



Steel City Summer Basketball League
Official Rule Book

SECTION 1: GENERAL ELIGIBILITY

- Rising 9th graders through rising Seniors are eligible to register
 - Rising 8th graders are only eligible by Commissioner invitation
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SECTION 2: TEAM COMPOSITION

- 6 total teams
- 10 rostered players per team

Teams may have up to 12 total players through:

- Bonus round selections
- Trades
- Post-Draft Registration Window

Teams may not exceed 12 players

SECTION 3: SCHOOL DISTRICT PLAYER LIMIT (2026 Rule)

No team may have more than three (3) players from the same school district if:

- Selected in the initial 60-player draft, or
 - Rostered on that team in the previous season
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Exceptions

Teams may exceed the limit only through:

- Pre-Season Approved Trade Requests
 - Bonus round selections
 - Post-Draft Registration Window
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SECTION 4: DRAFT PROCEDURES

Initial Draft

- 60 total players (6 teams × 10 players)
 - Draft is conducted in standard round-by-round format
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Draft Order Structure

- Champion → 6th pick
- Runner-up → 5th pick

Remaining teams:

- Worst record → 1st pick
 - Continue accordingly
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Draft Order Tiebreakers

If teams are tied in record:

1. Head-to-head record
 2. Fewest regular-season forfeits (losses)
 - Team with more forfeits receives worse draft position
 3. Head-to-head point differential
 4. Adjusted point differential (*non-forfeit games only*)
 5. Commissioner random draw
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Overflow Players

Players beyond 60 are overflow players

Bonus Round #1 (61–66)

- If exactly 6 overflow players remain after all teams have 10 players:
 - One additional full round is held

- Each team receives one pick
 - Total becomes 66 players
 - Each team has 11 players
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Bonus Round #2 (67–72, If Applicable)

- After Bonus Round #1 is completed (*if registration consists of more than 66 players*), Bonus Round #2 will be initiated
- Occurs after all teams have reached 11 players

Lottery-Based Player Allocation

- Teams may declare interest
 - Commissioner conducts random draw
 - Each selected team receives one additional player
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Bonus Player Exemption Rule

- (2026 Rule) Teams that received a Bonus Round #2 selection in the previous season are not eligible for Bonus Round #2 (Picks 67–72) in the current season
 - (2025 Exception) Any bonus player received in 2025 applies toward this exemption
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2025 Draft Bonus Teams

- Monessen Florist
 - The Trailside
 - AMD
 - Cedarbrook GC
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SECTION 5: PLAYOFFS & PARTICIPATION (Updated 2026)

Playoff Format

- Top 4 teams advance to the playoffs
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Playoff Seeding Order

If teams are tied in record:

1. Head-to-head record
 2. Fewest regular-season forfeits (losses)
 - The team with more regular-season forfeits will receive the lower (worse) playoff seed
 3. Head-to-head point differential
 4. Adjusted point differential (*non-forfeit games only*)
 5. Commissioner random draw
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Commissioner Note

- In all standings-based decisions, a team with more forfeits will always be ranked behind a tied team with fewer forfeits
 - This rule applies exclusively to playoff seeding and is not used in determining draft order
 - No exceptions
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Playoff Eligibility

- Player must appear in at least 4 regular-season games
 - Exceptions may be granted on a case-by-case basis at the discretion of the Commissioner
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Forfeit Rule

- Players on forfeiting team → missed game
 - Opponent → game played
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SECTION 6: TRADES

One-Time Draft Re-Entry / Trade Request

- Each player is permitted one trade request or draft re-entry
 - Player may not return to original team after request
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Pre-Season Trade Declaration Rule

- The Pre-Season Trade Window opens immediately after registration closes
 - *(For 2026, registration closes on May 1st at 12:00 PM)*
 - The Pre-Season Trade Window will remain open for 7 days, closing at 12:00 PM
 - A player must declare their intent to be traded via the official registration form
 - The Commissioner will facilitate the entire trade process, including communication and approvals
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Trade Communication Process

- The Commissioner will initiate a private group text message with both teams involved
 - All negotiations will take place within this group chat
 - The Commissioner oversees all communication to ensure clarity and fairness
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Trade Rules

- A player not requesting a trade cannot be used in trades
 - Two players requesting trades may be swapped only if both teams and Commissioner approve
 - Once drafted, a player cannot be traded by a coach
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2026 Trade Structure

- Trades occur preseason only
 - Trades are completed using draft pick compensation only
 - Player-for-player trades are not allowed *(unless Commissioner exception)*
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Trade Outcomes

If Trade Is Accepted

- Receiving team determines draft pick compensation
- Must be approved by both coaches and Commissioner

If No Agreement (48 Hours)

- Player enters Draft Re-Entry pool
 - Neither team may draft that player
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Future Draft Pick Rule

- Future picks cannot be traded
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SECTION 7: POST-DRAFT REGISTRATION WINDOW

Timing

- Opens after Game 3
 - Closes before Game 5
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Management

- Managed entirely by coaching staff
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Purpose

- Allows late registration players
 - “FOMO” players
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Player Acquisition

- Coaches are responsible for recruiting players
- League does not assign players

League Contact Exception

- Commissioner alerts all teams
 - Player is offered via original draft order
 - Teams may select or pass
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Player Requirements

- Must complete registration
 - Must submit league fees
 - Must be cleared before participation
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Post-Draft Player Playoff Eligibility

- Must participate in at least 5 games

- No exceptions
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Roster Limits

- Maximum 12 players
 - Or until window closes
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Roster Lock Rule

- After each team's 5th game tip-off, rosters are locked for the remainder of the season
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SECTION 8: ROSTER STABILITY RULE

Authority

- Commissioner may reassign player after Post-Draft window closes
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Conditions

- Team has fewer than 5 players
 - Multiple forfeits would occur
 - Situation is unavoidable
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Process

- Commissioner evaluates
 - Communicates to all coaches prior to action
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Purpose

- Maintain competitive balance
 - Protect league schedule
 - Prevent forfeits
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SECTION 9: GAME RULES

Game Format

- Two 16-minute halves
 - 2 full timeouts + 2 thirty-second timeouts
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Old Bonus System

- Team fouls tracked by half
 - 7th → One-and-One
 - 10th → Double Bonus
 - Reset at halftime
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Overtime

- 5-minute period
 - 1 additional timeout
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Running Clock Rule

- 20-point lead
 - Under 6 minutes remaining
 - Clock runs continuously
 - Stops only on fouls once reported
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Defense

- All defenses allowed
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Technical Fouls

- 2 technicals in game → ejection + suspension
 - 2 total ejections in season → lifetime ban
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Officials

- 2 certified WPIAL/PIAA officials per game
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SECTION 10: AWARDS

All-Star Teams

- 3 nominees per team
 - Must play 6 games
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Voting Process

- 18-player pool
 - Coaches cannot vote for own players
 - Conducted via Google Form
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Scoring

- 10-point scale (10 → 1)
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Team Selection

- Top 5 → First Team
 - Next 5 → Second Team
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Tiebreakers

1. Ballots appeared on
 2. Commissioner decision
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Voting Panel

AMD — Coach Bria, Coach Yart
BeeGraphix — Coach Ca\$h, Coach Eric
Cedarbrook GC — Coach Bobby, Coach Jenna
Foster House — Coach Matt, Coach Abbey
Monessen Florist — Coach Chad, Coach Bella
The Trailside — Coach Jason, Coach Woj

MVI — Jeremy Sellew, Liam Belan, Adam Brewer

Alyssa Terza

Matt Rieg

TBD

Awards

- MVP → based on voting points
 - Breakthrough Player → underclassmen, non prior All-Star
 - Defensive Player → from All-Star pool
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SECTION 11: SPONSORS

- AMD — 6th Season
 - Cedarbrook GC — 6th Season
 - Monessen Florist — 6th Season
 - BeeGraphix — 3rd Season
 - The Trailside — 3rd Season
 - Foster House II — 1st Season
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END OF RULE BOOK
