

# Adult Basketball Leagues

## Welcome to the Arlington Heights Park District Adult Basketball Leagues!

This program is designed to meet the basketball needs of the residents of Arlington Heights. We offer leagues for different skill levels to accommodate as many people as possible. We feel confident that we have a league to accommodate any team no matter what their basketball background.

Although we offer leagues at levels from recreational to competitive, we stress that all teams no matter what level should have FUN. Have a great basketball season.

If you have any questions, comments or suggestions about our program, please feel free to contact Brien Halterman, Athletic Supervisor 847.506.7132.

## Leagues Overviews

Men's Basketball Leagues

Poe/Ross Thursday Fee: \$600

## League Description

### "A" Leagues

These leagues are for serious basketball teams whose main goal for the season is a winning record. Teams competing in these leagues should be the best in Arlington Heights.

### "B" Leagues

These leagues are for the teams who look at basketball as a time to get out and enjoy a non-pressure game of basketball. While we realize everyone plays to win, the emphasis in these leagues should be on having fun.

## Registration Information

- An individual may only sign up his or her own team.
- Along with the league fee, a team name captain's name, address, work and home phone numbers, roster and non-resident fees are required to register for any league. Checks are to be made out to the Arlington Heights Park District.
- The Arlington Heights Park District is not responsible for incorrect information on registration or roster forms. Please inform the Park District of any changes in address or phone numbers, so you will receive correct information about changes, meetings or make-ups.
- Non-resident fees will be \$5.00 per non-resident. This money is non-refundable and if non-resident players are added during the season, the \$5.00 fee must be paid before they can play.
- Registration will be taken on a first come first serve basis.
- Teams who play with ineligible players or players giving incorrect addresses on their roster forfeit their spot in the league, if discovered before the season. The team will forfeit all games in which the ineligible player was rostered during the season.

- First priority registration will be given to teams with 70% or more residents on their roster. Minimum roster size is 6.
- Priority registration will be given to teams from the previous session with 75% of their roster returning. This priority is given only to teams returning to the same league they played in previously.
- Any openings after this time can be filled by new non-resident teams.

## Registration Schedule

<b>Season Dates:</b>	<b>Registration Dates:</b>	
<b>Summer 2011</b>	Season begins June 23	
	5/2-5/9	resident teams
	5/10-5/16	returning teams
	5/17-filled	non-res. teams
<b>Fall 2011</b>	Season begins September 15	
	8/8-8/15	resident teams
	8/16-8/23	returning teams
	8/24-filled	non-res. teams
<b>Winter 2012</b>	Season begins January 5	
	12/5-12/12	resident teams
	12/13-12/20	returning teams
	12/21-filled	non-res. teams
<b>Spring 2012</b>	Season begins week of April 2.	
	2/6-2/13	resident teams
	2/14-2/21	returning teams
	2/22-filled	non-res. teams

## Must Turn In Roster with Registration

## Official Rules and General Rules Organization of Program

### Schedules

Ten games will constitute a season.

### Rules

1. 15 player roster maximum.
2. Two (2) twenty (20) minute halves. Clock stops in the last (2) two minutes of the game on all whistles. Clock will not stop in the last two (2) minutes if teams are trailing by fifteen (15) points or more.
3. Four (4) players needed to start the game. If four (4) players are not present at game time, the scorekeeper will start the clock. Two (2) points will be awarded to the opposing team for

each minute that passes. After ten (10) minutes, the game will be declared a forfeit. When the fourth player enters the gym, the team may call a timeout.

4. **Only team captains can talk to the officials.**
5. Substitutions must be cleared through the scorekeeper.
6. Five (5) fouls per player. Players are disqualified after five (5) fouls.
7. Bonus situation on the seventh team foul.
8. Three (3) minute overtime. Clock stops on all whistles.
9. **A technical foul will be called for cursing on the floor or bench.**
10. Anyone involved in a fight will be banned for the remainder of the season.
11. All teams must wear matching shirts with numbers. **Technical fouls will be called for not having the proper uniform!**
12. Players may be added up to the 7<sup>th</sup> game.
13. Absolutely no hanging on the rim before, during, and after the game.
14. Any team/person to have vandalized any school property will pay for the damages. In cases where the guilty party is not known, cost of the repairs will be covered equally by those teams in the league.
15. If a player is totally flagrant with his actions, the league administrator will have the power to suspend or ban a player or players for a period of time that he deems fair and just.
16. Ejected players must leave the gym. Failure to do so will constitute a forfeit.
17. \$25 forfeit fee; \$50 fee for a second forfeit; expulsion from the league on the 3<sup>rd</sup> forfeit.

### **Alcoholic Beverages**

No alcoholic beverages are allowed in the parks at any time. If any member of a team is seen consuming alcohol before, during or after their game, their team risks forfeiting that weeks game and their following game. It is up to the team to inform their fans of this policy.

### **Unsportsmanlike Conduct**

Any team or individual exhibiting unsportsmanlike acts towards members of another team, any umpire, or any Park District representative before, during, or after the game, risks forfeiture of the game. The Park District reserves the right to forfeit any game following complaints by the referee's association or Park District representatives even if the umpire does not do so. Any team or individual which the Arlington Heights Park District feels does not display the high degree of sportsmanship that the Arlington Heights Park District have built up in our leagues will be suspended or expelled and will possible lose their rights to participate in the Arlington Heights Park District Basketball Program.

### **LEAGUE FINES AND SUSPENSIONS**

Listed below are fines and suspensions for players, managers, and coaches in all Arlington Heights Park District programs:

1. Fighting anywhere on facilities or grounds of Park District sponsored events: Season suspension plus \$50 fine for each individual involved.
2. Under the influence or possessing alcoholic beverages: One game suspension plus \$25 fine except if sold by the Arlington Heights Park District.
3. Involvement in rough tactic: Two game suspension plus \$25 fine for each individual involved.

4. Threatening an official or supervisor: Season suspension plus \$25 fine.
5. Team forfeiting:
  - A. First offense - \$25 forfeit fee (to be paid by your next scheduled game)
  - B. Second offense - \$50 fine
  - C. Third offense - Suspension from league for remainder of season.
6. Improperly listed as Park District resident, not listed on roster or playing without signing roster: Two game suspension for player plus \$25 team fine.
7. Touching, pushing or striking an official or supervisor: Two year suspension from all Park District athletics plus a \$50 fine.
8. Any players caught participating in a league during a suspension: One year suspension plus \$50 fine.

\*\* Fines must be paid at the Park District office and a receipt must be shown to the site supervisor before the team's next game.

**TEAMS WILL NOT PLAY IF FINE IS NOT PAID!**

### **2011/2012 Men's Basketball Fines and Suspensions**

Technical fouls will have a running team tally. Each technical will increase by \$25 increments. These technical fouls are team specific not player specific.

1 <sup>st</sup>	<b>FREE</b>
2 <sup>nd</sup>	<b>FREE</b>
3 <sup>rd</sup>	\$25
4 <sup>th</sup>	\$50
5 <sup>th</sup>	\$75
6 <sup>th</sup>	\$100
7 <sup>th</sup>	\$125

Any technical foul after 7 will result in the team being removed from the league for the remainder of that session. A \$125 fine will have to be paid in order to regain status back into the league.

Any player ejected from a game will receive a minimum of a 1 game suspension and a \$50 fine which must be paid by the team's next game in order for the team to continue playing in the league.

Any player ejected for a second time must pay a \$100 fine and will be suspended from league play for one year.

\*\* Ejected players must leave the premises immediately. Team forfeiture will result from non-compliance. (premises means the facility or Park District grounds where programs are being held)

**TEAMS WILL NOT PLAY IF FINES ARE NOT PAID!**