



Grace Church of DuPage Men's Basketball League RULES & PLAYING PROCEDURES

Official Illinois High School Association Basketball rules and certified officials will govern all games with additions and exceptions listed in these rules. Game officials and the league supervisor have the ability to make any ruling, which is deemed to be in the best interest of the league.

General League Rules/Procedures

1. Teams will be allowed 5-10 minutes prior to the start of their games.
2. Games will consist of two 20 minute halves. The game clock will run for the first 38 minutes of the game except for injury, time-outs, or officials request to stop the clock. A regulation clock will be in effect during the last two minutes of the game only. A 4-6 minute intermission will be allowed between halves.
3. If the score is tied at the end of regulation play, a 2 minute overtime will be played. A running clock will be in effect the first minute followed by a regulation clock during the last minute. If still tied, an un-time "sudden death" overtime will be played. For example, the first team to score following the jump ball will be declared the winner. In the playoffs there will not be a "sudden death". We will continue with 2 minute overtime periods until a winner has been decided. NOTE: An actual jump ball will be used at the start of sudden death periods only.
4. If the winning team is up by 30 points or more with less than 5 minutes left in the game, the game is finished.
5. A team may start and play with 4 players with the fifth player entering upon arriving during the next dead ball situation. If a team has less than 4 players at game time, the game clock will start. The team short of players will be penalized 2 points for every full minute that lapses, up to the 10 minute point. After 10 minutes have elapsed and the team still does not have 4 players in the gym, the game will be declared a forfeit. The score will be recorded as 20-0.
6. Each team will be permitted three timeouts a game. Timeouts can carry over from the first half to the second half (including overtime). Timeouts must be communicated to the referees.
7. A coin flip will determine possession of the ball at the start of the game. Alternate possession will be used thereafter for all jump ball situations.
8. Scoring will be as follows: 2 points field goal, 3 points field goal beyond the arc, 1 point free throw, 2 points for technical, flagrant, intentional and unsportsmanlike fouls, 1- point all common fouls before the last two minutes of the game.
9. Substitutes must report to and be sent in by the scorekeeper. There will be no subbing on the run.
10. A complete team roster must be turned in prior to the second game. There will be no additions allowed prior to the start of the second game.
11. Team line-ups must be recorded in the score before game time. If this is not complete, one team technical foul will be assessed.
12. Only team captains or co-captains may communicate with the officials.

Fouls & Penalties

1. Actual foul shots will be taken during the last two minutes of the game and the last minute in an overtime period. Free throws will also be awarded in a "sudden death" finish (second overtime period).
2. Each team member is allowed 5 personal fouls, on the fifth foul, that player is disqualified from the game. During the last two minutes of the game and in overtime both teams will shoot free throws.
3. Any foul during the first 38 minutes of the game will count as a team foul. On all fouls, a point will be awarded. This includes offensive and defensive fouls. A foul during the act of shooting will be 3 points if the basket is good and the ball will go to the other team. If the shot is missed, 1 point will be awarded plus the ball out of bounds. 4 points will be awarded on a successful 3 point shot if the shooter is fouled.
4. Technical, flagrant, intentional, and unsportsmanlike fouls will result in an automatic 2 points plus possession of the ball to the non-offending team.