



ADULT BASKETBALL RULES

1. **The complete signed roster must be turned into the Recreation Supervisor by the first game.** The roster is limited to 12 players. If the roster is not turned in by the first game the team in question will automatically lose any protest brought against them and they will forfeit any right to protest. If the roster is not turned in by the second game the team will forfeit all remaining games until the roster is turned in. The roster serves as a participant waiver and must be signed by each player. No changes to the roster will be allowed after the second game. The only exception is if a player is injured and unable to return for the rest of the season. A medical excuse **MUST BE** presented to the Recreation Supervisor before the roster change will be allowed.
2. **PROTESTS:** All protests require a \$50.00 cash deposit fee. Protests must be submitted to the League Supervisor at 9401 S. Oak Park Ave. Oak Lawn, IL 60453, within 24 hours of the end of the game in question. Protests must be listed in the scorebook with the official's signature. Captain or manager of the protesting team must notify the official and the other team immediately following the infraction. The game will continue and be played under protest. Protests must be written and state the infraction, the player in question, teams and any other facts pertaining to the protest. A team that has not submitted a roster loses the right to protest and will lose any protest brought against them. The \$50.00 fee will be returned if the protest is upheld. If these procedures are not followed the protest will not be considered.
3. **FORFEITS:** A **5-minute** forfeit time will be granted for the first game only. Game time is forfeit time for all other games. But a game may start with 4 players. A non-rostered player may not play in any game. Using a non-rostered player will result in a forfeit.
4. If your team will not be able to attend a scheduled game, please contact the Community Pavilion front desk at (708) 857-2420 or the league supervisor to report the forfeit so we have an opportunity to tell the other team. The forfeit will be final once we are contacted. **After 2 forfeits your team will be removed from the league.**
5. You can play with less than 5 players if you lose a player due to injury or fouls and your team has no substitutes. You cannot play with less than 2 players.
6. All players' names and numbers must be listed in the scorebook before the start of the game. This is the responsibility of each team's captain. Any player not in the scorebook upon entering the game will receive a technical foul. Players must check in with the scorekeepers and wait for the official signal before entering the game as a substitution.
7. **TIME OUTS:** Two-time outs are granted to each team per half. In overtime, one additional time out is granted plus unused time outs from the second half.
8. Overtime will consist of a 3-minute running clock with the clock stopping for all whistles in the last minute only. A jump ball will start the any overtime period.
9. If a team is down 15 points or more, the clock will not stop in the last minute of the game. Each half will be 18 minutes. The clock will stop only in the last minute of each half.
10. **Slaughter Rule:** If a team is down 20 points or more with only 2 minutes left, the game is over.

11. Bonus free throw (1 and 1) will be assessed after a team commits its seventh (7) foul in each half. Super bonus (two free throws) will be assessed after the tenth (10) foul.

12. NO TOLERANCE RULE

13. If a player has two technical fouls called on them during a game or is ejected from a game for any reason, they are automatically suspended from the next game. If anyone is ejected for fighting, the team will be suspended for the rest of the league and the team will not be allowed to participate in any Park District Leagues for one year from the time of the fight. **No refunds will be given.** If anyone physically touches or verbally abuses a referee, the player will be ejected from the game and will be banned for the duration of the season and risks being banned from the league for one year from the date of the incident. If a suspended player plays during his suspension, that team will forfeit that game and the next game. **Any player that has one technical foul in consecutive weeks will be suspended for one game. The league supervisor will keep track of technical fouls throughout the league. Once a player receives four technical fouls, a one game suspension will take place after each additional technical. There will be no swearing allowed any swearing on the court can and will result in a technical foul and possible ejection from the game.**

14. Manager, captains, and players are required to identify members of their team who may have committed all acts, which result in suspension from a game.

15. NO DUNKING DURING THE WARMUP PERIODS! Dunking is only permitted during games. Any attempt to dunk or dunk will result in a technical foul assessed to the team and player. The technical foul may be assessed by any Oak Lawn Park District employee that reports the dunk to an official.

16. Teams **MUST** make every effort to wear the same color jerseys with a number on the back (the numbers on the jerseys or shirts can be taped on or written in by marker). If two teams have the same color jersey, the second team listed on the schedule will have to wear the "pennies".

17. The referee's judgment is final. No protests will be allowed on judgment calls.

18. IHSA rules will govern play for the league unless otherwise stated in the house rules. It is the manager/captain's responsibility to familiarize himself and his team with IHSA rules.

19. NO ALCOHOLIC BEVERAGES ARE ALLOWED. Teams are responsible for the actions of their fans. Any official or Park District Employee may end a game due to drinking. ANYONE CAUGHT VIOLATING THIS RULE RISKS INDIVIDUAL AND OR TEAM EXPULSION FROM THE LEAGUE.

20. The Oak Lawn Park District and its staff reserve the right to change, alter, delete, and revise all rules as deemed necessary to effectively conduct this recreational program.

21. The Oak Lawn Park District will NOT make any game schedule changes after the schedules are finalized to accommodate personal scheduling conflicts or commitments for teams and/or players participating in this league.

22. PLAYOFFS: Only the top (4) teams at the end of the regular season will compete in playoffs. Team captains will be notified of their game time. 1st place V. 4th place/ 2nd place V. 3rd place. Winners will play in the championship game.

23. The team with the best record after the regular season wins the league. In case of tie records, the following tie-break procedures will be used:

24. If one of the tied teams has any forfeits, they will assume the lower position.

25. Head-to-head competition between tied teams.

i. Note: if there are more than 2 teams tied this step may be skipped.

26. Point differential in head-to-head competition among tied teams.

27. Point differential in all games played.

