



GLEN ELLYN PARK DISTRICT 5v5 HIGH SCHOOL BASKETBALL LEAGUE

Revised February 2019

- Games are held at the Ackerman Sports & Fitness Center
- Games are held at 6:15 and 7:15pm
- All leagues play a 10 game regular season + single-elimination, post-season tournament*
- League fees - \$400/team
- \$50 cash award for tournament bracket champions*
- \$25 cash award for tournament bracket runners-up*

** Teams are divided into separate brackets for playoffs dependent on regular season standings.*

NOTE: REGISTRATION WILL BE ACCEPTED ON A FIRST-COME, FIRST-SERVED BASIS. DEPENDING ON AVAILABILITY, THERE IS NO GUARANTEE THAT RETURNING TEAMS WILL BE ABLE TO SECURE A SPOT IN THE SAME LEAGUE THAT THEY PARTICIPATED IN LAST YEAR.

REGISTRATION CODE #

5v5 League- 9 th -10 th grade	113500
5v5 League- 11 th -12 th grade	113501

DATES TO REMEMBER

Sunday, November 18, 2018 Resident Registration begins; non-resident registration opens 12/3

Friday, April 5, 2019 Last day for teams to secure a spot for the 2019 season.

REGISTER ONLINE AT www.gepark.org

A payment plan option is available for those who register online using a credit card. 50% of the league fees will be due upon registration with the balance being automatically charged to your credit card on April 5th.

Monday, April 8, 2019 Captain's Meeting held at the Spring Avenue Recreation Center, 185 Spring Avenue at 6pm.

Tuesday, April 9, 2019 Schedules available after 2pm at www.quickscores.com/glenellyn

Thursday, April 11, 2019 Season begins.

NOTE: Completed rosters are due prior to the first game.

OBJECTIVE

To provide an opportunity for interested persons to play organized basketball. Fair play and sportsmanship are the responsibility of every player AND manager.

ELIGIBILITY

Players must be at least 14 years of age to 18 years prior to participate in league play. All players must have their name, home address, and home phone numbers on the team roster/waiver form BEFORE they can participate in any Glen Ellyn Park District game.

CAPTAIN'S RESPONSIBILITIES

1. All teams should send a captain (or other team representative) to attend the Captain's Meeting.
NOTE: Modifications to the league, including, but not limited to rules and awards, may take place at the Captain's Meeting. Failure of a team representative to attend shall not exempt that team from any modifications that may be made
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 Recreation Supervisor of a change of address and/or phone number.
5. It is the captain's responsibility to check the final score to insure 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 of time, it is the responsibility of that manager to call the Recreation Supervisor and submit another contact name, if other than the co-captain.

LEAGUE ROSTER/WAIVER

1. All teams must submit an official roster/waiver. Roster/waivers must include each player's name, address, home phone number and signature.
2. All players must be at least 14 years of age or older prior to participation in league play.
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. If a player is on more than one team's roster in a given league, he/she 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.
6. All players with a Glen Ellyn address must submit a copy of their Driver's License or photo identification with their current address to prove residency within Park District boundaries. Those players not providing photo identification shall be considered as non-residents for purposes of determining the percentage of resident players on the roster.
7. Rosters will consist of a maximum of sixteen (16) players.

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 on the main park district website at www.gepark.org or by calling 630-984-5075 after 4:00pm.** It is the captain's responsibility to contact their players. If captains are not notified, they are to assume the game is on and, if need be, the game will be canceled at the game location.
2. Teams will be given advance notice for all make up games, if possible.

SCHEDULES

1. The Glen Ellyn 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 for pick-up at the Spring Avenue Recreation Center, 185 Spring Avenue after 2pm on the Tuesday following the Captain's Meeting. They will also be on the Glen Ellyn Park District's website at www.quickscores.com/glenellyn

RULES

1. IHSA rules apply except where the Glen Ellyn 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**. Taped numbers are not acceptable. Team conformity is at the discretion of the officials and the Glen Ellyn Park District staff. A two point penalty shall be assessed prior to the game for all players wearing jerseys without a number and awarded to the opposing team.
6. ***The team listed first on the schedule shall have their choice of jersey color in case of conflicts.***
7. Teams must have a minimum of four 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 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 players falls behind by twenty-five (25) or more points, the game shall be declared over.
8. All games will consist of two, twenty-minute halves with a five-minute half-time. Each team will be allowed three, one-minute time-outs per game. In overtime, each team will be allowed one additional 30-second time-out.
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 10 seconds of the first half, the last two minutes of the second half and time-out situations. The clock will not stop, for any other reason, including, but not limited to, shooting fouls, technical fouls and intentional fouls.
11. **EXCEPTION:** If at 2 minutes remaining in the game, a team is losing by twenty (20) or more points, the clock shall remain a running clock.
12. All players will be allowed five personal fouls per game. A player will foul out of the game upon committing their fifth personal foul.
13. One point and the ball out of bounds will be awarded for all shooting fouls prior to the final two minutes of the game. Two points and the ball out of bounds will be awarded for all technical fouls and intentional fouls prior to the final two minutes of the game. All free throws will be shot in the final two minutes of the game, unless a

team is losing by twenty (20) or more points. Technical fouls are considered personal, as well as team fouls. All common (non-shooting) fouls will be taken out of bounds.

The bonus rule will be in effect upon a team committing their seventh team foul of the half. One point and the ball out of bounds will be awarded upon a team committing their seventh team foul in the first half and/or in the second half prior to the last two minutes of the game. One shot and the bonus will be awarded during the last two minutes of the game.

The super bonus rule will be in effect upon a team committing their tenth team foul of the half. One point and the ball out of bounds will be awarded upon a team committing their tenth team foul in the first half and/or in the second half prior to the last two minutes of the game. Two shots will be awarded during the last two minutes of the game.

14. 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.
15. Games ending in a tie will go into overtime. Overtime will be three minutes long, with the clock stopping for the final minute. If the game remains tied, the overtime procedure will be continued until a winner is determined.
16. Any team incurring three technical fouls during the course of a game will automatically forfeit that game.
17. Dunking is permitted during the game. Hanging on the rim (except to avoid injury) shall result in a technical foul.
18. 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 Recreation Supervisor's discretion.
19. Fighting will result in an automatic player suspension for the rest of the league.
20. A thirty (30) point slaughter rule shall be in effect. If at any point after the **fifteen (15)** minute mark of the second half, one team is trailing the opposing team by thirty (30) points or greater, the game shall immediately be called and a win awarded to the team with the greater number of points.
21. Any player receiving three technical fouls during a season shall be suspended for the remainder of the season, including playoffs.

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 3 games, they will not be eligible for the post-season tournament. **Please carry enough rostered players so as to not forfeit during the season.**
2. ***Teams will be given a 5 minute grace period for 6:15pm games only. If after 5 minutes, a team does not have the minimum number of players required to start, the game shall be declared a forfeit.***

PROTESTS

Protests will not be allowed except with regards to eligibility. Judgment calls cannot be protested. 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 Recreation Supervisor's discretion):
 - A. Use of excessive foul language
 - B. Being under the influence of alcohol or any mind-altering substance.
 - C. 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 an unrostered (illegal) player will result in the forfeiture of the game in which he is caught illegally playing.

In the event that a team suspects that the opposing team is using an unrostered (illegal) player, a roster check may be requested. At that time all players from both teams will be required to produce photo identification.

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. Any participants unable to produce photo identification at that time shall be declared an unrostered (illegal) player.

In either situation, applicable forfeit rules apply, including the possibility of a double forfeit. In addition, the clock will begin to run or continue to run during the time taken to complete the roster check.

NOTE: Roster checks will be allowed **until completion of the first half**. After **completion** of the first half, a roster check cannot be called. As such, any player not present and signed in with the scorekeeper prior to **half-time** is ineligible to participate in that contest.

TOURNAMENTS

1. A single-elimination tournament is conducted at the end of league play. *Teams are divided into separate brackets for playoffs dependent on regular season standings. Bracket seeding parameters shall be based on the number of registered teams.*
 - A. If twelve (12) or more teams have registered to participate for the season, the playoffs shall consist of three (3) brackets divided approximately evenly.
 - B. If more than eight (8) but less than twelve (12) teams have registered to participate for the season, the playoffs shall consist of two (2) brackets divided approximately evenly.
 - C. If less than eight (8) teams have registered for the season, the playoffs shall consist of one (1) bracket with all teams included.
2. Several games may be played in succession, which is common in tournament play.
3. Tournament rules will be the same as regular season rules.

TIE-BREAKER POLICY

In order to determine a league champion and tournament seeds, the tiebreaker will be based on: 1) league standing during the regular season (winning percentage), 2) head-to-head competition, 3) head-to-head point differential, 4) average point differential, 5) average points against, 6) record against common opponents, 7) strength of schedule, 8) forfeits, 9) coin toss.

GENERAL INFORMATION

1. If you have any questions regarding the league, please contact the Recreation Supervisor at 630-942-7268.
2. Local ordinances prohibit any alcoholic beverages on Park District property. Players and captains are subject to game suspensions and/or team forfeitures. Teams will be held responsible for fans.
2. Teams are reminded that the Glen Ellyn Park District does not carry medical insurance covering injuries incurred while participating in the Glen Ellyn Park District Basketball League.
4. The Glen Ellyn Park District reserves the right to modify and all league rules, regulations, and procedures as necessary.
5. League information, including schedules, standings, and rainout information will be available at www.gepark.org.