



The Arlington Heights Park District Men's Basketball League is designed to meet the needs of the residents of Arlington Heights. We offer leagues for different skill levels to accommodate players with a variety of basketball experience.

Although we offer leagues at levels from recreational to competitive, we stress that all teams at all levels should have fun. If you have any questions, comments, or suggestions about our program, please contact Nick Wirth, Athletic Supervisor, at nwirth@ahpd.org.

Have a great basketball season!

League Overview

We offer two levels of basketball leagues: A and B. The A league is for the more serious team whose main goal for the season is a winning record. Teams competing in this league should be the best in Arlington Heights. The B league is for teams who look at basketball as less about a win and more about recreation. **The AHPD reserves the right to bracket teams into appropriately competitive levels.**

Contact Information and Facilities

AHPD Administration Center

410 N. Arlington Heights Road, Arlington Heights
Hours: 8:30am-4:30pm, Mondays-Fridays
Phone: 847.577.3000
Fax: 847.506.2735

Pioneer Park

500 S. Fernandez Avenue, Arlington Heights
847.577.3035

Camelot Park

1005 E. Suffield Drive, Arlington Heights
847.577.3010

Poe Elementary School

2800 N. Highland Avenue, Arlington Heights

Betsy Ross Elementary School

700 N. Schoenbeck Road, Prospect Heights

Arlington Ridge Center

660 N Ridge Ave, Arlington Heights

Nick Wirth, Athletic Supervisor
nwirth@ahpd.org
847.506.7132

Registration Information

Payment in full is due at the time of registration.

Registration Procedures

- Only a team player may register a team.
- Complete and submit registration forms or register online.
- The AHPD is not responsible for inaccurate information on registration or roster forms. To ensure that you receive league information, please inform Nick Wirth of any changes to your contact information.
- Teams who use ineligible players (players not listed on their team roster) risk forfeiture of their games if roster checked prior to the end of the game in which they played in.
- Rosters **MUST** be filled out via quickscores each season. Rosters are due by the start of the 1st game (No Exceptions) Team captains have up to the start of the 3rd game of the season to add players to the roster. Any player playing in a game and who is listed on the team roster **MUST** sign the electronic waiver via quickscores.

Teams will be registered on a first come, first served basis. Returning teams that do not register by the deadline may forfeit a spot in the league to a new team.

Official Rules and General Rules

Schedules

Seasons consist of regular season games (number may vary by season) plus a tournament.

Rules

- Rosters must have a minimum of 6 players and a maximum of 15 players.
- Captains are responsible for adding players to the roster and getting electronic player signatures through quickscores. All players must sign the roster electronically.
- **Teams must submit a new roster each season.**
- Games consist of two 20-minute halves. The clock stops on all whistles in the last two minutes of the game, unless a team is down by fifteen points or more.
- Teams must have a minimum of four players to start a game. If four players are not present at game time, the scorekeeper will start the clock and two points will be awarded to the opposing team for each minute that passes. When the fourth player arrives at the gym, the team may call a timeout. If a fourth player does not arrive within ten minutes of game time, the game will be declared a forfeit. **Only team captains may talk to officials.**
- Substitutions must be cleared through the scorekeeper.
- Teams will get two time outs per half. No carry over timeouts.
- Players are disqualified after five fouls.
- After the seventh team foul, bonus free throws go into effect.

- Overtime is three minutes, and the clock stops on all whistles. Each team will get one time out in overtime.
- **A technical foul will be called for cursing on the floor or from the bench.**
- Anyone involved in a fight may be banned for the remainder of the season.
- All teams must wear matching shirts with numbers. **Technical fouls may be called on players not wearing the proper uniform.**
- There is absolutely no hanging on the rim at any time.
- Any person or team that vandalizes school or AHPD property will pay for the damages. If the guilty party is not known, the cost of repairs will be covered equally by all teams in the league.
- The league administrator may suspend or ban players who flagrantly foul.
- Ejected players must leave the property. Failure to do so constitutes a forfeit.

Alcoholic Beverages

Alcoholic beverages are not allowed in the parks, gyms, or parking lots at any time. If any member or fan of a team is seen consuming alcohol before, during, or after their game, the team forfeits that week's game and the following game. Teams are responsible for their fans, and it is up to the team to inform their fans of this policy.

Unsporting Behavior

Any individual or team exhibiting unbecoming conduct toward another team, an official, or an AHPD representative risks forfeiture. The AHPD reserves the right to retroactively judge any game forfeit following complaints by an official, AHPD representatives, or other team captains. Any team that does not display the high degree of conduct that we expect in our leagues may be asked to no longer participate in the AHPD Adult Basketball Program.

League Fines and Suspensions

Suspensions and fining players and or teams is at the discretion of the league administrator.

Teams may be fined for any of the following:

- Fighting anywhere on facilities or grounds of AHPD events – season suspension and \$50 fine per individual.
- Under the influence of or possessing alcoholic beverages – one game suspension and \$25 fine.
- Involvement in rough tactic – two game suspension plus \$25 fine per individual.
- Threatening an official or AHPD representative – season suspension plus \$25 fine.
- Team forfeit:
 - **First offense** - \$25 fine to be paid by your next scheduled game.
 - **Second offense** - \$50 fine to be paid by your next scheduled game.
 - **Third offense** – suspension from the league for the remainder of the season.
- Playing someone who has not signed the roster – two game suspension for the player and \$25 team fine.
- Touching, pushing, or striking an official or AHPD representative – two-year suspension from all AHPD athletic programs and a \$50 fine.
- Participating in a league during a suspension – one-year suspension and \$50 fine.

Technical Foul Fines and Suspensions

Teams will have a running technical foul tally and, after the second technical foul, fines will increase in \$25 increments:

1 st foul:	no fine
2 nd foul:	no fine
3 rd foul:	\$25
4 th foul:	\$50
5 th foul:	\$75
6 th foul:	\$100
7 th foul:	\$125

If a team receives more than seven technical fouls, that team will be suspended for the remainder of the season and fined \$125.

A player ejected from a game will receive a minimum one game suspension. For a second offense, a player be suspended from league play for one year and fined \$100. Ejected players must leave the facility and grounds immediately. Failure to do so will result in forfeit.

All team and individual fines must be paid at the AHPD Administration Center, and a receipt must be shown to the site supervisor before the team's next game. If a fine is unpaid, the team will not play.

The Arlington Heights Park District reserves the right to make changes to this document as necessary during the course of the season.

Last updated: 1/19/22