

PPD BASKETBALL: IN-HOUSE LEAGUE RULES - CHEAT SHEET

	PRE-K & K	1ST-2ND GRADE	3RD-4TH GRADE	5TH-6TH GRADE	7TH-8TH GRADE	HIGH SCHOOL LEAGUE
BALL SIZE	25.5	27.5	28.5 (BOYS / GIRLS)	28.5 (BOYS / GIRLS)	29.5 (BOYS) / 28.5 (GIRLS)	29.5
HOOP HEIGHT	7 FT	8 FT	9 FT	10 FT	10 FT	10 FT
JERSEY COLOR	HOME: WHITES	HOME: WHITES	HOME: WHITES	HOME: WHITES	HOME: WHITES	HOME: WHITES
SUBSTITUTIONS	MADE AT 4 MIN MARK OF EACH QRT	MADE AT 4 MIN MARK OF EACH QRT	MADE AT 4 MIN MARK OF EACH QRT	MADE AT T.O.'s / OUT OF BOUNDS OR FREE THROWS (I.E. DEAD BALL SITUATIONS)		N/A
GAME TIME - Mins per Quarter	8 MIN PER QUARTER (RUNNING CLOCK) (4 QUARTERS)	8 MIN PER QUARTER (RUNNING CLOCK) (4 QUARTERS)	8 MIN PER QUARTER	8 MIN PER QUARTER	8 MIN PER QUARTER	TWO 20 MIN HALVES
GAME TIME - Stoppage	4 MIN MARK OF EACH QRT FOR SUBS	SHOOTING FOULS & 4 MIN MARK OF EACH QRT FOR SUBS	SHOOTING FOULS ; 4 MINUTE MARK ; T.O.s	OFFICIALS WHISTLE : LAST 2 MIN OF 2ND HALF ; T.O.s	OFFICIALS WHISTLE ; LAST 2 MIN OF 2ND HALF ; T.O.s	OFFICIALS WHISTLE ; LAST 2 MIN OF 2ND HALF ; T.O.s
ADD'L CLOCK STOPPAGE	N/A	N/A	N/A	N/A	N/A	When a team is winning by 15+ points with two minutes left in the same the clock will NOT stop.
BREAKS (BETWEEN QUARTERS)	1 MINUTE	2 MINUTES	1 MINUTE	1 MINUTE	1 MINUTE	N/A
BREAKS (AT HALFTIME)	3 MINUTES	4 MINUTES	3 MINUTES	3 MINUTES	3 MINUTES	2 MINUTES
TIME OUTS (NO CARRY OVER)	1 PER HALF			2 PER HALF		
ADD'L TIMEOUTS in OT	N/A	N/A	N/A	N/A	N/A	1 TIMEOUT
OVERTIME - Length	N/A	N/A	N/A	N/A	N/A	3 MINUTES / 2 MIN OF RUNNING TIME & 1 MIN CLOCK STOP
OVERTIME - TIES	N/A	N/A	N/A	N/A	N/A	Double overtime will be 1 minute with running time with the last 30 seconds stop time. In the event of a tie after the second overtime, sudden death will occur (first basket wins).
FREE THROW DISTANCE	N/A	SHOOTER'S CHOICE- 12 FT START	12FT	15 FT	15 FT	15 FT
FAST BREAKS	ONLY ON LOOSE BALLS			NO FASTBREAKS IF YOUR TEAM HAS 10 PTS OR MORE		N/A
PRESSING / STEALS	NO PRESS / NO REACH IN & STEALS	NO PRESS / STEAL ONLY OFF THE PASS		PRESS IS ALLOWED UNLESS YOUR TEAM IS UP BY 15 PTS OR MORE		N/A
FULL COURT PRESS	NOT ALLOWED	NOT ALLOWED		NOT ALLOWED - UNLESS DURING THE LAST 2:00 MIN OF THE 4TH QRT	ALLOWED AT ANY TIME	ALLOWED
DEFENSE - TYPE	MAN TO MAN		MAN TO MAN		ZONE OR MAN TO MAN	ZONE OR MAN TO MAN
DEFENSIVE SETUP	3 FT LINE/ARCH		OUTSIDE THE 3 PT LINE / ARCH	BEHIND THE MIDCOURT LINE	NO RESTRICTIONS	NO RESTRICTIONS
DEFENSIVE - DOUBLE TEAMS	NO DOUBLE TEAMS		NO DOUBLE TEAMS OUTSIDE THE PAINT		ALLOWED	ALLOWED
OFFENSIVE LANE VIOLATIONS	N/A	N/A	7 SECONDS	5 SECONDS	3 SECONDS	3 SECONDS
SCORE	NO SCORE BEING RECORDED	1. SCOREKEEPERS WILL STOP SCORING POINTS ONCE A PARTICULAR TEAM IS UP 15 POINTS & RESET SCORES AT HALF TIME / 2. 3 POINT SHOTS COUNT FOR 2 POINTS	3 POINT SHOTS COUNT FOR 2 POINTS		3 POINT SHOTS COUNT	
FOULS (BONUS)	N/A	N/A		On the 5th foul of in each quarter, the fouled team receives 2 Free Throws on all fouls. (no 1and1's or single/double bonus)		NO DUNKING!
MISC	N/A	If your team is up by 12 points or more, you must pass the ball a minimum of 3 times before shooting a basket.	All defensive fouls, except shooting fouls, will be one and one opportunities. Players fouled in the act of shooting will receive two free throws for grades 3 - 8 boys and girls. For 5TH-8TH grade levels shooters fouled during 3pt attempts will receive 3 free throw opportunities	Teams will have ten seconds to advance the ball beyond the mid-court line. Failure to do so will result in loss of the ball.		
BACKCOURT VIOLATIONS	N/A	N/A				

PALATINE PARK DISTRICT HIGH SCHOOL BASKETBALL RULES

PLAYERS AND SUBSTITUTES

1. A team shall consist of a minimum of 8 players and a maximum of 15 players.
2. All players must be in high school to participate. Players cannot be on a high school basketball team.
3. No roster changes will be allowed after the first game.
 - a. If a rostered player is injured during the season, a replacement may be allowed but must be approved by the Park District before being allowed to play.
4. A player cannot play in post-season unless they played in at least 1/3 of the regularly season games.
5. **Each team is required to have an adult (21 years or older) on their bench during the game.**
 - a. A team will be issued two warnings. Third occurrence will result in removal from post-season play.

UNIFORMS

1. Team names and logos must be submitted by the captains meeting and approved by the park district.
2. Any player caught wearing a uniform that has the following on them will result in a team forfeit.
 - a. No number
 - b. Foul language / logo

THE GAME

1. Unless otherwise stated herein, all league play will be governed by current IHSA rules.
2. Two (2) twenty-minute halves of running time will be played.

The clock will stop:

 - a. during the last two minutes of the second half, timeouts, and referees' discretion.
 - b. When a team is winning by 15+ points with two minutes left in the game, the clock will not stop.
3. In the event of a tie game, overtime will be 3 minutes, with 2 minutes running time and 1 minute stop. In the event of a tie after the first overtime, double overtime will be 1 minute with running time with the last 30 seconds stop time. In the event of a tie after the second overtime, sudden death will occur (first basket wins).
4. Each team will have two (2) time outs per half (non-cumulative), and one (1) time out for each overtime period (non-cumulative).
5. The team listed last on the schedule will be considered the home team.
6. All teams must have a team jersey with numbers on them. **NO EXCEPTIONS!** Teams will have a one (1) week grace period to obtain team jerseys with numbers. All teams should have team jerseys by the second week. Players without jerseys will not be permitted to play.

PALATINE PARK DISTRICT HIGH SCHOOL BASKETBALL RULES

7. The referee shall review any rules with each captain before each game. The captains should ask any questions at this point.
8. Bonus free throws will be awarded beginning with the team's 7th personal foul in the half. No super bonus.
9. **NO Dunking** – prior, during or post-game!.
10. Any player receiving two technical fouls during a game will automatically be ejected **AND** suspended for the next game.
11. Any player who has been ejected from two games is automatically suspended for the remainder of the season.
 - a. Ejections could be for any reason, including receiving two technical fouls.
12. Any player ejected from a game because of fighting is automatically suspended for the next two (2) games.
 - a. If someone is involved/ejected for a second fight, they are suspended for the remainder of the season.
13. Any player who touches an official, in any way, will be expelled from the league for the remainder of the season. He/she will not be allowed to return to the league until park district staff does an investigation and clears the individual.

ROSTERS/FORFEITS

1. Before every game, each player **must present a photo ID**, to the scores table staff, to prove they are on that team's roster. **If they cannot provide a photo ID, then they are not allowed to play.**
2. The use of an **ineligible player** (suspended, not rostered, or current H.S basketball player) in any game, will result in an automatic team forfeit.
 - a. First occurrence will result in a forfeit. Second occurrence will result in removal from the league.
3. A team must have 5 rostered players on the court ready to play at the scheduled game time. If a team does not have 5 rostered players, the following procedure will be followed.
 - a. The game clock will start with twenty (20) minutes on it. For every 30 seconds that expire, 1 point will be given to the team that has the required 5 players to start the game.
4. If the 5th player arrives before ten (10) minutes expire, the game will start from that point with the amount of time that has elapsed and with the number of points awarded to the team that had 5 players at game time.
5. Once ten (10) minutes has expired, if the required 5 players have not arrived, the game will be recorded as a forfeit.

PALATINE PARK DISTRICT HIGH SCHOOL BASKETBALL RULES

- a. A team will be issued a warning for the first time. Second occurrence will result in removal from post-season play.

END OF SEASON PLAYOFFS

1. Single Elimination Bracket
2. Seeding for playoffs will be determined by the following:
 - a. Winning Percentage
3. Tiebreakers are:
 - a. Head-to-Head
 - b. Average Point Differential (Max of 20)
 - c. Average Points Against
 - d. Forfeits (if one team has a forfeit and the other does not, the team without one wins tiebreaker)
 - e. Coin Flip

The Palatine Park District has the right to adjust or alter any rule(s) which is deemed in the best interest of the league.

Any questions/issues regarding the High School Basketball league, please contact Athletics Coordinator, Dan Hernandez, at dhernandez@palatineparks.org.