

**Palatine Park District
Men's Basketball Official Rules and General Rules
2011/12**

- Ten games will constitute a season.
- If two teams are tied for a spot in the standings, the tie will be broken by first comparing their head to head competition, and then if still tied, the point differential in those head to head games. If still tied a playoff game will be played with site and time to be determined at a later date.

Rules

1. A team shall consist of a minimum of 8 players and a maximum of 20 players.
2. Two (2) twenty (20) minute halves. Clock stops in the last (2) two minutes of the game on all whistles. Clock will not stop in the last two (2) minutes if teams are trailing by fifteen (15) points or more.
3. Captains must report players (name and numbers) to scorekeeper prior to the start of the game. Game will not start until captain reports players. If a player is not reported to scorekeeper prior to the game the player may not enter until the captain reports that person to the scorekeeper.
4. Four (4) players are needed to start the game. If four (4) players are not present at game time, the scorekeeper will start the clock. Two (2) points will be awarded to the opposing team for each minute that passes. After ten (10) minutes, the game will be declared a forfeit. When the fourth player enters the gym, the team may call a timeout.
5. **Only team captains can talk to the officials.**
6. Substitutions must be cleared through the scorekeeper.
7. Six (6) fouls per player. Players are disqualified after six (6) fouls.
8. Bonus situation on the seventh team foul. No Double bonus
9. In the event of a tie game, overtime will be three-minutes, with two-minutes running time and one-minute stop time. In the event of a tie after the first overtime, double overtime will be one-minute with a running clock the last thirty seconds will be stopped time on each whistle. In the event of a tie after the second overtime, sudden death will occur (first basket wins).
10. **A technical foul will be called for cursing on the floor or bench.**

11. Anyone involved in a fight will be banned for the remainder of the season.
12. All teams must wear matching shirts with numbers. **Technical fouls will be called for not having the proper uniform!!!!**
13. Players may be added up to the 3rd game.
14. Absolutely no dunking or hanging on the rim before, during, or after the game. Dunking or hanging on the rim is an automatic ejection from the game.
15. Any team/person known to have vandalized any park property will pay for the damages. In cases where the guilty party is not known, cost of the repairs will be covered equally by those teams in the league.
16. If a player is totally flagrant with his actions, the league administrator will have final decision to suspend or ban a player or players for a period of time that he deems fair and just.
17. Ejected players must leave the gym, failure to do so will constitute a forfeit.
18. \$30 forfeit fee: \$60 fee for a second forfeit: expulsion from the league on the third forfeit.

Alcoholic Beverages

No alcoholic beverages are allowed in the parks at any time. If any member of a team is seen consuming alcohol before, during or after their game, the team risks forfeiting that weeks game and their following game. It is up to the team to inform their fans of this policy.

Unsportsmanlike Conduct

Any team or individual exhibiting unsportsmanlike acts towards members of another team, any referee, or any Park District representative before, during, or after the game, risks forfeiture of the game. The Park District reserves the right to forfeit any game following complaints by the referee's association or Park District representatives even if the referee does not do so. Any team or individual which the Palatine Park District feels does not display the high degree of sportsmanship that the Palatine Park District has built up in our leagues will be suspended or expelled and will possibly lose their rights to participate in the Palatine Park District Basketball Program.

LEAGUE FINES AND SUSPENSIONS

Listed below are fines and suspensions for players, managers, and coaches in all Palatine Park District programs:

1. Fighting anywhere on facilities or grounds of Park District sponsored events: Season suspension plus \$50 fine for each individual involved.
2. Under the influence or possessing alcoholic beverages: One game suspension plus \$25 fine.
3. Involvement in rough tactic: Two game suspension plus \$25 fine for each individual involved.
4. Threatening an official or supervisor: Season suspension plus \$25 fine.
5. Ejection from game:
 - A. First offense - \$25 fine and at least 2 game suspension
 - B. Second offense - \$50 fine and at least 4 game suspension
 - C. Third offense - \$50 fine and one full year suspension from all Park District athletic programs (effective date of this offense)
6. Team forfeiting:
 - A. First offense - \$30 forfeit fee (to be paid by your next scheduled game)
 - B. Second offense - \$600 fine (to be paid by your next scheduled game)
 - C. Third offense – Suspension from league for remainder of season.
7. Improperly listed as Park District resident, not listed on roster or playing without signing roster: Two game suspension for player plus \$25 team fine.
8. Improper behavior towards – physical contact an official or supervisor: Two-year suspension from all Park District athletics plus a \$50 fine.
9. Any players caught participating in a league during a suspension: One-year suspension plus \$50 fine.

** Fines will be deducted from the prepaid \$200 that must be submitted to Park District office at registration or during the captains' meeting.

** Ejected players must leave the premises immediately. Team forfeiture will result from non-compliance. (Premises means the facility or Park District grounds where programs are being held)