

League Rules

Illinois High School Association Rules EXCEPT:

- Each team must provide their own warm up basketballs and either a bookkeeper or timer for each game. We have an easy-to-understand instruction page for running the score board.
- Games will consist of two 20-minute halves
- Clock stops only the last 2 minutes of the **second** half, timeouts, or injuries
- The clock **will not** stop the last two minutes if a team is up by more than 15 **points** entering the final 2 minutes.
- 2 full timeouts allowed per game (60 seconds)
- 5-minute halftime
- 3 Pointers will be counted at all levels
- Pressing is only allowed at the 7th/8th grade level. No pressing for 5th/6th grade, except final 2-minutes of 2nd half. 5th/6th levels can pick up a player just after the half court line.
 - No teams in any level will be allowed to press once they are up by 15+ points
- There will be **no zone defense** allowed at the 5th/6th grade level.
 - Coaches will be warned for 1st offense, and issued technical for 2nd offense
- Individual fouls will be recorded – each player gets 5
- Technical fouls: 2 technical fouls is an automatic ejection, on the first technical foul by a coach, he or she must remain seated on the bench for the remainder of the game. All Technical fouls will result in 2 points for the opposing team (No Free Throws)
- Bonus- 7th team foul (shoot 2)
- 1st overtime: 2-minute clock that stops on all dead balls
- 2nd overtime: SUDDEN DEATH
- 1 additional full timeout is given per overtime period (60 seconds)
- Any coach, player, or spectator ejected from a game for any reason will be banned from the facility for the next 2 league games. (minimum)
- Referees have the final call in game situations. Any questions pertaining to the rules out of game context should be directed towards the Athletic Supervisor, Greg Frieders, 815-562-7813 or gfrieders@rochelleparkdistrict.org