



# 2025 Steel City Summer Basketball League Official Rule Book

*Updated 6/9/2025*

## SECTION 1: ROSTER & PLAYER ELIGIBILITY

### **General Eligibility**

- All rising 9th graders through rising seniors are eligible to register for league play.
- Rising 8th graders are only eligible by Commissioner invitation.

### **Team Composition**

- 6 total teams
- 10 rostered players per team
- Teams may have up to 12 total players through:
  - Bonus round selections
  - Trades
  - Or the Post-Draft Registration Window
- Teams may not exceed 12 players under any circumstance.

### **Injured Reserve (IR) Rule**

- The player must announce if they are injured by the registration deadline for that season.
- If the player declares "injured reserve" (IR), they will remain on the roster for the following year or be eligible if the injury is corrected by the end of the season.

### **School District Player Limit (2025 Rule)**

- No team may have more than three (3) players from the same school district if those players were selected in the initial 60-person draft of that year or were on the team in the previous year.
- A team may exceed the three-player limit only if the additional players from that school district are selected in the bonus rounds or through the Post-Draft Registration Window.

## **SECTION 2: PLAYER MOVEMENT & TRADES**

### **One-Time Draft Re-Entry / Trade Request**

- A player is allowed a one-time old draft re-entry or new trade request throughout their career in the league.
- Once a player declares their one-time trade/draft re-entry from their existing team, they cannot be traded or drafted back to that team in their career. (Updated 6/28/22)

### **Summer League Trade Declaration Rule (Updated 3/30/25)**

- If a player declares for a trade, she must choose the team she wishes to be traded to and inform the Commissioner.
- The Commissioner will then contact both the player's current team and the desired team to begin trade negotiations.
- If the desired team accepts the trade:
  - That team will replace this player as their 2nd overall draft pick (not second round) in the official draft list.
  - The original team will receive this slot to pick at where it is.
- If the two teams do not reach an agreement within 48 hours:
  - The player will be placed back into the draft pool.
- Neither the original team nor the desired team will have the right to draft that player.

### **Trade & Registration Deadlines (Updated 5/28/25)**

- All trades are allowed up until the team's 5th game tips off.
- The Post-Draft Registration Window:
- Opens after the team's 3rd game
- Closes prior to the 5th game's tip-off
- Is conducted by that team's coaching staff
- Teams may add players during this window until they reach a maximum of 12 rostered players or the window closes - whichever comes first.
- The Commissioner may move a player after the Post-Draft Registration Window has closed at their discretion, but will make the move reason known to all coaches before officially announcing it.

### **Future Draft Pick Rule (Updated 4/2/25)**

- Draft picks from future years may not be used in trades for the current year.

## **SECTION 3: DRAFT PROCEDURES**

### **Core Draft Process (Updated 5/4/25)**

- 6 teams 10 players = 60 roster spots
- These are filled through a standard draft (standard round-by-round format).
- Draft order is based on prior season's playoff results:
  - First place team drafts last
  - Runner-up drafts 5th
  - Positions 4 through 1 are determined by regular season standings — from highest seeded to lowest seeded

### **Overflow Players After 60**

- Any players beyond the initial 60 are called overflow players.
- The draft continues only if a full round of 6 players can be made.

### **If Exactly 6 Overflow Players Remain**

- A complete extra round is held (one pick per team).
- This brings the total drafted to 66 players.
- All teams will have 11 players each.

#### **If Fewer Than 6 Overflow Players Remain (e.g., 2, 3, 4, 5)**

- A lottery draw is used to assign remaining players:
- Any team may declare interest in receiving a bonus player before the draw begins.
- A league official draws team names from a hat.
- Each selected team receives one draft pick until all remaining players are assigned.

#### **Bonus Player Exemption Rule**

- Teams that received a bonus player via the lottery draw in the previous year are exempt from being selected in the current year's lottery.
- If more overflow players exist than eligible teams, remaining teams will be randomly selected from the exempt pool.

## **SECTION 4: GAME RULES**

#### **Game Format**

- (2) 16-minute halves
- (2) full timeouts per game
- (2) 30-second timeouts per game

#### **Overtime**

- A 5-minute overtime period will be used if necessary.
- (1) additional 30-second timeout will be awarded to each OT team.
- Unused timeouts do not carry over into the OT period.

#### **Running Clock Rule**

- In the 2nd half, with 6 minutes remaining, if the point differential is 20+ points, a running clock will begin.
- The clock does not reset if the lead goes back under 20 points.

### **Defense & Conduct**

- All defenses are allowed (2024 League Rule Change).
- (2) technical fouls in one game will result in disqualification from the game and a 1-game suspension in the next scheduled game.
- (2) technical disqualifications will result in a career expulsion from the league.

### **Referees**

- (2) NCAA/WPIAL/PIAA sanctioned referees will be utilized during the regular season and playoffs.

## **SECTION 5: PLAYOFFS & PARTICIPATION**

### **Playoff Format (New 2025 Rule)**

- All 6 teams make the playoffs.

### **Playoff Eligibility**

- A player must be present for 4 games to be eligible to play in the playoffs.
- League officials will make exceptions based on each individual's situation if needed.
- In the case of games being forfeited:
  - All players on the team that forfeits will be charged with a "missed game".
  - All players on the non-forfeiting team will be credited with a "game played" for playoff eligibility purposes.

### **Playoff Seeding Order**

1. Best overall record (if tied, go to next)
2. Head-to-head result (if tied, go to next)
3. 3. Least number of forfeits (if tied, go to next)
4. 4. Head-to-head point differential (if tied, go to next)
5. 5. Coin flip - Rock, Paper, Scissors to call it

## **SECTION 6: FACILITIES**

- All games will be played at Marx's Court Time.
- Website: [www.steelcitysbl.com](http://www.steelcitysbl.com)