

DEERFIELD PARK DISTRICT

2024 WINTER ADULT BASKETBALL LEAGUE RULES

PROGRAM/PARTICIPANT CODE OF CONDUCT

The Deerfield Park District reserves the right to suspend, expel or deny participation in any program, event or deny participation in any program or facility to any person whose behavior materially interferes, or disrupts the quality of those offerings, the enjoyment of them by other participants, or the ability of staff to conduct or manage the activities or facility.

A child's parent or guardian shall be notified of the first incident; the second incident shall require the presence of a parent at a meeting with the instructor and a Park District administrator/supervisor; a third incident may result in an expulsion or suspension of the child from the program, event, or facility.

If a child engages in behavior(s), which may result in bodily harm to others, an immediate meeting with the parent may be called. If such behavior warrants it, immediate suspension or expulsion may result. Temporary suspension from participation due to misconduct will not entitle participant to a refund.

An adult shall receive one verbal or written warning. The second incident may result in suspension from the program, event or facility. If an adult physically strikes a person or object or throws an object at another person or takes any other action that may pose a real threat of bodily harm to others, or is verbally abusive to others, s/he may immediately be suspended or expelled from the program or facility.

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 that is deemed in the best interest of the league.

GOVERNING BODY

1. The Deerfield Park District Recreation Department – Jim Gariti, (847) 572-2627, jimg@deerfieldparks.org.
2. The league supervisor will make the league schedule and shall rule on all matters affecting the league not covered in these rules.

3. All league fees are due before the first game. No team will be registered without full payment of the league fee and refundable forfeit fee. If a team does not forfeit a game during the season, their \$50.00 forfeit fee will be returned to them. If a team forfeits once, they lose the \$50.00 forfeit fee. If a team forfeits a second time, an additional \$50.00 will need to be paid to the Deerfield Park District before another game can be played. Failure to do so will terminate that team from the league and they will lose their spot for the next season.

4. Team rosters: each team will be allowed to have up to 20 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 fourth game, the roster is frozen. Players must play in 4 games to be eligible to play during the end-of-season tournament. All protests regarding player eligibility must be made prior to the start of the second half of each game. Players can play on one team only. All players must be 18 years old or older to participate in the league.

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. A player may not play if he does not abide by this rule. When two teams that have the same color, uniforms are scheduled to play each other, the team listed first must wear different color shirts.

THE GAME

1. Games will consist of two 20-minute halves. The game clock will run the first 19 minutes of each half except for injury, time-outs or official request. Regulation clock will be in effect during the last minute of both halves. A 3-minute intermission will be allowed between halves.

2. If the score is tied at the end of regulation play, a 2-minute overtime period will be played. A running clock will be in effect the first minute followed by a regulation clock during the last minute. If still tied, it will be sudden death. First team to score two points either by field goal or free throws wins. Clock does not run. Tournament games will continue with 2-minute overtime periods until a winner is decided.

3. If the winning team is up by 30 points or more with less than 5 minutes left in the game, the game is finished. If the winning team is up by 20 points or more with 2 minutes left in the game, the game is finished.

4. 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, but play will not. The team short of players will be penalized 2 points for every full minute that lapses, up to the 10:00 minute point. After 10 minutes have 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 official forfeits.

5. Teams will be allowed 2 time-outs per half (non-cumulative). Each time-out will be one minute in length. Each team will receive one time-out per extra period.

6. Alternate possession will be used for all jump ball situations.

7. Scoring will be as follows: 2 pt./field goals, 3 pt./field goals beyond the arc, 1 pt./free throw.

FOULS AND PENALTIES

1. Each team member is allowed 5 personal fouls. The player is disqualified on the 5th foul. In the last minute of the second half, all fouls committed before the act of shooting will result in two foul shots.

2. There is no longer a one and one bonus situation. On the 5th team foul of a period and all fouls thereafter, the opposing team will shoot two shots. Because we play two halves, the team foul totals will re-set to 0 at the ten-minute mark of each half. On the 5th team foul and thereafter starting at the 10:00 mark, the opposing team will shoot two shots.

A foul committed during the act of shooting will result in two free-throws for a 2-point field goal attempt and three free throws for a 3-point field goal attempt. Players occupying lane spaces may enter the lane after the ball has left the shooter's hands. All other players must wait until the ball hits the rim.

3. Technical, flagrant, intentional, and unsportsmanlike fouls will result in two free-throw shots plus possession of the ball to the non-offending team.

A player will be ejected after receiving 2 technical fouls in any one game. The ejected player is disqualified from the next game as well.

B. Any player receiving 3 technical fouls during the season will result in a one (1) calendar year suspension from the league and any other Deerfield Park District adult league.

C. Any player ejected from a game for fighting or striking an official will be banned from future play in the league and any Deerfield Park District adult league. For all ejections, by rule, player(s) must leave the gym within one minute and must also leave the premises which includes the parking lot. The ejected player(s) may NOT remain on the premises even if being apologetic and contrite.

D. A game will be forfeited if any team accumulates 3 technical fouls during that game.

E. Any foul language or obscene gestures directed at another individual will result in a technical foul.

F. The penalty for dunking at any time (includes before, during and after a game) will be a 2-point technical foul and ball out-of-bounds to the non-offending team.

4. 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.

TIE BREAKERS

If two teams are tied in the standings the following tie breakers will be used –

- 1) Head-to-head results.
- 2) Point differential between the two teams
- 3) Point differential against the entire league.

For ties involving three teams or more the following tie breakers will be used –

- 1) Point differential between the teams
- 2) Point differential against the entire league

GENERAL INFORMATION

1. The park district will provide an official game ball. Teams may choose to play with another ball if both teams agree.
2. Teams will be allowed 2 forfeits before the possibility of being removed from the league. Should a team forfeit out, all remaining games will be dropped from the schedule.
3. Destruction to property at the facilities will result in a team being expelled from the league. All final disciplinary decisions will be made by the Athletics Supervisor in conjunction with the head referee.
4. Captains are reminded that they are responsible for the conduct of their team at all times, the park district expects each team to exhibit proper conduct.
5. Once play has begun in a game, conduct of that game is the jurisdiction of the assigned officials. Termination of that game, due to unsportsmanlike conduct, is their decision and not protestable. This also applies to all game decisions where the officials' judgment is involved.
6. League Awards – League winner will receive \$125; Tournament winner will receive \$50