

HOFFMAN ESTATES PARK DISTRICT

Adult Basketball Leagues

League Rules

PURPOSE

To provide an opportunity for people to play organized Basketball. **Fair Play and Sportsmanship** is the responsibility of every player, manager, referee and spectator.

If you have any questions or concerns about the Adult Basketball program during the season, please feel free to call Dru her direct line at (847) 781-3630. Thanks for choosing to play hoops with the Hoffman Estates Park District!

ELIGIBILITY

Players must be at least 18 years old or a high school graduate. All players must have their name, home address, home telephone number, and have READ AND SIGNED the roster/waiver form before they can participate in any HEPD games.

Managers must turn in the team roster **before** their first game. **Once a roster has been turned in, the team has up to that team's third game of the season to add any names to the roster, after the third game, no players may be added to the roster.** A manager may turn in a roster with players that have not signed, but that player is not to participate in any games until he/she has signed the roster. It is the sole responsibility of the manager to make sure every player on the court is a rostered player. Score keepers will have a copy of the roster for players to sign.

Player are only allowed to be on one roster per night/league.

Every player who participates in the HEPD Adult Athletic Leagues must have identification with them at every game. If a player does not have a photo ID, he may be declared a non-rostered player.

UNIFORMS

This is the team manager's responsibility at every game! **Every player must have the same color shirt with a different screened number. (No taped or magic marker numbers)** HEPD officials reserve the right to approve a player's shirt/number at every game.

HEPD LEAGUE RULES

Unsportsmanlike Conduct, such as swearing at the referee or any HEPD employee that is displayed before, during and/or after the game will not be tolerated. **Penalty for two technical fouls on the same player in the same game will be ejection from that game and the following game. If a player is ejected from a game, that player must pay a \$25 fine to return back into the league. If he refuses to pay the fine, that player will not be eligible to play on any roster in the Hoffman Estates Park District.** The second time a player receives two T's in one game, that player will be suspended for the remainder of the season and a possible manager's suspension. **The penalty for a player's first technical foul of the game due to unsportsmanlike conduct will include that player sitting out for 5 minutes for a "cooling off" period.**

Any fighting will be a player suspension for the remainder of the season and a possible manager's suspension.

The Athletic Manager reserves the right to alter these penalties as it deems necessary to assure to other teams that kind of conduct will not continue.

Dunking (making hand contact with the rim, if ball is still in hand the ball is part of the hand) and hanging on the rim is not permitted before, during and/or after a game. Penalties will be a technical foul, the basket will not be allowed, that player will be required to sit for the 5 minute "cooling off" period and possibly another game AND the manager will be subject to suspension.

The 3-Point line will be used and measures 19' 9". If fouled on a missed 3-point shot, there will be 3 free throws.

THE GAME

A game shall consist of **two – 20 minute halves.** There will be a maximum of **3 minutes between halves.** Each team is allowed **two time outs per half** and is limited to **30 seconds per time out.**

If overtime occurs, each team will be allowed **one time out per OT.** This time out may not be carried over.

A running clock will be used with the exception of the last two minutes of the game, team time outs, official's time outs and technical fouls. **If a team is ahead by 12 or more points at the two-minute mark at the end of the game, the last two minutes will be a running clock.**

Players may not enter the free throw lane during a **free throw** attempt until the **ball touches the rim or backboard**. This rule has been added in order to reduce rough play.

The number of players permitted in lane spaces during free throws (not including the free-throw shooter) will be six: four defensive players and two offensive players. The lane closest to the free-throw line (and the shooter) must remain vacant.

All players will move up one lane space during a free-throw attempt, the area closest to the end line and adjacent to the neutral-zone mark will now remain vacant.

NO TRASH TALKING! A player may be ejected at referee's discretion.

Each team will be allowed 6 team fouls. On the 7th foul, the fouled team will start shooting 1 and 1. Technical fouls will also count as personal fouls.

Players substituting into the game **MUST CHECK IN AT THE SCORERS TABLE BEFORE** they go onto the floor.

OVERTIME PROCEDURES

Overtime will consist of a **3-minute period**. The first two minutes will have a running clock. **The last minute will have a stop clock**. If the game is still tied, the process will be repeated until there is a determined winner.

FORFEITS

Forfeit time is **5 minutes past** the scheduled game time. If a team fails to field at least **4 rostered players** by this time, the game will be awarded to the opposing team. Once a game has been forfeited, it may not be played, even if the other team consents. Forfeits are final. **Teams will pay \$50 for every game they forfeit**. **The \$50 fee must be paid before the next scheduled game**. **If a team calls the Athletic Manager in time to let the other team know they will not be playing, then that team will only be charged \$25.**

PROTESTS

Protests regarding rule interpretations must be submitted in writing including a \$25 fee within 24 hours of the game in question. The referee and the scorer's table must be notified of a protest BEFORE the game ends. If the protest is valid, the protest fee will be returned. If the protest is not allowed, the protest fee will not be returned.

TEAM AWARDS

If there is a tie for league champion, it will be determined by head to head competition. If head to head competition does not break the tie, a playoff game will be played at a later date. League champion will receive a team trophy and a \$150 check. Teams may use winnings towards up coming season registration.

POST SEASON TOURNAMENT

The Hoffman Estates Park District offers a single elimination post season tournament, which combines all leagues from all different nights. During the tournament, your team may be asked to play on a night that is not the same as the league you registered for. The HEPD allows you an unlimited a roster, so please make sure you use your roster to get at least 5 players at your tournament game. Tournament Champion receives a team trophy.

GENERAL INFORMATION

- The **Hoffman Estates Park District and the Village of Hoffman Estates** ordinances prohibit any alcoholic beverages on park property. Players are subject to game suspensions and/or team forfeits.
- Children are more than welcome to watch the basketball games but. . . **ALL CHILDREN MUST BE SUPERVISED BY A NON-PLAYING ADULT.**
- Team managers will be held responsible for their team players and spectators actions.
- Please "clean up" your bench after your game for the next team coming on to play.
- Teams are reminded that the HEPD does not carry insurance covering injuries incurred while participating in the Basketball League Program. Individuals are responsible for their own liability.
- Any rule not spelled out in these pages will conform to the National Federation of High School Association Official Rule Book and the discretion of the HEPD Athletic Director.

Have a Fun and Safe Basketball Season!
Dru Steinhoff, HEPD Athletic Manager
(847) 781-3630