

Paxton Park District - - - Adult Basketball Rules

- To be eligible for the league, player must be at least 17 years of age.
- Players cannot participate on multiple teams within the competitive and recreational league nor can they be on a competitive league roster and a recreational league roster.
- All players must sign the roster.
- Players may be added to a team's roster no later than tipoff of the teams' fourth scheduled game. It is advised that you put any possible player on your roster by this deadline. Exceptions will not be made for any teams who may experience injuries, players quitting, etc. Make sure you have more than enough players on your roster! Team managers should print the name of any player they suspect might play. If player shows up after the roster addition deadline, and their name is not printed on the roster, they cannot play. After your fourth game of the season, if you are found to have played a game with an unlisted player by your opponent a forfeit may be charged if requested within a reasonable amount of time.
- Teams are not required to have full uniforms, however, ALL players MUST have matching colored shirts. Numbers on the back are strongly encouraged. If this means just having a t-shirt with a number written on the back in marker, so be it. Teams will be given scrimmage vests to wear for their game if team does not come with matching colored jerseys. Scrimmage vests will also be worn by one team if two teams happen to have a similar colored jersey. This will be up to the discretion of the referees.
- League fees must be paid in full prior to the start of a team's first game. Penalty for unpaid entry fees will be forfeiture of the game.
- A receipt for the registration fee will be available upon request.
- Forfeiture of games: Any team forfeiting 2 consecutive games or a total of 3 games throughout the season will be removed from the league.
- Forfeiture fee: Teams forfeiting a game, for any reason, will not receive \$50 back at the end of the year to go towards next season's registration fee, whereas a team with no forfeits, will receive the \$50. Forfeits not announced to Park District personnel within 24 hours of game time, are also subject to a \$60 forfeiture fee.
- A game must begin with a least 5 players per team. We will wait no longer than 10 minutes waiting on extra players to arrive. If we are forced to wait 1-5 minutes from scheduled tip off/ready to play time, teams will be penalized with the loss of 1 timeout. If we are forced to wait 6-10 minutes, team will lose 2 timeouts. If a team is not ready to play after 10 minutes from when the game should have started, that team will forfeit. *Have more than enough players on your roster to account for teammates who may be hurt, out of town, or flake out on showing up! Forfeits suck for everyone involved!*
- The IHSA rulebook will be followed concerning the number of players needed to finish a game.
- Two technical fouls by one player is an immediate ejection from the game. The referee or Park District personnel on site also reserves the right to ask you to leave the building. If one does not comply, team technical will be given. Ejection from 2 games throughout the season results in immediate removal from the league.
- Any player called for a technical or flagrant 2 foul must sit out the remainder of the quarter, no matter the quarter, no matter the time remaining in the quarter, and no matter if a reserve is available or not.
- All games will consist of four ten minute quarters with a running clock. Clock will be stopped during time-outs, during any dead ball situation in the last minute of the 1st, 2nd, and 3rd quarter, and for any dead ball situation in the last two minutes of the fourth quarter or overtime.

- Four timeouts (no longer than 1 minute) are allowed per game. A maximum of three timeouts can be carried over to the 2nd half. A maximum of two timeouts can be carried over into overtime. Teams will be granted one additional timeout for each overtime, not to exceed two.
- A three minute overtime will be played if the score is tied after regulation.
- The alternating possession rule will be used for jump ball situations.
- Substituting players MUST indicate to the scorekeeper that they are checking in.
- Team fouls 7, 8, and 9 result in a one-and one free throw bonus. Fouls 10 and above are two-shot fouls. Technical or flagrant fouls do count as both a team foul and personal foul.
- Games will end immediately if the difference in the score is 40 points at any point during the second half. The clock will not be stopped at any point if the difference in score is over 30 points in the second half.
- Dunking and/or hanging on rims before, during, and after games is prohibited. Violators of this rule will be held responsible for any/all damages and be subject to suspension from the league. Dunking during the game will be an automatic technical foul. A player dunking before or after a game may also be assessed a technical foul.
- With the exception of the above rules, all games will be regulated according to IHSA rules.
- Consumption of alcohol or use of tobacco products are prohibited on school property.
- Unsportsmanlike conduct and harassment towards officials of Park District personnel will not be tolerated. Any teams, players, coaches, or spectators displaying such action will receive disciplinary action from a Park District official.
- PLEASE KEEP THE FACILITIES CLEAN – Remove all trash/debris from your bench area after the game.
- Park District official personnel retain the right to change, alter, add, or eliminate any rule, regulation, or judgement at any point throughout the season if said changes are for the betterment of the program.