

HUNTLEY PARK DISTRICT ADULT BASKETBALL LEAGUE RULES

NO PAY=NO PLAY - Teams will not be allowed to play in any games until their league fees are paid in full.

Roster & Player Eligibility

1. Completed team rosters must be turned in to the Recreation Manager prior to the first scheduled game. Teams may include players on the roster with incomplete contact information or signatures, but no player may play in a game until they have completed and signed the roster. By signing the player roster, each player agrees to abide by all league rules and park district waivers and agreements.
2. Rosters should have a minimum of five (5) players and a maximum of twelve (12) players. The final day to add players is before your 3rd scheduled game. Once a player has participated in a game, they cannot play for any other team within the league for the remainder of the season.
3. To be eligible for the league, each player must meet the following criteria.
 - a. At least 18 years of age by the first scheduled league game.
 - b. Be on the team's official roster for which they are playing.
 - c. Must not be on more than one team's roster in the same league/level.

Team Manager & Jersey/Equipment Requirements

1. All team captains are expected to inform their team of all rules, game schedule, schedule changes and league format.
2. Team captains are responsible for the conduct of their team players as well as spectators.
3. Team captains are required to ensure that all league fees are paid in full before their team's first scheduled game. No team will be allowed to take the court if they have any outstanding fees.
4. Official Huntley Park District reversible jerseys will be provided for each team.

League Play

1. I.H.S.A. rules apply unless otherwise noted.
2. Each team will play at least nine (9) regular season games. League format will be based off the final number of teams in the league.
3. **Pre-Game:** Before the game, each player must print their full name and jersey number on the score sheet at the scorer's table.
4. **The Clock:** Two (2) - twenty (20) minute halves continuous clock, running clock stops only during:
 - a. Time outs
 - b. Last one (1) minute of 1st half and
 - c. Last two (2) minutes of 2nd half.
5. **During the last minute of the game if a team is winning by twenty (20) or more points the game will be over.**
6. Clock will continue to run in 2nd half if one team is leading by twenty **(20) or more points during the last two (2) minutes.**
7. Clock will stop during last two (2) minutes as soon as lead is less than ten (10) points.
8. Three (3) point line is in effect.
9. **Time-outs** - each team will receive two (2) time outs per half. Time-outs do not carry over from first half to second half or to overtime - **Use them or lose them.** In overtime each team gets one (1) timeout.
10. **Overtime play:** the first overtime is four (4) minutes, clock stops last one (1) minute of play. Each additional overtime period is four (4) minutes using the above timing.

11. **Jump balls** – the only time a jump ball occurs is at the beginning of the game, and at beginning of each overtime period. All other jump balls will use the alternating possession arrow with the teams alternating taking the ball out of bounds.
12. **Fouls:** each player is allowed five (5) personal fouls..
TEAM BONUS: each team is allowed six (6) team fouls per half.
 - o One and One (1-1) after the seventh (7) team foul/half
 - o After ten (10) team fouls/half double bonus is in effect (2 foul shots)
13. Overtime play: individual and team fouls are carried over into the overtime periods
14. All technical fouls are 2 shots I.H.S.A. rule.
15. **Free throws** – on all free throws, the players on the lane can move on the release of the ball.

SCHEDULES

1. All schedules will be posted and available to view on TEAMSIDELINE

FORFEIT RULES

1. Minimum four (4) players to start the game: In order for an official game to begin, teams must have a minimum of four (4) players on the court ready to play.
2. If less than four (4) players are present at the scheduled start time, the official clock will start. Two (2) points will be awarded to the opposing team for every full minute that passes. After the clock has reached 10 minutes, and the minimum player requirement is not met, the game will be a forfeit in favor of the opposing team if they have at least 4 players ready to play.
3. If any team forfeits two (2) games throughout a season, they may be expelled from the league. No league fees will be returned if a team gets expelled from the league.

PLAYER/SPECTATOR CONDUCT

1. **The Huntley Park District Recreation Manager and our Officials have the right to remove any player, from any game, if deemed necessary.**
2. **Technical Fouls:** Any player receiving two (2) technical fouls in the same night will be ejected for that night and suspended a minimum one (1) game.
3. **Ejections: If a player is ejected from a contest for any reason, that player will be required to serve a one (1) game suspension thereafter.**
4. **Further penalty** can be assessed to any player and decided by the Recreation Manager of the park district. The Huntley Park District staff has the authority to give a player, coach or team member a maximum four (4) game suspension. If a situation warrants a more severe penalty the park district may issue a longer length of suspension to the player, coach or team member as defined within the Park District's Park Rules & Regulations Ordinance.