



Winter PEAK League 2025

PEAK **Winter** League is offered to provide a first-class opportunity for boys and girls “B” level feeder teams and select teams. Our FALL & Spring PEAK Leagues are open to all the select and AAU talent of teams, but the PEAK Winter League is not a suitable fit for ETL players or top-level AAU teams. Non-feeder teams will need to work with the director for appropriate playing division.

LEAGUE SPORTSMANSHIP STANDARDS

Participants

- (1) Must respect the administrators, officials and opponents at all times.
- (2) No profanity.

General League Policies

Team Rosters

- (A) All team rosters are due **before** the first game. All players must have a number on their uniform.
- (B) Players cannot play on more than one roster per division.
- (C) Maximum roster size shall not exceed 14 players.

Due Process

- (A) Any organization and/or procedural disputes/concerns not covered in the “Game Rules” will be remedied by the League Director(s).
- (B) All decisions are final.

Make-up Games

- (A) If an opposing team forfeits, the game will NOT be made up unless the league director may easily add another game or deem necessary.
- (B) Games cancelled due to inclement weather: Games may be rescheduled at the discretion of the league director based on gym availability, game counts, and other factors. However, it is likely not possible to make up all games due to cancellation.

GAME RULES

SECTION 1: GOVERNING BODY & GENERAL INFORMATION

- (A) All play will be governed by the rules established by the National Federation of State High School Associations with the following exceptions:
 - a. There will be no shot clock at any division.
 - b. 3rd/4th & 4th Divisions: Teams can only play man-to-man defense.
 - c. 3rd/4th & 4th Divisions: Double teams are only allowed inside the 3-point arc.
- (B) Game balls will be provided by the home team (wearing white). Each team should provide their own warmup balls.
- (C) No locker room facilities are available.

SECTION 2: TIME

- (A) All games will consist of four (4) 9-minute running clock quarters; stop clock the last 2 minutes of the 4th quarter.
- No stop clock or press with a 20-point lead.
 - Halftime will be three (3) minutes.
 - Five (5) minutes will be allowed between all games.
- (B) Overtime
- First overtime: Two (2) minutes stopped clock.
 - Second overtime: One (1) minute stopped clock.
 - Third overtime: First team to score two (2) or more points.
- (C) Timeouts
- Each team receives two (2) time outs per half.
 - Timeouts do not carry over from the first half to second half nor from the second half to overtime.
 - Each team will be allowed one (1) timeout during each overtime period.
- (D) Game Forfeit
- Occurs if a team has fewer than (5) players to start a game.
 - Teams are given a grace period of five minutes to field five players. Five minutes is counted from either the scheduled start of the game or five minutes after the conclusion of the previous game.
 - If a team forfeits a game without prior notice and a valid reason that team will not be eligible to participate in the playoffs.

SECTION 4: FOULS

- (A) A total of five (5) personal fouls will disqualify a player.
- (B) 5 team fouls -2 Bonus free throws. **Resets** each quarter.
- (C) Technical Fouls
- All technical fouls are both personal and team fouls.
 - Technical result in two points and the ball.
 - Any player or coach who receives two (2) technical fouls in the same game will be ejected from that game and prohibited from coaching/playing for the rest of the day.
 - Two (2) ejections in the same season will result in disqualification from the league and review of the League Directors.

SECTION 5: THE PLAYOFFS

- (A) All teams make the playoffs.
- (B) Levels may be split into multiple divisions to create more equitable playoff games.
- (C) All brackets will be single elimination.
- (D) Teams will be seeded based on regular season record.
- Tie-Breakers:
 - Winning Percentage
 - Head-to-head records
 - "Quality Win" – win against highest seed.
 - Coin flip.