

Mokena Community Park District

Men's Basketball

League Rules

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

The following is a list of rules adopted by Mokena Community Park District to govern the men's basketball league. Rules not covered herein will be determined by the Illinois High School Association (IHSA).

GENERAL

1. The full league fee must be paid by 5pm of the registration deadline. Non-resident fees are due before Week 3 games.
2. Each team shall designate a team captain who will be the 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. Captains' responsibilities include:
 - A. Attend meeting to obtain league rules and schedule.
 - B. Confirm best contact information with Park District.
 - C. Distribute copies of league rules and schedule to team players.
 - D. Sign score book (after each game) to assure accuracy of score.
 - E. Responsible for the conduct of team's spectators and participants.
3. Participants are expected to abide by the following behavioral guidelines:
 - A. Respect all participants, umpires/officials, Park District staff, and spectators. Lead the way in creating a positive, recreational atmosphere.
 - B. Avoid the use of foul and/or inappropriate language. Set positive examples for the community.
 - C. Refrain from inflicting bodily harm on participants, umpires/officials, Park District staff, and spectators. Play to have FUN.
 - D. Respect all equipment, supplies, and facilities provided by Mokena Community Park District.

ROSTER & ELIGIBILITY

1. Rosters are due before Week 2 games. All roster information (name, address, phone number, signature) must be legible, complete, and accurate for a player to be eligible for league play.
2. Roster may consist of a maximum of 12 players or a minimum of 5 players. No change to the roster will be allowed after Week 2, except in the case of injury, or after the last game of the regular season (no changes during playoffs). The replacement player should be of similar ability to the injured player. Any change(s) will require approval by the Athletic Supervisor.

3. All players must have a valid I.D. at all games to verify their identity at the request of the referee(s) or Athletic Supervisor. If a player can not present an I.D. upon request, he will not be allowed to play in the game.
4. All players must be at least 18 years of age before the first scheduled game (Men's 30+ League - players must be at least 30 years of age before the first scheduled game, however each team is allowed to have 1 player that is at least 25 for every 5 that are 30). Anyone listed on a high school, club, collegiate, or professional team roster is ineligible.
5. Any team found using an ineligible player will forfeit the game in league standings.
6. Once a player's name appears on a team roster, that player may not play for any other team in the same league.
7. Each team must provide each of its players with a like-colored shirt, and each shirt should have a visible number on the back.

GAME

1. First team listed on the schedule denotes the home team.
2. Teams are allowed a three minute warm-up prior to start of game. Captains may opt to decline warm-up and, instead, begin game immediately, but both captains must agree. Referees may delay start of and progression of game to respond to unexpected situations, and this delay will not affect game ending time.
3. Game time is forfeit time. No less than four eligible players must be on the court, in uniform, and ready to play. The opposing team does not have the right to waive this rule. Any team that forfeits a game due to an insufficient amount of eligible players must pay a \$25 forfeit fee prior to qualifying for any post-season playoff, otherwise team will not qualify for playoffs and seedings will be adjusted. Any team with three forfeits will be dropped from the league with no refunds. Future league consideration will be evaluated.
4. Score of any forfeited game will be 15-0.
5. Team captains must confirm all player numbers in the scorebook three (3) minutes before the game begins play, as this validates players eligible for play.
6. A jump ball will be used to start the game and the overtime period to determine ball possession. All other jump ball situations will incorporate the alternate possession rule.
7. The game will consist of two halves, twenty minutes in length with a two-minute halftime. Except for time-outs, the clock will run continuously. For the last minute of the first half and last two minutes of the second half, the clock will stop on all whistles. If a team is ahead by fifteen or more points during the final two minutes of the second half, the clock will continue to be a running clock.
7. Slaughter rule will be called if there is a 20 point margin (or more) with two (2) minutes remaining in the 2nd half.
8. Overtime is two minutes in length. As overtime is an extension of the second half, overtime will be an official clock, stopping on all whistles. Each team receives an additional timeout in overtime. There will be a one-minute intermission before the extra period begins. If, at the end of overtime, the score is still tied, there will be a sudden death playoff. The winner will be the first team to score one point in the overtime period.

9. Each team is allowed two time-outs per half (one minute in length). A technical foul will be called against any team calling a time-out when there are no time-outs available to that team.
10. Substitutions can only take place at stoppage of play. Substitutes must notify scorer and referee(s) before entering the game.
11. Common fouls will be taken out of bounds until the 7th and successive team foul per half, in which the one-and-one will be shot and the clock will continue to run. The 10th and successive team foul per half will result in two shots from the free-throw line. The clock will continue to run unless it is during the final minute of the 1st half or the last two minutes of the 2nd half. Note: Players must leave game on 5th personal foul.
12. All technical fouls called will result in the following: two points and ball to the opposing team. Technical fouls will not be shot but do count towards personal and team fouls. Any player charged with two technical fouls for unsportsmanlike conduct will be ejected from the game and asked to leave the facility immediately. Three technical fouls by one team in any game will result in forfeiture of the game. Any player charged with five technical fouls during the course of the season will be suspended for the duration of the season (without refund), including the playoffs.
13. A flagrant or intentional flagrant foul will result in an immediate ejection from the game and facility. Two points and ball to the opposing team.
14. A player in the defensive court with possession of the ball is allowed complete freedom of movement until he crosses the ten-second line. The defense can press the full length of the court only during the last minute of the first half and last two minutes of the second half.
15. On free throws, players occupying a marked lane space may enter the lane on the release of the ball.
16. Dunking is allowed during the game but not during warm-ups. Any player hanging on the goal after a dunk will be charged with a technical foul – referee's discretion.
17. Game ball will be provided by the Park District. However, if both captains agree, teams may opt to use their own regulation basketball during the game. Either way, the referees must approve the ball used on the court, and can refuse any ball they deem unacceptable.

AWARDS & PLAYOFFS

1. Cash prizes will be awarded to winners of the regular season and playoffs. Prize amounts will be determined by number of participating teams.
2. Prize money recipients must provide the Park District with a completed W-9 Form before receiving cash prize. The Park District will report (to the IRS on Form 1099-Misc) payments to an individual receiving \$600 or more in a calendar year.
3. The playoffs will be single-elimination. Number of teams qualifying for playoffs will be determined by number of participating teams.
4. Playoff information will be posted on the website @ www.mokenapark.com (CHECK THE SCOREBOARD) within 24-48 business hours of the last scheduled game of the regular session.

STANDINGS

1. Standings will be updated weekly on the website @ www.mokenapark.com (CHECK THE SCOREBOARD) within 24-48 business hours.
2. Win-Loss record will determine final league standings. In the case of a tie (two or more teams), the following will be used to determine league standings:
 - A. If a team did not have its captain or a team representative present for the captains' meeting, then that team automatically loses the tie-breaker in league standings.
 - B. If a team forfeited any games in the regular season, then that team automatically loses the tie-breaker in league standings.
 - C. Results of the in-season head-to-head competition shall be used to break the tie. The team with the most games won is seeded highest. If tied teams split head-to-head competition, then proceed to C below.
 - D. Point differential in games played between the tied teams. The team with the best point differential is seeded highest. If point differential is the same, then proceed to D below.
 - E. The team with the best season average point differential is seeded highest.

PROTESTS

1. Protests based solely on a decision that involved accuracy of judgment on the part of a referee will not be considered.

REFEREES

1. Referees must be treated with respect at all times. All disagreements with a referee's interpretation of a rule must be conducted by the team captain in a civil manner.
2. Each game will have two IHSA referees. In the event that one referee does not show up, teams must play the scheduled game without the second official. The scores will count toward the standings.
3. If a referee does not act appropriately, or if there is consistently poor officiating and knowledge of the rules, team captains are asked to contact the Athletic Supervisor so that appropriate action may be taken.

PLAYER-TEAM CONDUCT

1. Players ejected from a game must leave the facility immediately, are suspended for the next league game, and must pay a \$25 reinstatement fee before playing again. Players ejected twice are suspended for the remainder of the session, including playoffs. If a player ejection causes a team to have less than 4 eligible players on the court, the game will be forfeited.
2. PROFANITY RULE: If a player directs profanity at a referee, opposing player/coach, or spectator during a game, the penalty shall be as follows (referee's discretion):
 - A. First Offense - Player receives a technical foul. Two points and possession are awarded to the other team.
 - B. Second Offense - Player receives a second technical foul. Two points and possession are awarded to the other team. Offending player is ejected from game and must leave facility.

3. Any player participating in any physical conduct/fighting with another player, referee, Park District employee, or spectator before, during, or after a game will be indefinitely suspended from league play; possible civil action. Team will be fined \$25, which must be paid before next scheduled game. Failure to do so will result in forfeit in league standings.
4. Any player who verbally threatens a player, referee, Park District employee, or spectator before, during, or after a game will be indefinitely suspended from league play; possible civil action. Team will be fined \$25, which must be paid before next scheduled game. Failure to do so will result in forfeit in league standings.
5. Any player damaging equipment before, during, or after a game (on Park property) will be indefinitely suspended from league play. Player will be fined for damages, and possible criminal prosecution.
6. Persistent poor behavior by a team, including harassment of referees or other teams, may result in the dismissal of that team from the league (includes team's spectators).
7. Drugs and/or alcoholic beverages are prohibited on Park District property. Players caught with alcoholic beverages and/or drugs will be indefinitely suspended from league play.
8. During a player's suspension, he cannot participate in nor be a spectator of any scheduled games of the basketball league.
9. Teams may not replace a suspended/disqualified player on their roster.
10. The Athletic Supervisor has the right to disqualify any player or team from league play due to unsportsmanlike conduct with no league refund.

INJURIES

1. Mokena Community Park District is not responsible for any injuries incurred while on the premises of Mokena Community Park District and its facilities before, during, or after a game. The Park District does not provide insurance for teams, but it recommends that teams and individuals be commercially insured.
2. A player who is bleeding, has an open wound, or has an excessive amount of blood on his uniform must leave the game and may not return until the situation has been resolved.
3. If a player suffers an injury during play:
 - A. The play stops on the referee's whistle.
 - B. The player is given 30 seconds to return to play.
 - C. If the player cannot return to play within time, the team may utilize their time-out(s) and/or substitution.
 - D. If the injured player cannot safely return to play within time, AND no other players are available, that team will be allowed to play without that player for the remainder of that day only, even if this would cause them to have a less than an eligible amount of players on the court – no forfeits due to injuries. However, the injured player will be allowed to return to play as soon as he elects to return.

FIELD HOUSE RULES – LWE

1. Players are asked to refrain from wearing black-soled (marking) shoes when playing in league games.
2. Outside food / drinks are prohibited inside the field house. Only exception is bottled water.

3. For safety reasons, spectators in 8th Grade or lower must be supervised by an adult not playing in the game.

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