



BOLINGBROOK PARK DISTRICT OVER 30 BASKETBALL RULES

RULES & REGULATIONS

The Bolingbrook Park District has adopted the following set of rules to govern the 'Over 30' Basketball League organized and controlled by the Park District. Rules not covered herein will be determined by the 2014 I.H.S. A. "Official Rule Book."

The purpose of this league is to provide an opportunity for interested adults to play in a safe and organized league. **Fair play and sportsmanship is the responsibility of every player, coach, and spectator.**

LEAGUE ORGANIZATION

The League Commissioner (Adult Athletic Coordinator) has the final power in decision making in all matters pertaining to the league. The League Commissioner will call all meetings between team captains if necessary. Any special meetings desired by teams must be requested through the team captain.

LEAGUE POLICIES

1. **The total league fee must be paid before the first game.** Any team fees still owed will result in a forfeit from the first game onward. Payment may be received in the form of cash, check, credit card or sponsorship money on/before the first game.
2. **Out of District fees are due by the third week of games.** Any non-resident fees still owed after that date will result in a forfeit. Payment may be received in the form of cash, check, credit card or sponsorship money before this date.
3. **No money will be collected at the courts, except for forfeit money.** Please contact the Adult Athletic Coordinator to make final payments prior to your scheduled evening of games. No pay = No play!
4. **The Park District is not responsible for teams not playing games and/or withdrawing from a league.** In cases of forfeit, the League Commissioner will not reschedule games. Teams are solely responsible for participating in the Park District activities on the scheduled dates and times for which they are registered.

TEAM CAPTAIN'S RESPONSIBILITIES

1. Each team shall designate a representative who will be the sole liaison between that team and the Park District. Only the team captain should communicate concerns with the Park District. To avoid confusion, players should speak to their team captain on all inquiries and not contact the Park District directly. The team representative may be either a player or non-player.
2. Responsibility to distribute copies of all league policies, schedules, etc. to their players. (online at www.bolingbrookparks.org)
3. 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.
4. Expected to inform players of the game schedule, make up dates, etc. and pass along any other information from the Park District.
5. Responsibility for the conduct of their spectators, and participants. (see 'Player-Team Conduct' below for explanations of consequences)
6. Responsible for making sure the Park District has current address and home/work phone numbers.

ELGIBILITY & ROSTERS

1. All participants must be at least 30 years of age at the team's first scheduled game.
2. **Rosters are due before the team's first scheduled game!** Any team that does not turn in a roster before their first game will FORFEIT the game. Rosters may be turned in right before your scheduled game. No changes to the roster will be allowed after the second full week of games.

3. Mandated personal information must be on the roster for a player to be eligible for league play. If address information is missing from roster, that individual player will be eligible for league play, but will be considered a “non-resident” and will be charged the out-of-district fee.
4. All players must have a photo I.D. at all games to verify their identity, residency, and prove that they are a rostered player.
5. No nicknames are to be used on the roster. Any player not complying will be declared ineligible.
6. Roster maximum of 7 players. No change to the roster will be allowed after the second week of games, except in the case of an injury. A doctor’s excuse will be required, and the replacement player must be of similar ability to the injured player. **Advanced approval** by the Adult Athletic Coordinator will be required for any change(s). Adult Athletic Coordinator has final say in roster changes.
7. An ineligible player is:
 - ⇒ A player who is not 30 years of age on or before the first scheduled game.
 - ⇒ A player using a false name.
 - ⇒ A player using an improper address (non-resident using a Bolingbrook address).
 - ⇒ A player with no photo I.D., proof of residency, and/or incomplete roster information.
 - ⇒ A player on more than one roster within the same league.
8. ***NEW*** Roster checks can only be made prior to the start of the 2nd half. Once the 2nd half has started, roster checks will not be allowed for any reason.

HOUSE RULES

1. Smoking, eating, and drinking are all prohibited in the gym.
2. Players will not be allowed to participate in street, turf, hiking or any other type of shoe that may mark the gym floor.
3. For safety reasons spectators must watch from the bleachers only! No standing by the courts will be allowed. **Children must be supervised at all times. Unsupervised children and their guardian will be asked to leave the gymnasium.** Participants are not allowed to play and supervise children at the same time.
4. Court supervisor will call the game as a forfeit 5 minutes after scheduled game time. Teams must start a game with at least 2 players.
5. Any team that FORFEITS must pay a \$25 forfeit fee prior to playing or qualifying in any post-season tournaments. It is the team captain’s responsibility to pay the forfeit fee. If a forfeit fee is not paid by the last week of the season, the team will **NOT QUALIFY** for the post-season and tournament seeding will be adjusted. (For example, if the #2 seed fails to pay the accumulated forfeit fees, the #3 seed now becomes the #2 seed – the #4 seed becomes the #3 seed and so on. The #2 seed will not qualify for post-season contention.)
6. Any team forfeits listed in league standings will be charged the \$25 forfeit fee.
7. Any team that has three (3) “no-show forfeits” will be dropped from the league with no refunds. Future league consideration will be evaluated. Teams will lose returning team status as well. Please do not assume teams are automatically dropped from league without the prior consent from the Adult Athletic Coordinator.
8. No shooting will be allowed at side baskets during play of any game; use other court(s) for warm-ups.

LEAGUE RULES

1. The game shall consist of two (2) fifteen-minute (15) halves with no stoppage in play except for timeouts. ***NEW*** For the last two (2) minutes of the second half, the clock will stop on all dead balls (out of bounds, fouls/free throws, etc.). During the last two (2) minutes of the second half, the clock will also stop after made baskets; clock will resume once the ball has been put into play and has been touched by another player (other than the player passing the ball in).
2. Overtime is three (3) minutes long with a running clock. Each team receives one (1) additional timeout in overtime. ***NEW*** For the last one (1) minute of overtime, the clock will stop on all dead balls (out of bounds, fouls/free throws, etc.) and after made baskets. Should score be tied after the 1st overtime period – the game will end officially in a tie and will be reflected as similar in standings.
3. Each game will have a forty-five (45) minute time limit.

4. ***NEW*** Any “on-the-ball” foul within the last two (2) minutes of the second half will result in two (2) free throws for the fouled individual (i.e. “double bonus” in basketball). The individual fouled must shoot the free throws. Each made free throw will result in one (1) point. A missed free throw on the second attempt will follow standard basketball rules with both teams allowed to rebound the basketball.
5. Baskets made are ONE (1) point each, unless made clearly and completely behind the three-point line, in which case the shot will be worth TWO (2) points. When a two (2) point shot is made, the player must raise both hands in the air to signal to the scorekeeper the shot is a two (2) pointer. There is no score limit.
6. The ‘Home Team’ will receive the ball at the start of the game. ***NEW*** Held balls will result in alternating possessions (i.e. like a possession arrow in college basketball), with the “Road Team” being awarded possession on the first held ball.
7. The ball must be taken back on each change of possession. Change of possession means a defensive rebound, made basket, “Air ball” shot, and or a stolen ball by the defensive team. Taking the ball back means that the ball handlers ENTIRE BODY (both feet) must be behind the 2-point line. Failure to do so will result in loss of possession.
8. The ball will change possession after made baskets.
9. The **ball must be passed in after being checked** by the opposing team after made baskets, fouls, violations, etc. In the last two (2) minutes of the second half, the clock will not resume until the ball is passed in and is touched by another player (other than the player passing the ball in).
10. All players must call their own fouls. Only the player fouled or person committing the foul is responsible for calling the foul. If a foul is not called, play does not stop.
 - a. If a player is fouled while shooting and makes the basket, the basket will count and ball will change possession.
 - b. If a player is fouled while shooting and misses the basket, the fouled player’s team will keep possession WITHOUT shooting any free throws; free throws are only shot in the last two (2) minutes of the second half.
11. ***NEW*** If the court supervisor rules that a foul was flagrant-intentional (i.e. a non-basketball act, no intention to go after the ball, intention to harm, etc.), the player fouled will shoot two (2) free throws and his team will retain possession of the ball. The flagrant foul will be recorded with the court supervisor. If the same player is called for another flagrant foul, that player will be ejected from the game and suspended from the league for an indefinite period of time.
12. On free throws, players occupying a marked lane space may enter the lane on the release of the ball.
13. If both teams are unable to agree mutually on a call – the court supervisor will rule for both teams to flip a coin to determine the call (home team calls the coin flip). Whichever team wins the flip will determine the ruling on the court.
14. Each team is allowed two (2) one-minute time outs per half. Should the game go into overtime, each team will receive one timeout. Unused timeouts during the game will not carry over into the overtime period.
15. The top and back of the backboards are out of bounds. The sides and bottom are in bounds.
16. No jewelry (watches, rings, necklaces, bracelets) or exposed objects can be worn during play for safety.
17. Each team must provide each player with a like colored shirt. Teams who do not have matching shirts will not be allowed to play.
18. Profanity WILL NOT BE ALLOWED. The court supervisor will eject any player using profanity. The court supervisor’s decision is final. (possible suspension to ejected player)

STANDINGS

1. Standings will be updated weekly on the website within 48-72 hours. (www.bolingbrookparks.org)
2. If two teams are tied for any position in the regular season, the following procedures will be utilized to determine the final league standings, in order, until all ties are broken:
 - a. Any team with a forfeit during the regular season automatically loses all ties.
 - b. Team with the best record in head to head competition against all other teams involved in the tie.
 - c. Team with the largest total margin of victory in head to head competition against all other teams involved in the tie.
 - d. Team with the most total points scored in head to head competition against all other teams involved in the tie.
 - e. Team with the least amount of points allowed against all other teams involved in the tie.

- f. Coin toss will determine seeds.
3. If three or more teams are tied for any position in the regular season, the following procedures will be utilized to determine the final league standings, in order, until all ties are broken:
 - a. Any team with a forfeit during the regular season automatically loses all ties.
 - b. Team(s) with the best record in head to head competition against all other teams involved in the tie. The team **MUST** beat all other teams tied in standings to win this tie-break.
 - c. Winning percentage vs. all other teams tied with same record.
 - d. If tied teams all played same amount of games vs. one another, team with lowest points allowed **AGAINST** in the games vs. the other tied teams determines seeds.
 - e. Team with lowest points allowed **AGAINST** all teams in all regular season games.
 - f. If still tied, a coin toss will determine seeds.

PLAYER-TEAM CONDUCT

1. Any unsportsmanlike behavior such as abuse of equipment, taunting, etc. displayed in a game, or after a game shall automatically disqualify the offending player or captain for the next game on a first offense, and for the rest of the season (including any post-season play) for the second offense. These are automatic suspensions.
2. **PROFANITY RULE:** If a player uses profanity on Park District property the penalty shall be as follows:
 - a. **First Offense:**
 - i. The ball will be turned over to the other team (if had possession). The individual player receives a warning.
 - b. **Second Offense:**
 - i. The player is automatically ejected from the game. The team will also turn over the ball (if had possession).
 - ii. Player is automatically suspended for the next game. Any player ejected from the game must leave the building immediately. *Before a suspended/ejected player is reinstated into the league, a \$25 suspension fine must be paid to the Park District office no later than 24 hours before the next scheduled game. Failure to do so will result in a further suspension until the payment is made.*
3. ***Any physical conduct / fighting with another player, coach, spectator, official/umpire or Park District employee before, during or after a game will not be tolerated.*** Any player and/or coach participating in any physical conduct will be automatically suspended for a minimum of one (1) season with possible league suspension and civil action. The team will also be fined \$25 per individual suspended. This fee must be paid prior to the team's next game or a forfeit will be enforced. Teams will not be allowed to replace the suspended player on their roster.
4. Any player who verbally threatens a player, coach, spectator, official or Park District employee before, during or after a game will be suspended a minimum of six (6) games with possible league suspension.
5. Persistent poor behavior, including harassment of officials or other teams, may result in the dismissal of that team from league and loss of returning team status. Teams exhibiting such behavior will receive a written warning from the Adult Athletic Coordinator. Issuance of a second warning for team misbehavior will result in that team being placed on probationary status with possible individual suspensions to follow.
6. ***Teams are responsible for the conduct of their spectators.*** Spectators' behavior can result in the same suspensions as stated above.
7. Any drugs (unless prescribed by a physician) and/or alcoholic beverages of any kind are prohibited on Park District property. The following applies to parking lots as well as all Park District facilities.
 - a. Player caught with alcoholic beverages will be suspended from the game and the next game.
 - b. Player caught with alcohol after the game will be suspended for the next game.
 - c. The second time a player has been caught with alcohol; he will be suspended from the league.
 - d. Players caught with drugs will be reported to the Police and suspended as above.
 - e. If the problem continues, the team will forfeit the game.
 - f. Spectators can and will be escorted from the park if caught with alcohol.
 - g. Park District and Village Police are empowered to issue tickets to violators in addition to the penalties listed above.
8. Any player ejected from the game must leave the gym immediately. ***Before a suspended/ejected player is reinstated into the league, a \$25 suspension fine must be paid to the Park District office no later than 24 hours before the next scheduled game. Failure to do so will result in a further suspension until the payment is made.***

9. During a player's suspension, the player can not attend any scheduled games of the Bolingbrook Park District basketball league. Any player which plays during a suspension will be considered an illegal player and the team will forfeit the game.
10. The Adult Athletic Coordinator has the right to disqualify any player or team from league play due to unsportsmanlike conduct with no league refund.
11. Teams will not be able to replace a disqualified player(s) on their roster at any time.

INJURIES / INSURANCE

1. The Bolingbrook Park District is not responsible for any injuries incurred while on the premises of the Bolingbrook Park District and its' facilities before, during or after a game and/or practice.
2. All teams and individuals should be commercially insured.
3. The Bolingbrook Park District provides no insurance.
4. A player who is bleeding, or has an open wound, or has an excessive amount of blood on his uniform must leave the game and may not return until the specific problem has been addressed.

AWARDS & PLAYOFFS

1. Cash prizes will be awarded to top finishers in the regular season and playoffs. Prize amounts will be determined based on total number of registered teams.
2. A tournament will be held at the end of the regular season. Number of teams and games will be determined based on the number of teams participating in the league.
3. All playoff schedules and standings will be viewable online at www.bolingbrookparks.org

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