

**SUGAR GROVE PARK DISTRICT
MEN'S 30+ BASKETBALL LEAGUE RULES
2016-2017**

A. GENERAL

1. All deposits and league fees are non-refundable.
2. Insurance is not provided by the Sugar Grove Park District. Players participate at their own risk.

B. CAPTAIN'S RESPONSIBILITIES

1. All captains are expected to inform their players concerning all rules and regulations prior to the first game and as many times thereafter as necessary to make sure that no violations occur.
2. It is the captain's responsibility to make sure all league fees; roster and waivers are in and paid.
3. All captains are expected to inform their players of scheduled games, schedule changes, make-ups, and standings.
4. Captains are responsible for notifying the Athletic Supervisor of a change of address and/or phone number.
5. Captains are responsible for the conduct of their team members and any team spectators.
6. All registration fees must be paid in full at the Sugar Grove Park District by the start of each team's 1st scheduled game. No money will be accepted at the gym.

C. ROSTER/PLAYER ELIGIBILITY

1. Roster limit is **15 players**. All players must be at least 30 years of age; 29 year olds who will turn 30 by the halfway point of the season ARE eligible. Any questionable participant will be asked to show proof of age. Any participant wanting to join who is not of the age requirements will be have to be voted in by a team manager majority vote.
2. A completed roster must be submitted to the Sugar Grove Park District league representative **by the start of each team's 1st scheduled game.** Addresses, phone numbers, birthdates and signatures must be on the roster in order for each player to participate.
3. Any individual playing under an assumed name or is not on the roster will be suspended from all season play. The team for which the player performed will forfeit all games in question.
4. New players may play after being added to the roster. Contact the Athletic Manger before adding an additional participant to your roster. Any additions must be completed by week 4. If adding a player past week 4 you must get the Athletic Managers approval.
5. An individual player must play in **4** games in order to participate in the playoffs.
6. A player cannot play on more than one team within the same league.

D. TEAM CONDUCT

1. The Sugar Grove Park District adult basketball leagues are designed to promote physical fitness and recreation. Unsportsmanlike conduct will not be tolerated. League referees may eject any player, captain and/or spectator for such behavior. The Athletic Supervisor may suspend any player or team for conduct detrimental to the league.
2. Ejected players must leave the game site. If they do not leave, the game will be forfeited.
3. Players or teams drinking or under the influence of drugs/alcohol before, during or after a game at the gym will be suspended.
4. Smoking and drinking are strictly prohibited on School District property.
5. Teams are responsible for the conduct of their spectators.
6. Captains are solely responsible and will be held accountable for the actions of their players.

7. No player shall be considered justified who takes the offensive in a fight under the pretext of defending himself.

E. INCLEMENT WEATHER/MAKE-UPS

1. Games may be postponed due to inclement weather or its effects. Always assume, however, a scheduled game(s) will be played unless postponed by the Park District.
2. Cancellation information will be relayed to the captains by the Athletic Supervisor.
3. Teams leaving before a game is officially called will forfeit if play can be resumed.
4. Teams that do not show up for their scheduled game will forfeit the game with no make-up.

F. REFEREES

1. The Sugar Grove Park District will assign up to two IHSA patched referees for each game.
2. Tournament games will include two referees.

G. UNIFORMS

1. Teams are required to wear the **SAME** color shirts **WITH A NUMBER**. If you do not have the same color shirt as your team AND/OR you are missing a number you will be asked to wear a jersey provided by the park district.

H. PLAYING RULES

1. All referees are to adhere to IHSA rules, and in addition, the Sugar Grove Park District league rules. Team captains are expected to inform players of rules and regulations prior to the first game.
2. Minimum Player Rule: Four (4) players on a team are required to start a game. You must have a minimum of 3 players on the court at all times.
3. Games will be 2 - 20 minute halves. There will be a running clock except the last 2 minutes of the **SECOND HALF**.
4. Game time is starting time unless games are running late. Five (5) minutes will be given before a forfeit is called.
5. Each team gets 4 – 1 minute timeouts per game, plus 1 extra for each overtime.
6. First overtime – will be 3 minutes in length, clock stops last minute. Second overtime – will be 3 minutes in length, clock stops last minute. If tied at end of second overtime, the five players on the floor for each team shoots alternating free throws until tie is broken. The possession arrow will determine who shoots first. During playoff/tournament games **ONLY** – Unlimited overtimes will take place until there is a winner. Overtimes will be 3 minutes in length, clocks stops last minute.
7. Substitutes occur during a dead ball; notify the score table.
8. If a team is losing by more than 20 points with 2 minutes left, the clock shall continue to run at all times except for time outs.
9. If fouled on a missed-shot attempt, shooter is awarded 1 point and possession of the ball. If fouled on a made attempt, shooter is awarded 3 points and possession changes. A team's 7th foul will result in shooting 1 and 1, **ONLY** if in the last 2 minutes of **SECOND HALF**. **If a player is fouled while shooting, he will be awarded 2 (or 3, in case of a 3 point shot attempt) free throws, ONLY in the last 2 minutes of the SECOND HALF.** A team's 10th foul will result in a double bonus, if in the last 2 minutes of **SECOND HALF**. Clock will only stop the last 2 minutes of **SECOND HALF**.
10. **Fouls and Overtime**: If a team has 7 or more fouls going into overtime, in a 3-minute overtime the opposing team would be awarded an automatic point if fouled in the first 2 minutes. Free throws would be shot in the 3rd minute on fouls assuming the bonus. 10 or more fouls is double-

bonus. If fouled on a shot attempt in the 3rd minute, 2 (or 3, in the case of a 3 point shot attempt) free throws will be awarded.

11. If not shooting and fouled, and beginning with the team's 7th foul, fouled team will be awarded 1 point and possession of the ball.
12. A player with 2 technical fouls in one game will result in an ejection for that game and the next game. An individual who receives 2 ejections will be removed from the league.
13. If a team is up by 20 points with 5 minutes or less left in the game, the team captains can agree to call the game.

I. SUSPENSIONS

Any player or captain involved in the following:

1. **Threatening Referee/Scorekeeper/Supervisor:** Any player or captain, who pushes, strikes, or touches a referee/scorekeeper/supervisor will be automatically suspended from all leagues.
2. **Under the influence of drugs/alcohol:** 2 game suspension of player.
3. **Fighting:** first offense: minimum 4 game suspension of player; maximum season suspension
second offense: one calendar year suspension
4. **Foul language:** first offense during game: team warning
second offense during game: technical foul

J. AWARDS/STANDINGS/TOURNAMENTS

1. Team awards will be awarded to the first and second place teams for the regular season and the 1st and 2nd place tournament.
2. A post-season, single-elimination tournament will be held for ALL teams.
3. Standings will be determined by the following criteria:
 - a) Winning percentage
 - b) Head-to-head competition
 - c) Number of points given up (versus tied teams)
 - d) Number of points scored (versus tied teams)
 - e) Number of points given up (overall season)
 - f) Number of points scored (overall season)After that, a coin toss will be used to seed the tied teams for the tournament.
4. The higher seed will be the home team.

K. BLOOD/OPEN WOUND REGULATION AND FIRST AID

1. A player/substitute, manager, coach, trainer, other team member or referee who is bleeding or who has an open wound shall be prohibited from participating further in the game until the bleeding is stopped and the wound covered.
2. If treatment can be administered in a reasonable amount of time, the individual would not have to leave the game. The length of time that is considered reasonable is referee's judgment.
3. A player may not continue playing with blood on his uniform.