timeouts per game, and one (1) timeout per overtime period. Unused timeouts do not carry over to the overtime period.
- 8) Games and overtime will begin with a jump ball. Alternating possession will be used for other "jump ball" situations.
- 9) Players are required **to wear similar colored jerseys with numbers. If you don't have numbers you must use duct tape** . If two teams have the same color jersey the supervisor will flip a coin, allowing the home team to call it, to determine which team will wear the pinnies. Any team with non-conforming jerseys or lack of numbers will be forced to wear the pinnies, during their game. Each team is allowed a maximum of one un-numbered player who will be qualified as 00. Any additional un-numbered players will not be allowed to play that day.
- 10) Substitutions must report to the scorer's table. Failure to report will result in a verbal warning to the bench. A second and subsequent violation(s) will result in a technical foul being assessed.
- 11) Any player with an openly bleeding wound or blood on his uniform must leave the court immediately (per substitution). The player may re-enter the game when the blood has been removed and the cause remedied to the official's satisfaction.
- 12) Any player receiving/incurred three (3) technical fouls during the course of the season will be suspended for the remainder of the season and tournament play.
- 13) **Dunking** the basketball is **not allowed** at any time. Dunking will result in a technical foul.
- 14) Players shall shoot free throws for penalty on shooting fouls. Player may leave designated area to retrieve the rebound when the ball leaves the shooters hand.
- 15) The only non-rostered person allowed on a team's bench is the person in charge of keeping the team's scorebook. All others must sit in the bleachers.
- 15) Participants are expected to follow all other rules of the Streamwood Park District.

LEAGUE FORMAT

- 1) Teams will play a minimum of an eight (8) game regular season.
- 2) All teams will participate in a single-elimination, post-season tournament.
- 3) The winner of the regular season will receive a monetary award. The winner of the tournament will receive an additional monetary award. Prize money distribution is up to the discretion of the league participants. Total prize money will be stated at meeting.
- 4) Teams are seeded for the tournament based on final league standings.
- 5) In the event of a tie, standings will be determined as follows:
 - a. head-to-head competition*
 - b. point differential in head-to-head competition;
 - c. total points scored (season);
 - d. coin toss.

*If three or more teams are tied with the same record they will be placed into a "tiebreak pool". The head to head records will be determined by using win/loss versus other teams in the same "tiebreak pool." Winning percentage of this tiebreak pool is the first tie breaker. Teams with the same winning percentage will then use the second tie breaker of r point differential (for the entire season).

- 6) Each team must complete the weekly team roster sheet, which requires all players to write their number for that game down, print their name and sign their name.

FORFEIT RULE

Game time is forfeit time. Each team is required to have a minimum of four (4) players to start the game. If four (4) players are not present for the start of the game, the opposing team shall be awarded the victory. In the event that neither team is able to field the minimum four (4) players, a double forfeiture will be called. Any team forfeiting will be fined \$25.00. A second forfeiture will result in a \$25.00 fine. A third forfeiture will result in ejection of that team from further league play.

For tournament seeding purposes, and to aid in the standings, teams "winning" forfeited games will be awarded the average of their points scored per game to that point in the season.

PLAYER EJECTION

Any player ejected from a game for any reason must leave Park Place Family Recreation Center in an immediately in an orderly fashion. Failure to do so may result in forfeiture of the game.

A player ejected from a game by an official or site supervisor during regular or post-season play will be ineligible for the remainder of the game and at least the following next scheduled games. Depending upon the infraction, the player may be suspended for more games. If it is determined that an ejected player illegally enters a game or games, either before his suspension is served, that player will be ejected from further league play for the remainder of the season. In addition, the team will forfeit any and all games the suspended player participated in while suspended.

Offenses which may result in ejection include, but are not limited to, hanging from basketball rims, verbally or physically abusing officials or SPD staff, excessive swearing, unsportsmanlike conduct, harassment of other players or spectators, etc. Length of suspension from play will be determined by the Recreation Manager. Suspensions can range from one (1) game to the remainder of the season. Additionally any damages incurred, resulting in expenditure of monies to replace, will be the responsibility of the player causing the damage.

For schedules and standings please visit:

www.spdathletics.com

CAPTAIN/MANAGER ACKNOWLEDGMENT

As the captain/manager of team _____, participating in the Streamwood Park District Basketball League, I acknowledge that I have read and understand the rules and procedures. I further acknowledge my responsibility to ensure my players are made aware of these rules and any subsequent changes which may arise. As team captain/manager, I understand that I am responsible for my actions, as well as the actions of my players and spectators. I am aware of and agree to abide by any consequences that may result from infractions of these policies and/or rules.

Captain/Manager Printed Name

Team Name

Captain/Manager Signature

Date

RECEIVED BY:

Name

Date

Title