

**Elk Grove Park District
2007 High School Basketball Rules**

www.elkgroveparks.org

1. There will be two twenty-minute halves. Clock will only stop in the last minute of each half. If a team is winning by more than 12 points in the final minute of the second half, the clock will not stop. *If a team is winning by more than 12 points with 1:00 remaining in the second half, the clock will not stop.* (Example- Team A is leading by 13 points with 1:00 left in the second half. With 0:59 remaining, Team B hits a 3 point shot. The lead is cut to 10. However, since the shot went through the basket after the one minute mark had passed, the clock will not stop). *If a team is winning by less than 12 points with 1:00 remaining in the second half, the clock will stop.* (Example- Team A is leading by 10 points with 1:00 left in the second half. With 0:59 remaining, Team A hits a 3 point shot. The lead is extended to 13. However, since the shot went through the basket after the one minute mark had passed, the clock will continue to stop).
2. Each team has two time outs per half. Each time out is one minute in length. Time outs do not carry over if unused.
3. Overtime will be three minutes. Clock will be stopped in the last minute. Each team gets one time out.
4. Halftime will be three minutes.
5. The three point shot will be allowed.
6. Rosters must be signed and turned in by the first game. A maximum of 15 players may be on a roster. A player may only be on one roster.
7. If a team is caught playing with a nonrostered player, they will forfeit the game.
8. The one and one bonus will begin with the 7th team foul. The two shot bonus will begin on the 10th team foul.
9. If a player is fouled while attempting a three point shot, the player will be awarded three foul shots.
10. Fighting or flagrant fouls will be considered an attempt to hit, punch, kick, or injure an opposing player. An offending player will be ejected from the game for fighting and suspended the following two games. When a team commits two flagrant fouls, they will forfeit the game.
11. The second ejection during the season by a player will result in the player being expelled from the league. If two players from the same team are ejected from the league, the entire team will forfeit the remainder of the season.

12. Swearing, foul language, and taunting will be a technical foul.
13. All technical fouls are two shots and possession.
14. Two technical fouls on a player during one game will result in the player being removed from the game and suspended the next two games.
15. Each player is allowed five personal fouls.
16. Dunking or hanging on the rim before, or during, the game will result in the expulsion of the player from the game and a technical foul. (If a player dunks after a game, they will be ejected from the following game.)
17. If a player is ejected from a game, he must leave the court area immediately. (Court area is defined as gym floor, bleachers, and viewing area). Failure to do so will result in further disciplinary action, which may include ejection from the league.
18. If a team refuses to honor ejections and/or suspensions, the suspended player will receive an additional three game suspension. Failure to adhere to suspensions will result in the team's forfeiture of remaining games. No money will be refunded.
19. Abusive behavior or language directed towards an official, opposing player, opposing coach, fan, or park district employee will not be tolerated. Offending players will be ejected from the league.
20. An adult coach (who must be 21 or older) must be on the bench at all times. Only the coach may discuss a problem with the official.
21. It is the responsibility of the coach and players to conduct themselves in a respectful and sportsmanlike manner. Any type of unsportsmanlike behavior before, during, or after the games will be reviewed by the league coordinator and subject to discipline.
22. Forfeit time for all games is game time.
23. Each team must supply colored and numbered jerseys for each player. It is recommended that teams purchase reversible jerseys.
24. Unless otherwise stated, referees will use IHSA rules.
25. Substitutes must report to the scorer's table.
26. In the event of a tie, the tiebreaker will be:
 - a. Record against each other
 - b. Point differential between tied teams

- c. Record against first place team
- d. Point differential against first place team
- e. If the above tiebreakers still do not determine the standings, a one game playoff will be scheduled.

27. All piercings must be removed.

28. No current high school players (Freshman, Sophomore, JV or varsity team members) are eligible.

If you have any additional questions, please contact: Paul Zepezauer, Athletics Coordinator (847) 228-3522 pzepezauer@parks.elkgrove.org

Schedules and Standings will be available at www.elkgrovecparks.org