



Men's Basketball League Rules and Information 2023-24

Team captains are responsible for providing the rules to their entire team.

Any in house rules will take precedence over standard basketball rules.

PRE-SEASON MEETING
Mandatory for a team representative

ORGANIZATION INFORMATION

1. Playoffs- will be announced towards the end of the season. The top seeded teams will be considered the home team. Games must produce a winner. Playoff games do have a time limit besides the championship game. **TOP 8 teams make playoffs.**
2. Prize Money
League (1st \$300, 2nd \$200, 3rd \$100)
Playoffs (1st \$225, 2nd \$125)
3. A maximum of 12 players may be carried on a roster. **Rosters must be turned into the Park District by the second game or it will result in a forfeit.** No additions to rosters may be made after the second scheduled game of the season, unless it is due to medical issues. A medical note may be required. Make sure to have a valid ID on hand at all scheduled games for possible roster checks. A player is not considered a rostered player unless he fills out and signs the roster. Playing a non-rostered player will result in the forfeit of the game and possible suspension from the league with loss of all fees. All players must be 18 years or older- with **no high school players.** Two new players may be added with medical excuses. New players cannot be added right before playoff games. Players can only be on one team roster per league.

4. Score Sheets- Are in the scorekeeper's possession and it is the responsibility of each team's captain to sign the score card after the game is over. **MAKE SURE THE SCORES ARE CORRECT ON THE SCORE SHEET AND UNDER YOUR TEAMS NAME.** Any score recorded wrong will be locked into the standings until both teams can prove the proof of the correction.
5. Game Info- Forfeit time is the scheduled starting time. A team must have 4 players to start the game, but can play and finish with only 4 players if an injury occurs. If a team falls below 4 players due to an ejection then the game will be over.
6. Forfeits- Any team that forfeits will be fined \$50, which must be paid prior to their next scheduled game. If a team forfeits **TWO** games they will be eliminated from the season ending tournament. If a team forfeits **THREE** games they may be eliminated from the league. No refunds will be given in any event. Teams will not be fined if they give notice before 3 p.m. on Friday that they are forfeiting.
7. Locker rooms **ARE** available.
8. All players must wear gym shoes. No street shoes allowed.
9. If a player is not wearing a matching colored team shirt/jersey with a number on it, a technical foul will be administered prior to the start of the game and that player will not be allowed to play. Players may cut off the sleeves, neck, and etc. if they so desire.
10. Game Ball- The Park District will supply the game ball.
11. Official- The referees and the scorekeeper will be provided by the Tinley Park-Park District. We will play by NCAA Basketball Rules. Any in House Rules will take precedence over these rules. No game will be considered valid unless worked by an assigned official. Teams must wait five minutes after the scheduled game time for an official to show up before leaving or the game could result in a forfeit. Please find our scorekeeper if an official is not there so we can try to locate them. Teams may agree on a person to officiate the game. Such a game will be considered valid. If teams cannot agree, the teams must vacate the gym, and the game will be rescheduled.
12. Tie Breaker for League Standings
 - Winning Percentage
 - Head to Head Competition (**Two teams only**)
 - Average Point Differential (**Max 13 points per game**)
 - Forfeit
 - Coin Flip
13. Injuries- The Tinley Park-Park District will not be held responsible for any injuries that may occur in the basketball season. All players must sign the roster because the team roster serves as a waiver. Coaches and captains are responsible for notifying their players of this. Every scorekeeper has accident forms for injuries that do occur. Scorekeepers also have access to medical supplies.

14. No smoking, alcohol, or eating of food will be allowed in the gym or building by players or spectators. **Only water is allowed in gyms or building.** Teams and/or players seen or caught drinking or using drugs by Park District staff will be given an automatic forfeit without any warnings and are subject to law enforcement.
15. Roster Checks- Roster checks can be administrated during any scheduled game. It is the responsibility of the challenging team to question the opposing team's roster. The ref will immediately stop the game and ask to see the ID card of the player in question and will write down his name. If the player does not have an ID he will be considered a non-rostered player. The ref will then continue playing the game and submit the results to the Park District where a final decision will be made. Any player found playing and not on the roster will result in a team forfeit and a \$50 fine, which must be paid before their next scheduled game. If the team is found with a non-rostered player a second time during the season, the team will then be subject to a one year suspension in addition, to forfeiting the rest of their season games.
16. Protest- Games can only be protested on rule violations, both regarding game play as well as roster violations. You cannot protest on official's judgment call. If a protest is asked for, the official will stop play at that point, sign the score sheet and notify the opposing team that the game is being played under protest. Upon completion of the game, the protesting team shall put the protest in writing and submit it to the Supervisor of the league no later than 24 hours after the game, along with a \$100 protest fee. The Supervisor will judge all protests and his/her decision is final. If team submitting the protest loses the protest, they shall forfeit the \$100 fee.

If the protest is upheld, the team protesting will be reimbursed their fee and the game will be recorded as a win for the protesting team. The \$100 fee is to be submitted in cash, money order, or cashier's check only.

17. Unsportsmanlike Conduct- Any player involved in fighting before, during, or after the game will be subject to discipline by the Park District. Any player involved in fighting or touching an official or Park district staff member any time will be automatically suspended from the current league and will not be allowed to play in any Park District leagues for the remainder of the year. They may also be subject to the law. The Park District reserves the right to remove any player or team from the league if the situation warrants such action. Any player ejected from a game will receive an automatic one game suspension and be fined \$50. If a player is ejected a second time throughout the season, the team will be fined \$75 and that player will not be allowed to play for the rest of the season.
- **Profanity Rule**- If a player uses profanity the following actions will be implemented.
 - First Offense- The player will receive a warning.
 - Second Offense- The player will be given a "T".
 - Third Offense- Unsportsmanlike Conduct rules will apply.

18. Dunking at anytime or throwing a ball out of anger will result in a player ejection without a fine. If it occurs a second time during the game, the game will be over and the team will be fined \$50. A second offense of any player, the team will be fined \$75 and that player will not be allowed to play for the rest of the season.
19. Any game that is ended at the refs discretion due to player's or teams behavior will be counted as a loss for that team. The team will also be fined \$75.
20. Weather Information- The weather hotline number is (708) 342-4346. A message will be placed on the hotline at least one hour before the start of the first game on questionable days. The athletic website will also be updated one hour before the first game. This can be accessed at www.quickcores.com/tinleypark. Factors such as power outages, snow and severe weather could cause games to be canceled. The hotline and website will be only update if games are canceled. If you are questioning yourself if the game might be canceled, remember just to check!!! The Park District will try to make-up every canceled game, but may not be able to due to unforeseen circumstances. Make-ups may or may not be on your scheduled playing day, depending on how the season folds out, but more than likely they will be on your scheduled day. If make-ups, towards the end of the season will not affect final standings, the Park District may cancel these games. It is every team's responsibility to show up during their scheduled game time if the games are not canceled.

THE GAME

21. We will play 2-18 minute halves. A running clock will be used for the first 17 minutes, but will be stopped for injuries and time outs. The last 1 minute, the clock will stop on all whistles. Half time will be 3 minutes long.
22. Slaughter Rule- In an event that a team is winning by 20 or more points with only 2 minutes left in the game then the game will be over.
23. Time Outs-Each team will be given 1 full and 1 twenty second time out per half with no accumulation of the time outs. An extra time out will be given for the entire overtime period(s).
24. Each team will be given **7 team fouls per half**. Super Bonus will be in effect on the 10th team foul. On the 7th foul a 1 and 1 free throw will be awarded. A player will be allowed **5 personal fouls** per game, with the 5th foul causing the player to foul out for the remainder of the game.

All shooting fouls will be 2 shot fouls, unless the shooter is fouled outside the 3-point line. Then 3 free throws will be awarded. If a basket is made on a shooting foul, then 1 free throw will be awarded. Players on the free throw lane can enter the lane when the ball is released by the shooter on the last free throw. The shooter can't enter the lane until the ball hits the rim.

All intentional fouls will be 2 shot fouls. If a participant gets 2 technical fouls or 1 flagrant foul during the game, the unsportsmanlike conduct rule will be applied. **Each technical foul is an automatic 2 points towards the other team.** Technical fouls will be counted as personal fouls.

25. The alternating possession rule will be used.
26. Overtime- Overtime shall be additional 3 minutes added on to the game time, with 2 minutes running time and 1 minute stop time. In the event that the score is still tied after the first overtime an additional 1:30 will be added with a minute running time and 30 seconds stop time. If the game is still tied, sudden death will occur (first basket wins). Should a game go into overtime, only 1 additional timeout will be awarded. A jump ball will start the sudden death overtime.
27. Substitutions- A substitute can only enter the game on a referee's whistle and after going to the scorer's table to check in.
28. Jurisdiction- Once the teams have reported on the court prior to the game, the officials have total jurisdiction.

The Park District reserves the right to change or alter any rule or league schedule in order to improve the quality of the league. The Park District reserves the right to make any decisions necessary to complete the league/tournament in a timely manner. This is not limited to, but includes playing any day or night of the week, having games canceled or calling a game completed if ended early due to unforeseen circumstances.

**Revised
11/1/23**