

HUNTLEY PARK DISTRICT HIGH SCHOOL BASKETBALL LEAGUE RULES

Roster & Player Eligibility

1. Completed team rosters must be turned in to the Recreation Manager prior to your first scheduled game of the season. Teams may include players on the roster with incomplete contact information or signatures, but no player may play in a game until they have completed and signed the roster. All minors under the age of 18 must have their parent/guardian sign the waiver on the roster. By signing the player roster, each player is agreeing to abide by all league rules and park district waivers and agreements.
2. Rosters should have a minimum of five (5) players and a maximum of twelve (12) players. The final day to add players is before your 3rd scheduled game. Once a player has participated in a game, they cannot play for any other team within the league for the remainder of the season.
3. To be eligible for the league, each player must meet the following criteria.
 - a. 18 years old or younger.
 - b. Still in High School
 - c. NOT participating on their high school basketball team. We verify players using the High School posted roster or 8 to 18 Roster. No other format will be used to verify player eligibility.
 - d. Be on the team's official roster for which they are playing.
 - e. Must not be on more than one team's roster in the same league/level.
4. To be eligible for playoffs – Players must play in four (4) regular season games to be eligible for playoffs. Each game, players must print/sign in on the daily roster.
5. All players should bring a form of ID if needed to prove a player's identity on a roster.

Team Manager & Jersey Requirements

1. All team managers are expected to inform their team of all rules, game schedule, schedule changes and league format.
2. Team managers are responsible for the conduct of their team players as well as spectators.
3. Team Managers are required to ensure that all league fees are paid in full. No team will be allowed to take the court if they have any outstanding fees.
4. Teams must provide their own like color jerseys/shirts with printed, permanent numbers on the back. Tape on the back of jerseys is prohibited. Any player that does not have the proper jersey, will not be allowed to play.



League Play

1. I.H.S.A. rules apply unless otherwise noted.
2. **Pre-Game:** Before the game, each player must print their full name and jersey/shirt number on the score sheet at the scorer's table.
3. **The Clock:** Two (2) - twenty (20) minute halves continuous clock, running clock stops only during:
 - a. Time outs
 - b. Last **one** (1) minute of 1st half and
 - c. Last **two** (2) minutes of 2nd half.
4. In the last two (2) minutes of the 2nd half, the clock will continue to run if a team is leading by more than ten (10) points.
5. **Time-outs** – each team will receive two (2) time outs per half. Time-outs do not carry over from first half to second half or to overtime – **Use them or lose them.** In overtime each team gets one (1) timeout.
6. **Overtime play:** the first overtime is four (4) minutes, clock stops last one (1) minute of play. Each additional overtime period is four (4) minutes using the above timing.
7. **Jump balls** – the only time a jump ball occurs is at the beginning of the game, and at beginning of each overtime period. All other jump balls will use the alternating possession arrow with the teams alternating taking the ball out of bounds.
8. **Fouls:** each player is allowed five (5) personal fouls. On the fifth foul, the player must leave the game.
TEAM BONUS: each team is allowed six (6) team fouls per half.
 - o One and One (1-1) after the seventh (7) team foul/half
 - o After ten (10) team fouls/half double bonus is in effect (2 foul shots)
9. Overtime play: individual and team fouls are carried over into the overtime periods
10. All technical fouls are 2 shots I.H.S.A. rule.
11. **Free throws** – on all free throws, the players on the lane can move on the release of the ball.

FORFEIT RULES

1. Minimum four (4) players to start the game: For an official game to begin, teams must have a minimum of four (4) players on the court ready to play.
2. If less than four (4) players are present at the scheduled start time, the official clock will start. Two (2) points will be awarded to the opposing team for every full minute that passes. After the clock has reached 10 minutes, and the minimum player requirement is not met, the game will be a forfeit in favor of the opposing team if they have at least 4 players ready to play.
3. If any team forfeits two (2) games throughout a season, they may be disqualified from playoffs or expelled from the league. No league fees will be returned if a team gets expelled from the league.

PLAYER/SPECTATOR CONDUCT

1. Only players on the roster may sit on the bench with the team
2. **Technical Fouls:** Any player receiving two (2) technical fouls in the same night will be ejected for that night and suspended a minimum one (1) game.
3. **Ejections:** If a player is ejected from a contest for any reason, that player will be required to serve a one (1) game suspension thereafter.
4. **Further penalty** can be assessed to any player and decided by the Athletic Manager of the park district. The Huntley Park District staff has the authority to give a player, coach or team member a maximum four (4) game suspension. If a situation warrants a more severe penalty the park district may issue a longer length of suspension to the player, coach or team member as defined within the Park District's Park Rules & Regulations Ordinance.

TIE BREAKER PROCEDURES

Tie breakers are determined in the following order:

1. Winning Percentage
2. Head-to-Head
3. Total Points Against