Wilmette Park District – Adult Basketball League Rules

LEAGUE ORGANIZATION

The Wilmette Park District has adopted the following set of rules to govern the Adult Basketball League organized and controlled by the Park District. Rules not covered herein will be determined by the "Official I.H.S.A Basketball Rules."

Wilmette Sports Department staff has the final power in decision-making in all matters pertaining to the league. Wilmette staff will call all meetings between team captains if necessary. Any special meetings desired by teams must be requested through the team captain. The Wilmette Park District reserves the right to modify any and all rules, regulations, and procedures as necessary.

If you have any questions regarding the league, please contact:
Brad Wessel, Sports Supervisor: 847-256-9690 or bwessel@wilpark.org
Joe Franzen, Sports Coordinator: 847-920-3928 or jfranzen@wilpark.org

CODE OF CONDUCT

Players or captains in violation of the following shall be ejected from the game in which they are participating, as well as a minimum of two additional games (at the discretion of Wilmette Park District staff):

1. Use of excessive foul language.
2. Possession and/or consumption of alcohol/drugs while on park property.
3. Under the influence of alcohol or any mind-altering substance while on park property.
4. Active participation in any type of disorderly conduct (fighting, etc.) will result in expulsion from the league for a minimum of one (1) full year, beginning the day of the incident, for both the player and the team.
5. We ask that you respect the rights of the staff. If, for any reason, a staff member is struck by a player or captain before, during or after a match, that person will be expelled from participation in any adult leagues indefinitely.
6. Use of excessive foul language by spectators, or spectators in possession of alcohol, must be policed by their respective team members. Violation of this rule will result in forfeit of the match.

TEAM/CAPTAIN RESPONSIBILITIES

1. Each team shall designate a "team captain" who will be the sole liaison between that team and the Park District. The team captain may be either a player or non-player.
2. Only the team captain can communicate concerns with the Park District.
3. Captains are responsible for distributing copies of all league information (rules, schedules, etc.) to their players. This additionally includes any rule changes, rescheduled/make up games. Captains are expected to inform their players of all rules and regulations prior to the first game, and as often thereafter as necessary to ensure no violations occur.
6. All players should have a jersey number on their shirt or jersey. This will help our officials and scorekeepers maintain proper counts of fouls for individuals!
7. Captains are the only players that may address the referee. If a referee does not act appropriately, or if there is consistently poor officiating and/or knowledge of the rules, please contact the Sports Supervisor and appropriate action will be taken.
8. Captains are responsible for the conduct of their spectators and participants. For safety reasons, spectators' children must be supervised at all times. Unsupervised children and their guardian will be asked to leave the Park District facility/ grounds. Participants are not allowed to play and supervise children at the same time. This is extremely important when the league plays at District 39 schools.

ROSTERS & ELIGIBILITY

1. Rosters are due prior to the first scheduled game. Rosters will need to be submitted online through Team Sideline. Please use the following instructions to input their team's roster: Team Sideline - Adult Athletic League Roster Submitting
2. Roster changes will be allowed as designated by the Park District deadline, before the 5th game of the season.
3. Roster maximum of 15 players. No change to the roster will be after the 4th game, except in the case of an injury.
4. **To be eligible, a player must meet all the following criteria:**
   - Must be 40 years of age on or before the first scheduled game.
   - Must be on the team's roster
   - Must have accurate information on the roster.
5. **A player is ineligible if they meet any of these restrictions:**
   - A player who is not 40 years of age on or before the first scheduled game.
   - A player not on the team's roster
   - A player using a false name or nickname on the roster.
   - Any team using an ineligible player will forfeit the match.
   - Any team giving false information on a roster shall be dismissed from the league without any money being refunded.

GAME RULES

1. Teams must have a minimum of four (4) players to start the game.
2. Referees will determine a game ball from one of the teams.
3. Designated HOME team shall wear a "light" color jersey and AWAY team shall wear a "dark" color jersey.
4. Jump balls – the only time a jump ball occurs is at the beginning of the game, and at the 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.
5. No DUNKING is allowed! Anyone who dunks before, during or after a game will receive a technical foul.
6. Game Time:
   - Teams will play two 20-minute halves with a continuous clock.
5. Running clock stops only during:
   - Time outs
   - Last one (1) minute of 1st half. The clock will stop at all whistles.
   - Last two (2) minutes of 2nd half (if lead is less than 10 points). The clock will stop at all whistles.
     - Clock will continue to run in the 2nd half if one team is leading by 10 or more points during the last 2 minutes.
     - In the last 2 minutes, if a team is winning by 20 or more points, the game will be over.
6. Time-outs: Each team will receive two (2) time outs per half. Time-outs do not carry over from 1st half to 2nd half.
7. Free throws: players on the lane can move on the release of the ball.
8. Fouls:
   - Each player is allowed five (5) personal fouls. On the fifth foul, the player is ejected from the game.
   - Each team is allowed six (6) team fouls per half. On the 7th team foul of the half, 1 & 1 bonus shots will be awarded. On the 10th team foul of the half, double bonus (2 shots) will be awarded.
   - Technical and flagrant fouls count as 1 personal foul. – The referee reserves the right to eliminate a player for the rest of the game if he/she believes the foul is severe. All decisions by the referee(s) are final.
   - All technical fouls are 2 shots.
9. Overtime play
   - Overtime period(s) will be four (4) minutes, clock stops the last minute of play on all whistles. Each team gets one (1) additional time-out.
   - Individual and team fouls are carried over into the overtime periods

REFEREES

1. Referees must be treated with respect at all times.
2. All disagreements with a referee's application/interpretation of a rule MUST be conducted by the team captain in a civil manner.
3. In the event of a "no-show" by the scheduled referee, teams must agree to play the scheduled games without the referee. The scores will count toward the standings.
4. If a referee does not act appropriately, or if there are consistently poor officiating and knowledge of the rules, please contact the Wilmette Sports Department and appropriate action will be taken.
5. The referee's clock is the "official clock" for their specific court.

END OF THE SEASON PLAYOFFS

A single elimination playoff bracket is conducted at the end of league play. League standings determine the seeding of each team in the bracket. The number of teams qualifying for the end of the season tournament may vary depending on the number of teams in the league. League information, including schedules and standings, will be available on Team Sideline.

FORFEITS

- ***Forfeits occurring without notice of 24 hours will incur a $40 fine.***
- All games must start with the required amount of players (4) per team on the court. If a team cannot, then a forfeit is ruled.
- Should both teams be unable to field the minimum number of player's necessary, both teams will be credited with the applicable number of losses.
- All forfeits will be recorded as a 40-0 loss.
- If a team forfeits 2 matches, the team will not qualify for the post-season and tournament seeding will be adjusted.
- Future league consideration will be evaluated, and teams may lose returning team status (Park District discretion).

PROTESTS

Protests based solely on a decision that involved accuracy of judgment on the part of an official will not be considered. Protests will be accepted on rules interpretation if announced immediately. All information including the score, time, and protest must be recorded with the referee and opposing team captain.

Written protest: Acceptable protests must be in writing to Wilmette Sports staff within 24 hours after the scheduled time of the game. A written account along with a $20 protest fee must be submitted during the 24-hour period. The fee will be returned if the protest is won. A decision on the protest will be returned within 48 hours.

CANCELLATIONS

Information regarding cancellations will be available via Wilmette Park District website.

Cancellations will be rescheduled following the regular season and as late-season doubleheaders (schedule permitting). Teams will be given at least one week advance notice (up to the 4th match of the season) for all make-up games.