



NILES PARK DISTRICT **2022 FALL BASKETBALL TEAM PACKET**

This packet does not register your team for the league. Each player needs to sign up individually and pay the registration fee. Please take the time to fill out all sections of this packet and e-mail it back to kkrueger@niles-parks.org or ryanw@niles-parks.org or drop off to the Athletic Offices on or before the **August 22nd deadline.**

Please circle the grade your oldest player is currently enrolled in.
If a team has players from two different grades, they must play in the older grade level.

2nd & 3rd Girls

4th-5th Girls

6th, 7th & 8th Girls

2nd & 3rd Boys

4th-5th Boys

6th, 7th & 8th Boys

Team Name: _____

Please rate your team A / B / C. _____

If we have enough teams in each league we'll try to divide them up by ratings.

- "A" division games are the most competitive and "C" division games are the least competitive.
- Depending on the number of teams, you may play teams in a higher or lower division.

Head Coach Contact Information

Name: _____

Coach Phone: _____ Coach Email: _____

Assistant Coach Contact Information

Name: _____

Asst. Coach Phone: _____ Asst. Coach Email: _____

***Practice time will be made available in the week leading up to the games and throughout the season.**

More information will be shared with coaches once registration ends.

***ALL COACHES ARE REQUIRED TO PASS A BACKGROUND CHECK FOR EACH LEAGUE THEY COACH.**

<https://nilesparkdistrict.quickapp.pro/>

NILES PARK DISTRICT
2022 FALL BASKETBALL UN-OFFICIAL TEAM ROSTER FORM

*All players must be registered before the August 22nd registration deadline. If a player is not registered by the deadline and you have less than 10 players, the Niles Park District reserves the right to add any player(s) to your team. Just because a player's name is listed below, that does not guarantee them a spot in the league if they don't register on time.

*Teams can have more than 10 players but there are playing time guidelines in the rules that all teams must adhere to.

Team Name: _____ Grade: _____

Coach: _____

**All teams are required to wear their NPD issued reversible jersey.*

Player Name <i>(Please list names alphabetically)</i>	Jersey Size	Grade in fall of 2022
1.		
2.		
3.		
4.		
5.		
6.		
7.		
8.		
9.		
10.		
11.		
12.		
13.		
14.		

NILES PARK DISTRICT

2022 FALL BASKETBALL TEAM CONFLICTS

The best feature our Basketball Program is that we work around your known team conflicts. What we consider a conflict is not being able to field at least 5 of your registered players for a game. We will do our best to work with your schedule so please work with us by thoroughly researching your conflicts so there are no unnecessary forfeits. By forfeiting you not only take a loss but you punish the other team

Due to the size of the leagues we don't reschedule any games!!

Team Name: _____ Coach: _____ Grade: _____

PLEASE LIST THE TIMES YOU CAN'T PLAY.

(Be Specific –i.e. Sat. 10/8 - No 9am – 12pm)

Week 1	Friday 9/30 (5p-930p)	Saturday 10/1 (9a-7p)	Sunday 10/2 (9a-7p)
Week 2	Friday 10/7 (5p-930p)	Saturday 10/8 (9a-7p)	Sunday 10/9 (9a-7p)
Week 3	Friday 10/14 (5p-930p)	Saturday 10/15 (9a-7p)	Sunday 10/16 (9a-7p)
Week 4	Friday 10/21 (5p-930p)	Saturday 10/22 (9a-7p)	Sunday 10/23 (9a-7p)
Week 5	Friday 10/28 (5p-930p)	Saturday 10/29 (9a-7p)	Sunday 10/30 (9a-7p)
Week 6	Friday 11/4 (5p-930p)	Saturday 11/5 (9a-7p)	Sunday 11/6 (9a-7p)
Week 7	Friday 11/11 (5p-930p)	Saturday 11/12 (9a-7p)	Sunday 11/13 (9a-7p)
Week 8	Friday 11/18 (5p-930p)	Saturday 11/19 (9a-7p)	Sunday 11/20 (9a-7p)
Week 9	Friday 11/25 Thanksgiving Weekend – No Games	Saturday 11/26 Thanksgiving Weekend – No Games	Sunday 11/27 Thanksgiving Weekend – No Games
Week 10	Friday 12/2 Playoffs – No Conflicts	Saturday 12/3 Playoffs – No Conflicts	Sunday 12/4 Playoffs – No Conflicts

**ALL TEAMS GET SCHEDULED FOR 10 GAMES.*

**TEAMS PLAY 9 GAMES AND THEIR 10TH WILL BE A PLAYOFF GAME SCHEDULED ONCE THE REGUALR SEASON ENDS.*

Niles Park District Youth Basketball League Rules

FALL 2022

Rules applying to all grade levels

- SPORTSMANSHIP:** All coaches, players, parents and fans must follow our Zero Tolerance Policy. Yelling, arguing or confronting another parent/coach/player/referee is not allowed. Cheering is allowed but must be positive and only for your team. In the event of a lopsided game, the winning team should take into consideration the use of non-regular positions for their players to still make the game fun.
- GAME LENGTH:** Games will be four (8) minute quarters with a 1-minute half time.
- CLOCK STOPPAGE:** The clock will stop on all whistles in the last 15 seconds of the 1st, 2nd and 3rd quarter and the last 1 minute of the 4th quarter. The clock will also stop on all shooting fouls while players get set. When two foul shots are awarded, the clock will re-start once the ball hits the rim on the 1st shot. When one foul shot is awarded, the clock will start once the ball hits the rim on a miss or once the ball is inbounded on a make.
- PLAYING TIME:** Our goal is to have all participants play an equal amount of time. Coaches are allowed to substitute freely throughout the game but should get players on the court for at least (6) minutes in the 1st half and (6) minutes in the 2nd half.
- SUDDEN DEATH OVERTIME:** The first point scored wins. 2-minute max with the clock stopping only the last 1 minute on all whistles. If nobody scores after 2-minutes then the final score will be marked as a tie.
- TIME OUTS:** (2) 30 second time-out per game.
- UNIFORMS:** All players must be registered and wearing their Official Niles Park District reversible jersey (no other uniform tops allowed.) Players will not be allowed to play in the game unless they are wearing an official Niles Park District issued jersey.
- # OF PLAYERS TO PLAY:** Games can be played with (4) players. We will allow teams to call-up registered players from a grade below to play a game and not forfeit. Teams can borrow to give themselves up to (6) total players. **Games will not be rescheduled by the Niles Park District so play with (4) or call-up a player in order to avoid forfeit.**
- TECHNICAL FOULS:** Technical fouls result in two (2) points to opposing team and loss of possession. If a player is issued a technical foul they must sit out for (5) minutes of game time.

	2 nd & 3 rd Grade	4 th & 5 th Grade	6 th , 7 th & 8 th Grade
Ball Size	Boys & Girls 27"	Boys & Girls 28.5"	Boys 29" Girls 28.5"
Court Dimensions	Mini Court (sideline to sideline)	Full Court	Full Court
Basket Height	8 ½ ft hoop.	10ft. hoop	10ft. hoop
Free Throw Line	9 feet	13 feet	15 feet
Personal Fouls	7 fouls	6 fouls	6 fouls
Bonus	Teams shoot 1& 1 on 10 th team foul. No super bonus	Teams shoot 1& 1 on 10 th team foul. No super bonus	Teams shoot 1& 1 on 10 th team foul. No super bonus
Lane Violations	5 seconds	5 seconds	3 seconds
3 pointers	No	Yes	Yes
Defensive Limitations & Pressing	Teams can play man to man or zone defense but can't pick up their man right at the half court line. Score will stop being added once difference is 15 or more. Coaches should teach hands up defense and not encourage players to reach in for steals. No pressing at any point of the game.	If there is a 15 point lead or more, defenders on the team in the lead must stay inside the 3-point arc. Score will stop being added once difference is 15 or more. During the last 2 minutes of the game, teams can full court press if the point differential is 10 points or less.	If there is a 15 point lead or more, defenders on the team in the lead must stay inside the 3-point arc. Score will stop being added once difference is 15 or more. Both teams can press until there is a 10 point lead. Once a there is a 10 point lead, the winning team can't press but the losing team can.