

Elmhurst Park District
Adult Basketball League
Winter 2024-2025



- League games will be held at **two** different locations.
- Games will be played at York High School and Churchville Middle School (both gyms). Due to scheduling games will be spaced out accordingly.
- Games are held between 6:45 and 8:45PM (dependent on the number of teams)
- 10 game regular season + single-elimination, post-season tournament for **top 8 teams**
- League fees - \$825 resident & non-resident teams
- \$175 cash award for league champions
- \$100 cash award for league runners-up
- \$75 cash award for tournament champions
- \$50 cash award for tournament runners-up

NOTE: FULL payment is due at the time of registration.
You may register in person at 615 N. West Ave, Elmhurst IL 60126 or online

Adult Basketball League Timeline

Saturday, August 3, 2024

Registration opens.

Monday October 28, 2024

Last Day for teams register, dependent on availability.

Friday November 1, 2024

Schedules available online at teamsideline.com/Elmhurst

Wednesday November 6, 2024

League play begins.

NOTE: Completed rosters are due at the first game.



ELIGIBILITY

Players must be at least 18 years of age or older prior to participation in league play. All players must have their name, home address, and signature on the team roster/waiver form BEFORE they can participate in any Elmhurst Park District game.

CAPTAIN'S RESPONSIBILITIES

1. There will not be a Captain's Meeting. Please contact the Program Manager directly with any questions or concerns.
2. All captains are expected to inform their players concerning all rules and regulations prior to the first game and as many times thereafter as necessary to make sure that no violations will occur.
3. All captains are expected to inform their players of scheduled games, schedule changes, make-ups and standings.
4. Captains are responsible for notifying the Program Manager of a change of address and/or phone number.
5. It is the captain's responsibility to check the final score to ensure accuracy.
6. Team captains are responsible for the conduct of their team members and any team spectators.
7. Only team captains are to discuss a disagreement with an official.
8. If it is known that the captain will be unavailable during a certain period, it is the responsibility of that captain to call the Program Manager and submit another contact name, if other than the co-captain.
9. **Team captains must notify the Elmhurst Park District by 10AM the day of their game that their team is forfeiting. Failure to do so will result in a \$25 fine charged to the captain's account.**

LEAGUE ROSTER/WAIVER

1. Teams must submit an official roster/waiver to become a member of the league. Roster/waivers must include each player's name, address, and signature.
2. Players must be 18 years of age or older as of his first scheduled game.
3. Roster changes will be allowed as designated by the Park District deadline, **before the third game of the season**. Signatures are required on the official roster prior to participation in league play.
4. A player may only play on one team in a given league. If a player is on more than one team's roster in a given league, he will be declared ineligible for that league.
5. Any team giving false information on a roster shall be dismissed from the league without any money being refunded.
7. Rosters will consist of a maximum of twelve (12) players. More may be added due to injuries and other circumstances per program manager approval.

CANCELLATIONS

1. Do not assume games are canceled because of weather conditions. Every effort will be made to play the games. If games are determined to be playable and your team does not show, you will lose by forfeit. If there are any questions as to whether a game is canceled due to weather conditions, **information will be available via Rainout Line (please see website for details)**. It is the captain's responsibility to contact their players.
2. Teams will be given as much advance notice for all make up games as possible.

SCHEDULES

1. The Elmhurst Park District reserves the right to change and/or adapt all basketball schedules in any way necessary to operate the league with proper notice.
2. Anytime there are make ups, rescheduling, playoffs, etc., they will be scheduled according to the availability of the Park District facilities and staff.
3. Schedules will be available via the Elmhurst Park District Athletics' schedule website www.teamsideline.com/elmhurst.
4. All Games are scheduled to be played at either York High School South Gym or Churchville Middle School. Locations are subject to change based on school availability. Dates will be updated upon confirmation.

RULES

1. IHSA rules apply except where the Elmhurst Park District has made adaptations.
2. No player can play on more than one team in a given league.
3. Only players listed on the team roster will be allowed to play. Use of a non-rostered player shall result in a forfeit.
4. All players must sign in at the score-keepers table before each and every game. Any player entering the game before he signs-in will be charged with a technical foul.
5. All players must wear the **same color jersey with numbers permanently affixed**. Team conformity is at the discretion of the officials and the Elmhurst Park District staff.
6. ***The team listed first (home team) on the schedule shall have their choice of jersey color in case of conflicts.*** If the away team does not have an alternate jersey, they have the option to wear a penny provided by the Elmhurst Park District if available.
7. Teams must have a minimum of four (4) rostered players on the court and ready to play, in order for an official game to begin. Referees are supplied only for official games. If, at any time, due to players fouling out, ejections and/or injuries, a team is left with only three (3) players or less, the game will be called and awarded to the other team.

NOTE: If at any time during the second half, a team with only four (4) players falls behind by twenty-five (25) or more points, the game shall be declared over.

8. All games will consist of two (2), twenty-minute (20) halves with a five-minute (5) half-time. Each team will be allowed three (3), one (1) -minute time-outs per game.
9. Games (and overtime) will begin with a jump ball. Additional "jump ball" situations will be determined by alternating possession.

10. The clock will run continually except during the last ten (10) seconds of the first half, the last two (2) minutes of the second half, time-out situations, and technical foul situations. The clock will not stop, for any other reason, including, but not limited to, shooting fouls and intentional fouls.
11. **EXCEPTION:** If in the final ten (10) seconds of the first half or with two (2) minutes remaining in the game, a team is losing by twenty (20) or more points, the clock shall remain a running clock.
12. A thirty-five (35) point slaughter rule shall be in effect. **If at any point after the ten (10) minute mark of the second half, one team is trailing the opposing team by thirty-five (35) points or greater, the score will be finalized.** Teams may continue to play, however the score will no longer be kept.
13. All players will be allowed five (5) personal fouls per game. A player will foul out of the game upon committing their fifth (5) personal foul.
14. Technical fouls are considered personal, as well as team fouls. All common (non-shooting) fouls will be taken out of bounds.
15. One (1) point and the ball out of bounds will be awarded for all shooting fouls prior to the final two (2) minutes of the game.
16. Two (2) points and the ball out of bounds will be awarded for all technical fouls and intentional fouls prior to the final two (2) minutes of the game.
17. All free throws will be shot in the final two (2) minutes of the game, unless a team is losing by twenty (20) or more points.
18. The bonus rule will be in effect upon a team committing their seventh (7) team foul of the half.
19. One (1) point and the ball out of bounds will be awarded upon a team committing their seventh (7) team foul in the first half and/or in the second half prior to the last two (2) minutes of the game.
20. One (1) shot and the ball out of bounds will be awarded if team commits a foul in the bonus situation, seven (7) to nine (9) fouls, during the last two (2) minutes of the game.
21. The super bonus rule will be in effect upon a team committing their tenth (10) team foul of the half.
22. One (1) point and the ball out of bounds will be awarded upon a team committing their tenth (10) team foul in the first half and/or in the second half prior to the last two (2) minutes of the game.
23. If the super bonus rule is in effect, two (2) shots will be awarded during the last two (2) minutes of the game.
24. Any player with a bleeding injury and/or a uniform with blood on it must leave the game immediately. The player may resume playing when and if the situation is remedied accordingly.
25. Any team incurring three (3) technical fouls during the course of a game will automatically forfeit that game.
26. Dunking is not permitted prior, during, or after a game. Any player violating this rule shall receive a technical foul.
27. If a player is ejected, he must leave the gym in a timely fashion. Failure to do so will constitute an automatic forfeit. The ejected player shall also be suspended for a minimum of one additional game at the Program Manager's discretion.

28. Fighting will result in an automatic player suspension for no less than one calendar year.
29. All spectators must remain in the gym. Players are responsible for supervision of their children. Failure to do so shall result in a warning for the first offense. If a second warning is needed, the game shall be forfeited. As a condition of utilizing School District facilities, it is imperative that this rule be followed. Failure to do so will jeopardize the remainder of the season and the future of the Men's Basketball leagues.
30. Any player receiving three (3) technical fouls during a season shall be suspended for the remainder of the season, including playoffs.

OVERTIME

1. Over time will be three (3) minutes long, with the clock stopping for the final one (1) minute. If the game remains tied, the overtime procedure will be continued until a winner is determined.
2. Each team will be allowed one (1) additional thirty (30)-second time-out per overtime period.

ROSTER CHECKS

1. In the event that a team suspects that the opposing team is using a non-rostered (illegal) player, a roster check may be requested. At that time all players from both teams will be required to produce photo identification.
2. Should the roster check occur prior to the beginning of the game, all players without photo identification will not be allowed to participate. Should the roster check occur during the game, the game shall immediately be stopped and photo identification of all participants from both teams will be checked.
3. Any participants unable to produce photo identification at that time shall be declared a non-rostered (illegal) player. In either situation, applicable forfeit rules apply, including the possibility of a double forfeit.

NOTE: The game clock will begin to run or continue to run during the roster check.

3. Roster checks will be allowed prior to the game through the first ten (10) minute mark of the second half. After the ten (10) minute mark of the second half, a roster check cannot be called.
4. If a player arrives and signs in after the ten (10) minute mark of the second half the site supervisors have the right to roster check that individual. If that player cannot produce a photo id or is not on the roster he will be declared ineligible.

FORFEITS

1. If a team fails to have at least 4 rostered players by game time, the game will be awarded to the opposing team. Once an official declares a game forfeited, the game cannot be played. If a team forfeits three (3) games, they will not be eligible for the post-season tournament.
2. ***Teams will be given a 5 minute grace period. If after 5 minutes, a team does not have the minimum number of players required to start, the game shall be declared a forfeit. The 5 minutes is part of the first half game time.***

PROTESTS

Protests regarding rule's interpretations must be **submitted in writing**, along with a **\$25 fee**, within 24 hours of the game in question. Judgment calls cannot be protested. If the protest is valid, the protest fee will be returned. If the protest is not allowed, the protest fee will not be returned. Protests will not be allowed in any post-season tournaments.

RULE VIOLATIONS (CONDUCT)

1. 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 one additional game (at the Program Manager's discretion):
 - A. Use of excessive foul language
 - B. Being under the influence of alcohol or any mind-altering substance while on School District grounds.
 - C. Smoking on School District grounds
 - D. Team members, other than the manager, discussing disagreements or arguing with the official(s)
2. 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 the player and possibly the team.
3. We ask that you respect the rights of the officials and Park District Staff. If, for any reason, an official or Park District Staff is verbally threatened, physically threatened, or struck by a player or captain before, during or after a game, that person will be expelled from participation in any adult leagues indefinitely.
4. 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 forfeiture of the game.
5. Use of a non-rostered (illegal) player will result in the forfeiture of the game in which he is caught illegally playing.

TOURNAMENTS

1. A single-elimination tournament is conducted at the end of league play for the top 8 teams. League standings determine the seeding of each team in the tournament.
3. Tournament play has separate awards from league play.
3. Tournament games will be played in succession.
4. Tournament rules will be the same as regular season rules.

TIE-BREAKER POLICY

In order to determine a league champion, the tiebreaker will be based on: 1) league standing during the regular season (winning percentage), 2) head-to-head, 3) head-to-head differential, 4) Average point differential, 5) total points against, 6) lowest number of forfeits 7) coin toss.

GENERAL INFORMATION

1. If you have any questions regarding the league, please contact Toni Giovenco, Program Manager at tgiovenco@epd.org 630-993-8980 or the league coordinator at leaguecoordinator@epd.org
2. Local ordinances prohibit any alcoholic beverages on School District property. Players and captains are subject to game suspensions and/or team forfeitures. Teams will be held responsible for fans.
4. Teams are reminded that the Elmhurst Park District does not carry medical insurance covering injuries incurred while participating in the Elmhurst Park District Basketball League.
4. The Elmhurst Park District reserves the right to modify and all league rules, regulations, and procedures as necessary.
5. League information, including schedules, standings, and cancelation information will be available at www.teamsideline.com/elmhurst

