

Hickory Hills Park District  
**2018 MEN'S WINTER BASKETBALL**  
**LEAGUE RULES GAME #441470-01**

1. Game Location: Krueger Park Rec. Center, 88th Avenue and 91st Street.
2. Game Times: Regular Season (January 21– March 25) 11 a.m. – 4 p.m. Playoffs Begin– (March 25).
3. Doors will open 20 minutes before the first scheduled game of the day. Do not expect the doors to be opened earlier.
4. League Rules will follow the IHSA handbook. House rules will always override IHSA rules.
5. The team on the left of the schedule is the home team. If two teams have uniforms that are similar in color and the referee(s) cannot distinguish the difference on the court, the visiting team must wear pennies or wear their jerseys inside out. Absolutely no skins and shirt games in this league. All players at all times must wear athletic shoes, shorts (sweats) and a uniform numbered shirt.
6. There will be a game ball provided by the park district. Only this ball will be used for league games. Players bringing in an outside ball can use it for practice but not for games. **No Exceptions.**
7. Teams need at least four players to finish a game and five players to start a game. (No Exceptions).
8. **Team captains are responsible for getting all the players (first initial and last name printed) and numbers in the official score book before the start of the game.**
9. The Game Clock will be **free running.** It will only stop on **timeouts** (30 sec.) and **all whistles during the last minute of each half.** The clock will not stop on baskets made during the last minute of the game.
10. Timeouts: Each team will be allowed **2 timeouts per half.** Timeouts do not carry over from half to half. Each team will be allowed one timeout per overtime period. Timeouts do not carry over from second half to overtime, or from overtime to overtime.
11. Overtime: In case of a tied score at the end of regulation time, teams will play a 3-minute overtime period. Overtime will continue to be played until one team retains a lead in the score at the conclusion of the period. The clock will stop on all whistles during the last minute of each overtime period.
12. Shooting behind the 3-point line will result in 3 points. Both feet must be behind the line, and not touching the line before the release of the ball. A person (attempting to shoot) fouled behind the 3-point line will get 3 free throws at the free throw line.
13. **Prize Money** - will be placed on schedules. The position of any multiple teams tied at the end of the season will be determined by a tiebreaker. Head to head competition will prevail. Example as follows:

A tie for 1<sup>st</sup> place exists between Team A and Team B, each at 7-3. During the season Team A beat Team B, Team A collects 1st place prize money & higher seed. If 3 or more teams are tied, Head to Head is taken into consideration first, divisional record taken second (if available), third is total points scored among the teams (head to head). This will determine the prize money and seeding.

14. Regulation Time: Games will consist of two, 20-minute halves, with a 5-minute halftime.
15. A protest **will only be allowed** on an illegal player not registered on a team's roster that played in the league. A protest fee of \$100 (non-refundable if protest is denied) and **written** protest must be submitted to the Recreation Director at Krueger Park within 24 hours of the incident. An illegal player must be protested before the end of the game. **The illegal player being protested will be required to show identification to the facility manager who will copy all identification.**
16. Slaughter Rule – If your team is losing by 20 points or more with 2 minutes or less remaining, the game will be called immediately. This rule is put in action to prevent any cheap and hard fouls that a frustrated team might commit at the end of a game.

### **FORFEIT**

17. **Forfeit Time**: Forfeit time will be 10 **minutes** from the regularly scheduled game time (**for the first game of the day only**). All other games, game time is the same as forfeit time. If, for any reason a team has less than 5 players at the end of the forfeit time, that team will lose by forfeit. (The game shall be considered a double forfeit, if neither team is able to field 5 players.)  
**No games will be rescheduled for ANY reason!**

Opposing teams DO NOT have the option, or the right, to grant more grace time to prevent a forfeit. The referee's decision is final. No one will be allowed to reschedule any game for any reason.

18. Any team **forfeiting 2 games** (during regular season), for any reason, will be **expelled from the league immediately**, with no refund and will not receive any prize money.
19. In case of a forfeit, no practice games will be allowed. A team may practice on the court for 30 minutes. Floor must be available for the next two teams 20 minutes before the next scheduled game.

### **FOULS**

20. **Technical Fouls**: Any player who has been given two (2) technical fouls during a game will be ejected from that game. Any player receiving **5 technical fouls during the course of the season**, including playoffs, will be ejected for the remainder of the season and the next full season. If a player has 4 technical fouls going into a game and receives one technical foul during the game, he will be tossed from the game immediately and will not be eligible for any future games. Jersey technicals will not count as an individual or team technical. **Any team** that accumulates **eight (8) technical fouls** during the course of the season, including playoffs, will be ejected from the league for one full year, forfeit any remaining

games and all prize money. If the 8<sup>th</sup> technical foul occurs during a game that team will automatically lose that game (the score of the game will not matter). There will be no refunds of any kind. **Any team tossed from the league for any reason will forfeit all prize money (no exceptions).**

21. **All technical fouls count as a team and personal foul. Jersey technicals will not be charged to a player's total or his team's foul total.**
22. All technical fouls will be two (2) points automatically (no free throws shot).
23. Dunking: Dunking is not allowed! **Any player who dunks** during practice or a game will **receive a technical foul (2 points for opposing team) and be suspended from the game** he is participating in or about to participate in **and his team's next game!** The same consequences apply for anyone hanging on the rim or basketball net. **No Exceptions!**
24. A person (attempting to shoot) fouled behind the 3-point line will get 3 free throws at the free throw line.
25. Any player who accumulates 5 personal fouls during the course of a game will foul out of the game.
26. The **bonus** will be shot on the 7th team foul. An automatic two free throws (double bonus) will be awarded on the 10th team foul and every team foul that follows.

## **OFFICIATING**

27. Each game will be refereed by 2 referees. All teams will play 10 games. The amount of playoff teams is dependent on the number of teams registered.
28. Referees will call the games tight. **The referee's call is final.** The referee's call will not be overturned for any reason. No protests will be allowed on a referee's call.
29. On and off the court, only the captains and/or co-captains should approach the referee on a call in question.
30. Delay of game or a five second count (closely guarded) will be enforced in this league. This rule will be enforced on free throws too.
31. **On free throws, players may enter the key on the release.**

## **CONDUCT**

32. **Conduct:** Any player, coach or manager ejected from a game, for any reason, will automatically be suspended from the team's next game. If he is ejected from another game, he will automatically be suspended from all remaining games and not allowed back in the league the following year. Any fighting or unsportsmanlike conduct by a player, coach or manager, will result in an automatic multi-week suspension (2-10 weeks) from the league. Each player will be suspended a certain amount of time based on his actions in the incident. **The Recreation Director's decision is final.**

33. **No alcohol is allowed** on park property or in the building. **Smoking is not allowed in the building or within 15 feet of the front doors.**
34. **Any swearing** (loud enough to be heard by the fans and/or referee) will be an automatic technical. This call will be a judgment call by the referee.
35. **Trash Talking** – will result in a warning at the first occurrence. A technical foul will be called as a result of any additional occurrences.
36. If a player is ejected from a game, he is suspended from the team's next game.
37. If there is **any disciplinary problem** with any player(s) or team, that player(s) or team may be suspended for a number of weeks (2-10) or expelled from the league (forfeiting all prize money) at the discretion of the Recreation Director. **The decision of the Recreation Director is final. The Recreation Director will allow one call from each team head coach or assistant coach to plead their case. The Recreation Director will call the scorekeepers and referees for information & details on the incident. A final decision will be made by 5:00 p.m. on Tuesday following the incident. All decisions are final.**

## **UNIFORMS**

38. **Uniforms**: Each team member must have uniformly colored and numbered jerseys by January 28 2018 (2<sup>nd</sup> game) or that team will receive one technical foul for each player who does not have the same color and a numbered jersey. If your team does not have uniforms, wear T-shirts (all same color) and paint or mark numbers on the back (this should only be temporary 1<sup>st</sup> week only). This rule will apply from January 28, 2018 until **the season is complete**. A technical foul will be called only if a player out of uniform enters the game.
39. **Team Uniforms** - must be the same color (shade) or very close to the team color (judgment of officials). If a player reports in, and his jersey (uniform) is not close to the team's uniform color, his team will be assessed a technical foul (2 points automatically).

## **SAFETY**

40. **Safety** (A) No alcohol/smoking.  
(B) **Children (under 12 years old) cannot be left unattended in the gym. A child will be considered unsupervised if you are playing or coaching and responsible for a child under 12 years of age.**  
(C) No dunking or hanging on the rim/net.  
(D) All players must be 18 years and up and be on the official team roster.  
(E) **Players must wear athletic shoes that do not scuff the gym floor.**  
(F) In case of serious injury - do not move the player and have the facility manager call (9) 911 immediately.  
(G) Be aware of surrounding walls and bleachers while practicing and playing games.  
(H) During practice/game – If the floor is wet, suspend play and contact the facility manager (at the front desk).

## MISCELLANEOUS

41. Balance for all teams is due by January 21, 2018 (5:00 p.m.). **Any team not paid in full by January 21, 2018 (5:00 p.m.) will be assessed a \$50 late fee charge. Registration and late fee must be paid by January 26, 2018 (5:00 p.m.) or that team will be tossed from the league. (NO REFUNDS)**
42. All players must be at least 18 years of age by January 21, 2018.
43. Roster Limit: **Maximum 12 players** on any team. No additions or deletions can be made to the roster **after the start of the league's second game**. (The Recreation Director must approve any changes that need to be made after the second week, but before the third week). All rosters are due before the team's first game (January 21, 2018), completely and legibly filled out **with signatures of each player**. Teams may add players' signatures after the first week; however, the team captain must notify the Recreation Director in advance.
44. Playoff Rosters: All playoff eligible players must have **played in** four regular season games. Any team that has an ineligible player on their playoff team will forfeit their game and lose any prize money. An eligibility sheet will be available before the playoffs begin.
45. Teams must have at least five (5) rostered players to start a game.
46. Showers and lockers will be available during games. Players are responsible for their own lock and towel. Locks cannot be kept on lockers overnight. Locks left on lockers when the building closes will be removed. If it is necessary to remove a lock from a locker, Hickory Hills Park District will not be responsible for the contents of the locker.
47. Standings will be posted each week and on the website ([hhparkdistrict.org](http://hhparkdistrict.org)).
48. If any errors are found in the standings, the team captain should leave the Recreation Director a voice mail message (708) 599-7337 on Sunday or Monday morning to explain the error.
49. Questions or concerns: call the Recreation Director at (708) 599-7337.
50. Any unsportsmanlike behavior (punching, choking, etc.) by a player(s) will face a stiff penalty deemed appropriate by the Recreation Director. If necessary, suspensions will be issued lasting 2 – 10 weeks. All decisions by the Recreation Director will be final!
51. **Only roster players** are allowed on the court and bench area. No children, spouse's friends, or family members are allowed on the court at any time.
52. Before games, at halftime and after games, only rostered players are allowed on the Basketball court. (No children, parents, relatives, friends or girlfriends are allowed on the court)

ENJOY THE 2018 SEASON.