

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 players** through:
 - Bonus round selection
 - Post-draft registration
 - Trades
 - Teams **cannot exceed 12 players** total.
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SECTION 3: SCHOOL DISTRICT PLAYER LIMIT (2025 Rule)

- Maximum of **3 players from the same school district per team** if:
 - They were drafted in the initial 60-player draft
 - OR were rostered on that team in the previous season
 - Teams **may exceed the 3-player limit** only via:
 - Bonus round selections
 - Post-draft registration window
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SECTION 4: DRAFT & ROSTER PROCEDURES

Initial Draft

- 60 players total: 6 teams × 10 players
- Draft is conducted in round-by-round format
- **Draft order is determined by final playoff outcome from the previous season:**
 - 1st place team drafts last
 - 2nd place drafts 5th
 - **To determine draft positions 3 through 6 (non-finalist teams),** regular season standings will be used from highest to lowest

- **Positions 4–1** determined by regular season standings, from highest seed to lowest seed

Overflow & Bonus Rounds

- Additional players beyond the initial 60 become **overflow players**
 - If there are exactly 6 overflow players, one complete extra round is held
 - If fewer than 6 players remain:
 - Teams may declare interest in bonus players
 - A **lottery draw** determines placement
 - Teams selected receive **one bonus pick each**
 - **Bonus Player Exemption Rule:** teams that received bonus players last year are exempt from this year's draw
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SECTION 5: PLAYOFFS & PARTICIPATION (Updated 2026)

Format

- **Top 4 teams** make the playoffs

Seeding Order

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

Eligibility

- A player must be present for **4 games** to be eligible for the playoffs
 - **In the case of forfeits:**
 - All players on the **forfeiting team** are charged with a **missed game**
 - All players on the **non-forfeiting team** are awarded a **game played**
 - League officials may allow exceptions based on individual circumstances
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SECTION 6: TRADES & REGISTRATION DEADLINES

One-Time Trade/Re-Entry Rule

- A player may request a **one-time** trade or re-entry into the draft during their league career
- Once declared, they **cannot return to their original team** in any future draft or trade

Trade Request Process (Updated 3/30/25)

- A player requesting a trade must:
 1. Declare their **desired team** to the Commissioner
 2. Commissioner contacts both teams
 3. If both teams **agree**, the desired team:
 - **Replaces** their **2nd overall pick** with this player (not second round)
 - The original team receives this draft slot in return
 4. If no agreement is reached within 48 hours:
 - The player is placed in the draft pool
 - Neither team may draft her

Draft picks from future years **may not be used** in trades for the current year.
(Updated 4/2/25)

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

- **All trades** must be completed **before a team's 5th game tips off**
- **Post-Draft Registration Window:**
 - **Opens after** the team's **3rd game**
 - **Closes prior to** the **5th game's tip-off**
 - Conducted by that **team's coaching staff**
 - Players may be added until the team reaches **12 players** or the window closes (whichever comes first)
 - The **Commissioner may make moves after the window** ends at their discretion. Any such move will be communicated with all coaches and explained before announcement.

SECTION 7: GAME FORMAT & RULES

- **Two 16-minute halves**
- **(2) full timeouts per game**
- **(2) 30-second timeouts per game**
- **5-minute overtime period** if tied
 - Each OT team gets **1 additional 30-second timeout**
 - Timeouts **do not carry over** to OT
- **Running Clock Rule:**
 - In 2nd half with 6 minutes remaining and **20+ point lead**
 - Clock does not reset if lead drops below 20
- **All defenses allowed** (2024 Rule Change)
- **Technical Fouls:**
 - 2 in one game = ejection + **1 game suspension**

- 2 total disqualifications = **lifetime ban**
 - All other **WPIAL high school rules** apply
 - **All games played at Marx's Court Time**
 - **Referees:** 2 PIAA/WPIAL/NCAA certified officials per game
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SECTION 8: AWARDS CRITERIA (2025 SCSBL)

All-Star Teams

- **Eligibility:**
 - Each team nominates **3 players** to the ballot
 - Players must have played in **at least 6 regular-season games**
- **Voting Pool:**
 - 18 total players on ballot
 - Each voter selects **10 of 18**
 - Coaches **cannot vote** for their own players
- **Voting Method:**
 - Google Doc ballot
 - Opens **June 19 @ 9:00 PM**, closes **June 22**
- **Scoring System:**
 - 1st = 10 pts → 10th = 1 pt
- **Selections:**
 - Top 5 = **First Team All-Stars**
 - Next 5 = **Second Team All-Stars**
- **Tiebreaker:**
 - Most ballot appearances
 - If still tied, **Commissioner decides**

Voting Panel (18 Total): - 2 reps per team (12): - AMD: Coach Bria & Coach Yart - BeeGraphix: Coach Larry & Coach Eric - Cedarbrook GC: Coach Bobby & Coach Jellison - Howard Hanna: Coach Nick & Coach Slag - Monessen Florist: Coach Chad & Coach Bella - The Trailside: Coach Dan & Coach Paul - Mon Valley Independent Writers (3): - Jeremy Sellew, Liam Belan, Adam Brewer - Scorekeeper: Alyssa Terza - VIPs: Matt Rieg (UPG), Matt Regula

League MVP

- Must have played **at least 6 games**
- Awarded to player with **most All-Star points**
- No separate MVP vote

Breakthrough Player of the Year

- Must have played **at least 6 games**
- Not previously selected as an All-Star
- First- or second-year player, rising sophomore or younger
- Coaches may not vote for own player
- Each voter selects 1

Defensive Player of the Year

- Must have played **at least 6 games**
- Focus: steals, blocks, rebounding, on-ball defense
- Voting comes from **18-player All-Star pool**
- Coaches may not vote for own player
- Each voter selects 1

End of Rule Book