

**ELK GROVE PARK DISTRICT
2019 MEN'S BASKETBALL LEAGUE RULES**

1. There will be two 20-minute halves. The clock will stop in the last minute of the first half & the last 2 minutes of the second half. ***If a team is winning by more than 12 points with 2:00 remaining in the second half, the clock will not stop.*** (Example- Team A is leading by 13 points with 2:00 left in the second half. With 1:59 remaining, Team B hits a 3 point shot. The lead is cut to 10. However, since the shot went through the basket after the two minute mark had passed, the clock will not stop). ***If a team is winning by less than 12 points with 2:00 remaining in the second half, the clock will stop.*** (Example- Team A is leading by 10 points with 2:00 left in the second half. With 1:59 remaining, Team A hits a 3 point shot. The lead is extended to 13. However, since the shot went through the basket after the two minute mark had passed, the clock will continue to stop).
2. Each team has two time outs per half. Each time out is one minute in length & does not carry over if unused. The clock will stop for injuries.
3. Overtime will be 3 minutes. Each team gets one time out. No timeouts carry over from regulation. The clock will stop in the last minute of overtime regardless of the score.
4. Halftime will be 3 minutes.
5. The three point shot will be allowed.
6. Rosters must be signed & turned in by the first game. No roster changes will be allowed after the first game. A team may have up to 15 players on the roster. A player may only be on one roster.
7. If a team is caught playing with a nonroster player, they will forfeit the game.
8. Any team found to have an illegally rostered player will pay a penalty of \$100 or forfeit their remaining games and playoffs.
9. Dunking is not allowed before or after the game. Any player caught dunking will be ejected from the game. (Dunking after a game will result in an ejection from the player's next game.)
10. The 1 and 1 bonus will begin on the 7th team foul. The two shot bonus will begin on the 10th team foul.
11. If a player is fouled while attempting a three point shot, the player will be awarded three foul shots.
12. All technical fouls are two shots and possession.

13. Fighting or flagrant fouls will be considered an attempt to hit, punch, kick, or injure an opposing player. A player called for a flagrant foul, will be ejected from the game and suspended the following game. When a team commits two flagrant fouls, they will forfeit the game.
14. The second ejection during the season by a player will result in the player being expelled from the league. If two players from the same team are ejected from the league for fighting, the entire team will forfeit the remainder of the season and playoffs. No money will be refunded.
15. Each player is allowed five personal fouls. If a player commits two technical fouls in a game, they will be ejected from that game and suspended the following game. A technical foul will also be counted a personal foul. A referee may call an intentional foul rather than a flagrant foul, which will be counted as a personal foul.
16. All suspensions and expulsions will carry over into the playoffs.
17. If a player is ejected from a game, he must leave the court area immediately. (Court area is defined as the gym floor, bleacher section, and both upper & lower viewing areas). Failure to do so will result in further disciplinary action, which may include expulsion from the league.
18. If a team refuses to honor ejections and/or suspensions, the suspended player will receive an additional three game suspension. Failure to adhere to suspensions will result in the teams' forfeiture of remaining games. No money will be refunded.
19. It is the responsibility of the coach, players, and spectators to conduct themselves in a respectful and sportsmanlike manner. Any type of unsportsmanlike behavior before, during, or after the game will be reviewed by the Athletics Coordinator and subject to discipline at his discretion.
20. Forfeit time for all games is game time. If a team forfeits 2 times within the season, the team will forfeit the remainder of the season.
21. A team may start the game with 4 players. Teams must have at least 4 players on the court at all times. If a team has less than 4 players at the start of a game, the clock will start and the team with 4 or more players will receive a point every 30 seconds, until the other team has enough players. After 10 minutes the score will be 20-0 and declared a forfeit.

22. If there is a tie in the final standings, the following will be used:
 - a. Record against each other.
 - b. Record against common opponents (if schedule is balanced)
 - c. Record against playoff teams (balance schedule, again)
 - d. Point differential
 - e. If the above tiebreakers still do not determine the standings, a one game playoff game will be scheduled.

23. All ejections, suspensions, and unsportsmanlike acts including profanity and disrespectful behavior directed toward a player, patron, official, or park district employee before, during, or after the game will be reviewed by the Athletics Coordinator. Discipline may result in a long-term suspension or expulsion from the league without refund.

24. All teams must declare a color and each player must wear a numbered jersey. (Numbers must be preprinted on the jerseys). All players are required to have appropriate attire by the end of the 3rd game. It is also recommended that teams purchase two color reversible jerseys.

25. Players may enter the free throw lane as soon as the shooter releases the basketball. The shooter may enter the free throw lane only after the ball hits the rim.

26. Unless otherwise stated, referees will use IHSA rules.

27. Substitutes must report to the scorer's table.

28. The home team is responsible for providing the game ball. Although the teams may mutually agree on a ball provided by the visiting team.

If you have any additional questions please contact:

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Schedules and standings will be available on the athletics website at
www.elkgroveparks.org