



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 20 players.
2. All players must be in high school to participate. Players cannot be on high school basketball teams.
3. No roster changes will be allowed after the first game.
4. A player cannot play in post-season play unless he has played in at least 1/3 of the regularly scheduled games.
5. Each team is required to have an adult (21 years or older who is a parent of a player on the team), on their bench during the game.

THE GAME

The High School Basketball rules have been created to serve as a guide for enjoyable participation. It is essential that all participants abide by these rules so that the league is as enjoyable as possible for all those involved.

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 as in IHSA play during the last two minutes of the second half, timeouts, and referees' discretion. When there is a fifteen point or greater spread in the score with two minutes left in the games, 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 time. 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 over time period (non-cumulative).
5. The team listed first 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.
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 a team's 7 personal foul in each half. No double bonus.
9. There is no dunking and/or stuffing allowed! Any player violating this rule will receive a technical foul and be ejected from the game.

10. Any player receiving two technical fouls during a game is automatically suspended for the remainder of that game.
11. Any player who is suspended from a game because of technical fouls twice (2) during a season is automatically suspended for the rest of the season.
11. Any player ejected from a game because of fighting is automatically suspended for the next two (2) games his team plays. A second time a player is involved in fighting he is suspended for the remainder of the season.
12. Any player who touches an official in any way will be expelled from the league for the remainder of the season. He will not be allowed to return to the league until a board consisting of the Athletic Coordinator, Assistant Superintendent of Recreation, Official Coordinator, and the official in charge of the game clears him.
14. The use of an ineligible player (suspended, not rostered) in a playoff game will result in an automatic team forfeit. If a player cannot prove his identity, the game will be forfeited.

FORFEITS

1. 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. 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.

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.

Once ten (10) minutes has expired, if the required 5 players have not arrived, the game will be recorded as a forfeit. **A team must pay a \$30.00 forfeit fee before their next game or no play will be allowed.**

PROTESTS

1. Protests must be submitted in writing to the Palatine Park District office by 12:00 noon the following day after the protested game. If the written protest and protest fee are not received by 12:00 noon, the protest will not be accepted.
2. A \$25.00 non-refundable protest fee must accompany the written protest.
3. The only protest that will be considered is the official's interpretation of a rule. Judgement calls cannot be protested.
4. The Athletic Coordinator and the Assistant Superintendent of Recreation will make the decisions on all protested games. The Officials Assignor will also be included in protest decisions if necessary.

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