



Men's Adult Basketball League Rules

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Contact Information

- League Commissioner: Nick Kuta
- Email: nikuta@parkfun.com
- Phone: 847-891-1266

General Rules of Game Play

- IHSA rules apply, unless otherwise noted.
- Two 20-minute halves with a running clock.
 - The clock will run continuously except during the **last minute** of the first half and the last **two minutes** of the second half.
 - Last two minutes of the second half, the clock will continue to run if there is a 20+ point lead.
- Each overtime period is three minutes
- Hanging on the rim results in a technical foul.
- Two time-outs per game and one per overtime period.
- A team enters the bonus after accumulating **7 team fouls**, resulting in a one-and-one free throw opportunity. Once a team reaches **10 or more team fouls**, the opposing team is awarded two free throws (double bonus) on all subsequent fouls.
- Technical fouls award 2 points and possession to the opponent.

Rosters & Player Eligibility

- Completed rosters are required before the first game.
 - Players need first & last name, address and signature.
- Players may not be added after Week 4.
- Players must be at least 18 years old.
- Players must appear on the official roster.
- Photo ID is required if a team is roster checked.
 - Should a roster dispute be made, BOTH teams will be roster-checked as follows: All members of the team must present a photo ID (at the start of the game if it hasn't started, OR at halftime if the game has already started when the roster-check has been requested).
 - All players not found to be on the roster are disqualified and are ineligible to play.
 - No Roster Checks can be requested once the second half has started.

- Only rostered players may sit on team benches.

Forfeit Rules

- Minimum of four rostered players required to start a game.
- \$50 forfeit fee applies.
- Two forfeits result in league expulsion.

Procedural Rules

- All Teams must provide their own jerseys with numbers. Reversible jerseys are preferred.
- Players must sign in at the scorer's table before each game.
- All substitutions must report to the scorer's table before being allowed to enter the game.
- Scuff-resistant athletic shoes are required.

Player & Spectator Conduct

- **Technical Fouls** - Any player receiving a technical foul gives the opposing team an automatic 2 points and possession of the ball. **Any player receiving 2 technical fouls in the same game will be ejected and suspended for a minimum of one (1) game, with the possibility of a longer suspension based on the severity of the transgression per league management.**
 - Schaumburg Park District staff reserves the right to review all technical foul situations and extend the suspension by a number of games appropriate to the offense.
- **Ejections:** If a player is ejected from a contest for any reason, he will be required to serve a minimum **one (1) game suspension**, with the possibility of a longer suspension based on the severity of the transgression per league management.
- **Players and/or teams that cause disturbances within the Sport Center including the lobby and parking lot or conduct themselves inappropriately towards Sport Center Staff will be asked to leave immediately. Inappropriate behavior may lead to a participant or team being removed from the current league & suspended from future leagues**
- **If one or more players strike an opposing player, official, spectator, or SPD staff member, all involved players will be immediately ejected and suspended for the remainder of the season. Officials have the authority to immediately stop the game, and SPD reserves the right to forfeit the team's next game, suspend the entire team for the remainder of the season without refund, and determine whether the team will be banned from all SPD activities for up to one calendar year.**

Tie Breaking Procedures

In the event that two or more teams have equal records at the conclusion of the regular season, the tie breaking procedure will be as follows:

Any team who has a forfeit during the season automatically loses all tiebreakers. The ONLY exception is as follows: If there is a 2-way tie, and the forfeited game does not involve a head-to-head matchup between the two teams, then regular tie-breaker rules would apply.

- **2 team tie** – A two team tie will be broken by the results of head-to-head matchups between the teams in question. If for some reason these two teams played each other twice with split decisions, the tie will be broken by the point differential versus the two tied teams*. If the teams are still tied, overall point differential* will be used.
 - ***The maximum differential awarded for any single game for tiebreaker purposes is 20 points.***
- **3 or more teams tie** – If 3 or more teams are tied at seasons end, the teams in question will be placed together in a pool where the teams' head-to-head results will be checked.
 - The teams will be ranked based on their records in H2H play among the pool of teams. This step will always supersede any of the steps listed below, which will only be used to break any ties that remain after Step 1 is applied.
 - A) If after Step 1, SOME teams are still tied in pool play, then the tie between only those tied teams will be broken as follows:
 - 1) H2H records against only the teams that are still tied.
 - 2) H2H Point Differential* among the teams that are still tied.
 - 3) Overall Point Differential* against all teams in the league
 - B) If after Step 1, ALL teams are tied in pool play, then proceed to step 2 to determine the BEST team:
 - Once the best team is determined by either Step 2 or 3, the next spot will be determined again by head-to-head record among those teams that still remain. If these two teams are still tied, then H2H point differential* will be taken, followed by Overall Point Differential*.

Facility Rules

- No food is allowed in the gymnasium.
- Water and sports drinks are permitted.
- Alcohol is prohibited on Park District property.

League Awards

- Regular Season Champion: \$300.00
- Regular Season Runner Up: \$150.00
- Playoff Tournament Champion: \$150.00
- Playoff Tournament T-Shirts may also be distributed.