

**GENEVA PARK DISTRICT
MEN'S BASKETBALL LEAGUE RULES**

Revised 3/10

1. OFFICIAL ILLINOIS HIGH SCHOOL ASSOCIATION BASKETBALL rules and certified officials will govern all games with additions and exceptions listed in these rules. Game officials and league supervisors have the ability to make any ruling which is deemed in the best interest of the league.

2. GOVERNING BODY
 - A. The Geneva Park District Recreation Department – David Shindley, 630.232.4501 dshindley@genevaparks.com
 - B. The League Supervisor will make the league schedule and collect all rosters and entry fees and shall rule on all matters affecting the league not covered in these rules.
 - C. All league and non-resident fees are due on the dates specified by the League Supervisor. **Any team with an outstanding balance by the date listed in the brochure will forfeit their spot in the league and replaced by the first team on the wait list. If there are no teams on the wait list, the team will forfeit all games until their balance is paid.**
 - D. Team rosters: each team will be allowed to have up to 15 players on its roster. All players are required to sign the roster sheet before the first game and have a copy handed into the League Supervisor. Upon completion of the team's 3rd game, the roster is frozen. All protests with regards to player eligibility must be made prior to the start of the second half of each game. Players are allowed to play on only one team.

3. GENERAL LEAGUE RULES
 - A. Games will consist of two 20-minute halves. The game clock will run the first 39 minutes of the game except for injury, time-outs or official request. Regulation clock will be in effect during the last minute of the game. A 3-4 minute intermission will be allowed between halves.
 - B. If the score is tied at the end of regulation play, a 2-minute overtime period will be played. A jump-ball will be used to determine possession. A running clock will be in effect the first minute followed by a regulation clock during the last - minute. If still tied after the first overtime, "sudden death will be used" i.e., the first team to score following a jump ball will be declared the winner. *In tournament play there will not be "sudden death." We will continue with 2 minute overtime periods until a winner is decided.*
 - C. If the winning team is up by 30 points or more with less than 5 minutes left in the game, the game is finished.
 - D. A team may start and play with four players with the fifth player entering upon arrival during the next dead ball situation. *If a team has less than 4 players at game time, the game clock will start. After 10 minutes has elapsed and the team still does not have 4 players, **in the gym**, the game will be declared a forfeit.* The score will be recorded as 20-0. Referees are not required to officiate forfeits.
 - E. Teams will be allowed 1 forfeit before being charged a forfeit fee. A \$50 fee will be charged if a team forfeits a second or third time. The forfeit fee must be paid before the next scheduled game. If the fee is not paid, another forfeit will be declared. After the third forfeit, the team will be dropped from the league. Should a team forfeit out, all remaining games will be dropped from the schedule and all games in that current round will be declared the winner. Final decisions on dropping a team from the league will be made by the League Supervisor. **Any team that is dropped from the league will also forfeit all fees that have been paid.**
 - F. Teams will be allowed 4 time-outs per game at one minute per time-out. During each extra period, each team will be provided one additional time-out. Time-outs will not carry over to overtime or from half to half.
 - G. A coin toss will determine possession at the start of the game. Alternate possession will be used for all other jump ball situations.
 - H. Scoring will be as follows: 2 pt / field goal, 3 pt / field goal beyond the arc, 1 pt / free throw, 2 pt / technical, flagrant, intentional and unsportsmanlike fouls, 1 pt / all personal fouls before the final minute of the game.
 - I. If teams are tied at the end of the season they will be broken as follows
 - 1)Head-to-Head
 - 2)Points Allowed Head-to-Head
 - 3)Points Scored Head-to-Head
 - 4)Points Allowed entire season
 - 5)Points Scored entire season
 - 6) Coin Flip

4. FOULS AND PENALTIES

- A. Fouls will be shot during the last minute of the game and the last minute in an overtime period. Each team member is allowed 5 personal fouls--on 5 the player is disqualified. In the last minute of the game/overtime high school rules will be used. All fouls committed before the act of shooting will result in a "1 and 1" situation unless that team has reached 10 team fouls...in that case the double bonus will be used.
- B. Any foul during the first 39 minutes of the game will count as a team foul. On all fouls a point will be awarded. This includes offensive and defensive fouls. A foul during the act of shooting will be 3 points if the basket is good and the ball will go to the other team. If the shot is missed, 1 point will be awarded plus the ball out of bounds. Four (4) points on a successful 3-point shot if the shooter is fouled.
- C. Technical, flagrant, intentional and unsportsmanlike fouls will result in an automatic two (2) points plus possession of the ball to the non-offending team.
 - 1. A player will be ejected after receiving 2 technicals in any one game and this will result in a suspension for the following week's game.
 - 2. Any player fighting or receiving 4 technical fouls during the season will result in a one (1) calendar year suspension from the league. This is non-negotiable!
 - 3. A game will be forfeited if any team accumulates 3 technical fouls in one game.
 - 4. Any foul language or obscene gestures will result in a technical.
 - 5. The penalty for dunking at anytime, which includes before and after a game, will be 2-point technical foul, ball out-of-bounds to non-offending team.
 - 6. If a player on your team receives a technical, each member of the team will receive one additional personal foul against him
- D. Unsportsmanlike conduct before, during or after the game that is directed at officials, scorekeepers, league supervisors, players, fans or the facility may result in expulsion from the league.

5. UNIFORMS

Each team will be required to have matching shirts in color with a number for each player on the front or back of the shirt. After the second week of the season, teams will be penalized one pt for each team member who is not wearing a numbered shirt. Players may not play with jewelry, hair braids, watches, etc.

6. SUBSTITUTIONS

Free substitution. A player may substitute at any time as long as it is a dead ball situation. The player must notify the scorekeeper and be recognized by the game officials. NO subbing on the run.

7.. GYMNASIUM RULES

No smoking, fighting, cursing or alcohol will be allowed in any part of the building. Food and drink will not be allowed in the gymnasium except for squirt top bottles. Games played at SPRC...The locker rooms should not be used for any reason--the bathrooms in the main foyer are accessible. All personal items are the responsibility of the owner. No one is allowed in the upstairs gym. Each team will be given sufficient time to warm up prior to the start of each game.

8. CHILDREN

If children are attending the games, they must be supervised by the parent/parents who bring them. They will not be allowed to run around unsupervised while the parent is playing.

9. IHSA RULES OF NOTE

- A. Combined personal and technical fouls for player disqualification.
- B. Three (3) free throw for player fouled in act of shooting unsuccessful 3-pointer.
- C. During a free throw attempt, players may enter the lane as soon as the ball is released