



CHAMPAIGN PARK DISTRICT ADULT BASKETBALL RULES AND REGULATIONS

(Updated 9/22/11)

National Federation of State High School Associations rules will be in effect except where modified below. It is the team manager's responsibility to inform his/her players of league rules and regulations. Please remember that Champaign Park District adult basketball is a recreational program, and unsportsmanlike conduct will not be tolerated.

Section 1 – The Game

1. Game time is forfeit time. Each team must have at least four (4) players to begin the game.
2. Managers must submit lineups (including first and last names and jersey numbers) to the scorekeeper at least five (5) minutes prior to game time.
3. Games will consist of two (2) twenty-minute halves. The first half is a continual running clock except for time outs. The first eighteen (18) minutes of the second half is a running clock. The clock will stop for all dead balls in the last two (2) minutes of the second half. **EXCEPTION:** If one team is leading by twenty (20) points or more, the clock will run during the last two (2) minutes of the second half.
4. Overtimes are three (3) minutes in duration, and the clock will stop during the last minute for all dead balls.
5. There will be three (3) timeouts per game and one timeout for each overtime period. Time outs will not carry over into overtime.
6. Timeouts will **NOT** stop the clock during free throws. The clock will restart when the player shooting receives the ball.
7. Fouls:
 - a. Bonus will take effect after the sixth (on the seventh) foul in each half.
 - b. Intentional foul – two (2) free throws and possession of the ball at the spot nearest the foul.
 - c. Technical foul – two (2) free throws and possession of the ball at mid-court.
 - d. On and after the tenth (10) foul in each half, the fouled team will shoot two (2) free throws. This rule applies to all common fouls except player control fouls.
8. Teams will alternate possession in jump ball situations with the exception of the opening tip-off and overtime.
9. Substitutions are allowed on dead ball situations only. Substitutes **MUST** check-in and enter from the scorekeeper's table.
10. In a free throw situation, rebounders must wait until the shot hits the rim before they can enter the lane.
11. There will be four defensive players and two offensive players occupying the marked-lane spaces, during free throws. In addition, the two lane spaces closest to the end line will remain vacant.
12. During a free throw, the non-shooting team must occupy the first position on both sides of the lane.

Section 2 – The Uniform

1. Each team must have identical color jerseys with permanent numbers on the back of each jersey. No tape numbers will be allowed but permanent magic marker will be acceptable. Those members not wearing their own official jersey with numbers and identical team color will be penalized (per player) with a two shot technical foul and possession of the ball, and given a penny to wear for the game.
2. If two teams have the same color jersey the scorekeeper will provide penny's for one team. Should any of these penny's not be returned immediately following the game, that team will be assessed a \$50 replacement fee per penny. Members of that team shall be ineligible to participate in Champaign Park District sports programs until all fees are paid.

Section 3 – Rosters and Player Status

1. Players may only play in ONE full-court team per season. Any player caught playing on more than one Champaign Park District team will cause the teams he is playing on to forfeit those games in which he played. Players may play on one (1) CPD men's team and one (1) CPD Co-Rec team.
2. A player must be fifteen (15) years of age to be eligible to play.
3. Team rosters are limited to fifteen (15) players.
4. A team manager or assistant manager may add or drop players by emailing their roster additions to joe.kearfott@cparkdistrict.com before 5:00pm on the day of their scheduled game. Added players will become eligible when the manager receives an email back from the Adult Sports Coordinator letting them know that the addition has been approved. Added players must also sign a roster addition form on site before their game starts.
5. The Add/Drop Deadline is January 15th. After this deadline, teams will only be able to add players with special permission from the league coordinator. This request must be in writing with an explanation as to why these players should be allowed to play on your team.
6. Anyone falsifying his address to avoid non-resident fees will be suspended from league play, and his/her team will forfeit all games in which the suspended player played.
7. If a team knows in advance that it will have to forfeit, the Sports Department must be notified within three (3) business days of the forfeit. Each time the Sports Department is not notified that a team will have to forfeit (or a team shows up and does not have enough players), a \$10 forfeit fee will be assessed. This must be paid at the Leonhard Recreation Center before the next scheduled game or that will also be declared a forfeit and the team will be charged another \$10. Any team forfeiting three (3) games throughout the season will be dropped from the league.
8. Players must be prepared to present a picture I.D. if identification is requested by Champaign Park District staff. If that player does not have a picture I.D. with them when requested, the I.D. must be brought to the Adult Sports Coordinator at the Leonhard Recreation Center within forty-eight hours. If the I.D. is not presented within those forty-eight hours, the game in question will be declared a forfeit, and that player will be suspended from league play until the I.D. has been reviewed.

Section 4 – Sportsmanship/Player Behavior

1. Alcoholic beverages are not allowed on Champaign Park District or Unit IV properties. Possession of alcohol or illegal drugs will result in suspension and expulsion from league play. There is NO SMOKING ON UNIT IV SCHOOL DISTRICT PROPERTY.
2. A person in an intoxicated condition will be removed from the game and suspended from league play.
3. Use of profanity, whether directed at someone or not, will result in a technical foul(s) being assessed. Excessive profanity may lead to an ejection.
4. Any person resorting to unsportsmanlike behavior at any point in the evening in front of officials, players, spectators, and league supervisors will result in technical fouls being assessed, possible ejection and suspension from league play.
5. Any player committing a technical foul must immediately leave the game and sit out for two minutes of the clock. Any player committing two technical fouls for unsportsmanlike conduct in one game will be

ejected from that game. Upon ejection, the referee will inform the manager and scorekeeper that the player has been ejected. The manager will then be responsible for removing the player from the facility within two (2) minutes. A player remaining in the vicinity of the facility – including the parking lot – after being ejected from the game will cause their team to forfeit the game and will be subject to a suspension longer than the usual one game.

6. A player ejected for any reason shall serve an automatic one game suspension. Any players receiving three (3) technical fouls during the season, or any player who is ejected from two games, will be suspended for the remainder of the season. An ejected player who refuses to leave the gym or who continues to argue will be subject to additional unsportsmanlike conduct technical fouls.
7. Any team that has two (2) players ejected or has three (3) different players assessed technical fouls during the course of one game will automatically forfeit the game. The game will end at the time of the second ejection or the third technical foul.
8. Dunking, attempting to dunk, or hanging on the rim is not allowed at any time before, during, or after a game. Dunking is considered a flagrant unsportsmanlike technical foul. Players who dunk will be immediately ejected from the game and asked to leave the building. The player will also serve an automatic two (2) game suspension. No further warnings will be given – NO EXCEPTIONS.
9. Any player or manager serving a suspension may not attend any Champaign Park District basketball games while they are suspended. If a suspended player or manager is in attendance while serving a suspension, their team's game will be subject to forfeiture and the player's suspension will be extended.
10. A player committing a flagrant foul will automatically be ejected from the game, and he/she will receive a two (2) game suspension. If the player commits a second flagrant foul at anytime during the season, that player will be suspended from league play for the remainder of the season.
11. Under extenuating circumstances a player may appeal his/her suspension to the Adult Sports Coordinator in writing. The protest procedures must be followed.

Section 5 – Protests

1. Only protests concerning player eligibility and ejections/suspensions may be filed.
2. Written protests must be brought to the Sports Department offices within twenty-four (24) hours after the occurrence.
3. A \$10 filing fee (cash or check only) must be submitted with the written protest. The Sports Department staff will rule on the validity of the protest, and will notify the player and team manager of the results. If the protest is allowed, the fee will be returned. If the protest is found to be invalid, the fee will be kept.

Section 6 – League Awards

1. League awards will be given for the top finisher in each league, based on each team's win/loss records. If there is a tie for any of the top positions in league play, the following tie-breaking procedures will be used:
 - a. Head to Head Record
 - b. Point differential in games between the teams who are tied
 - c. Points allowed in games between the teams who are tied
 - d. Team with least number of player ejections
 - e. Team with least number of games forfeited
 - f. Playoff game
2. The tie-breaking procedures listed above will also be used to determine letter assignments for final games if letter assignments are necessary.
3. Teams will not be allowed to win a league championship in consecutive (back-to-back) seasons unless the team moves up on league in skill level. If moving up a league is not a possibility, the team will still be able to compete for awards.

Section 7 – Miscellaneous

1. The Champaign Park District will not be responsible in cases of injury to players or spectators or for loss of property.
2. In case of inclement weather, managers and players should call the Champaign Park District Leisure Line at 398-2589 after 4:00pm to receive game status for that evening's game.
3. Smoking is not allowed on Unit IV School District property.
4. Do not bring drinks other than water of any kind into the gyms. This includes players, managers, and spectators.
5. Team managers are responsible for the behavior of their team's fans.
6. It is the manager's responsibility to inform his/her players of these rules and regulations.
7. Stud earrings, wedding bands, religious items and medical alert bracelets will be allowed. Jewelry that hangs or can potentially cause injury to one's self or other players must be removed.
8. Please remember to bring two pairs of shoes with you, a dry, clean pair to wear on the gym floor and another pair to wear outside. If this is not done, the gym floor gets wet and slippery and unsafe for play.