

# Blacktop Basketball Summer League Rules

## Regulation Game Play for Age Groups 7-9 and 10-11

### Offense

- Two **18-minute** halves
- Running Clock
  - Clock stops **only** on timeouts, officials' discretion, injury, and during **the final minute of each half in regulation on every whistles**
  - **Clock does not stop in the last minute if point spread is 20+**

### Defense

- **NO ZONE DEFENSES** at any point in the game. Players must play man-to-man defense
- Players can **ONLY** defend opponents once they cross the half court line **EXCEPT** in the last one minutes of the game
- Full court press is **ONLY ALLOWED** in the **LAST** one minute of the game
  - **NO full court pressing** by either team if point spread is 20+ points

## Timeouts

### Regulation Play

- Two timeouts per half /per team
- Timeouts do not carry over
- **Exceptions:** INJURY or the officials' discretion

### Overtime Play

- One timeout per team for 1<sup>st</sup> and 2<sup>nd</sup> OT
- Timeouts do not carry over
- **Exceptions:** INJURY or the officials' discretion
- **NO TIMEOUTS IN SUDDEN DEATH (3<sup>rd</sup> OT)**

## Overtime (OT) Game Play for Age Groups 7-9 and 10-11

- First OT period is **2 minutes**
- Second OT period is **1 minute**
  - Running Clock
    - Clock stops **only** on timeouts, officials' discretion, injury, and during **the final minute on every whistles**
- Triple OT will enact **Sudden Death**
  - **Sudden Death Rule:** First team to score basket in the quarter will win the game. This includes free throws.
  - **NO TIMEOUTS**
  - **NO TIME ON THE CLOCK**
- **NO ZONE DEFENSES.** Players must play man-to-man defense
- Full court press is **ALLOWED**

# Blacktop Basketball Summer League Rules

## Regulation Game Play for Age Groups 12-13 and 14-15

### Offense

- Two **20-minute** halves
- Running Clock
  - Clock stops **only** on timeouts, officials' discretion, injury, and during **the final minute of each half in regulation on every whistle**
  - **Clock does not stop in the last minute if point spread is 20+**

### Defense

- All defensive styles are permitted (includes any zone defenses)
- Full court press **is permitted**
  - **NO full court pressing** by either team if point spread is 20+ points

## Timeouts

### Regulation Play

- Two timeouts per half /per team
- Timeouts do not carry over
- **Exceptions:** INJURY or the officials' discretion

### Overtime Play

- One timeout per team for 1<sup>st</sup> and 2<sup>nd</sup> OT
- Timeouts do not carry over
- **Exceptions:** INJURY or the officials' discretion
- **NO TIMEOUTS IN SUDDEN DEATH (3<sup>rd</sup> OT)**

## Overtime (OT) Game Play for Age Groups 12-13 and 14-15

- First OT period is **2 minutes**
- Second OT period is **1 minute**
  - Running Clock
    - Clock stops **only** on timeouts, officials' discretion, injury, and during **the final minute on every whistles**
- Triple OT will enact the **sudden death** rule
  - **Sudden Death Rule:** First team to score basket in the period will win the game. This includes free throws.
  - **NO TIMEOUTS**
  - **NO TIME ON THE CLOCK**
- Zone defenses are **ALLOWED**
- Full court press is **ALLOWED**

# Blacktop Basketball Summer League Rules

## Fouls: Regulation & Overtime Play

### Individual Fouls:

- Each player can accumulate up to **5 fouls per game**. Once a player commits 5 fouls they **MUST** sit out (Individual fouls never reset during the game)

### Team Fouls/Bonus and Technical Fouls:

- **Single Team Bonus** starts once the 7th team foul is committed in a half by a team
- **Double Team Bonus** starts once the 10th team foul is committed in a half by a team
- Team fouls reset after the first half of regulation play
- Team fouls do not reset in any overtime periods
  - The game can continue regardless of whether a team has four or less players available due to the fifth player fouling out unless the team with four or less players want to surrender the game.

### Single Team Bonus (7<sup>th</sup> Team Foul)

- The player that was fouled will shoot **only one free throw. If that basket is made another free throw attempt can be made.**
- **Exceptions:** If an offensive foul is committed, the opposing team will receive the ball without shooting a free throw

### Double Team Bonus (10<sup>th</sup> Team Foul)

- The player that was fouled will shoot **two free throws**
- **Exceptions:** If an offensive foul is committed, the offended team will receive the ball without shooting a free throw

### TECHNICAL FOUL or an INTENTIONAL FOUL

If a coach or player receives a **TECHNICAL FOUL** or an **INTENTIONAL FOUL**

- **NO foul shots will be taken** by the opposing team. Opposing team is credited with automatic **TWO** points **AND** the possession of the ball
- Coach must remain seated for the rest of the game if they received a technical

If a player or coach is **ejected from a game due to flagrant play or disrespectful behavior** determined by the official, they must leave the court and will be **suspended for the next immediate game.**

- If either a coach or a player receives **TWO TECHNICALS** in a game, said person will be ejected from that game and is also **SUSPENDED** for the next game
  - If a second incident of ejection occurs, the player and/or coach will be **TERMINATED IMMEDIATELY** and unable to finish out the season.

# Blacktop Basketball Summer League Rules

## General Player League Rules

Games are played under National Federation of Highschool(P.I.A.A.) guidelines

### All players:

- Must wear their uniforms (see “Uniform Rules” section for clarification on attire). **If a player does not have their shirt or have black shorts they cannot play in the game.**
- Shirts must always be tucked in
- Jewelry is **NOT** to be worn during the game
- Teams are reminded to arrive at least 15 minutes before their scheduled games
- Teams are allowed a **15-minute grace period** before a game will be called a forfeit.
  - A team may not wait for its head coach or more players to show up beyond the permitted grace time.
  - If the head coach is missing a substitute is allowed to step in. This is a team decision that must be made by the allotted 15-minute grace period.
- Harassment of officials, coaches and/or players **will NOT be tolerated**. Violations of this magnitude may result in removal from the league without refund.
- Inappropriate or foul language **will NOT be tolerated**. Officials are to bring it to the player(s)/coach(es) attention immediately! Officials may grant a technical for this behavior at their discretion.
- **Coaches are responsible** for the behavior of their parents and fans. As Adults, we need to set positive examples. .
- **FIGHTING will not be tolerated**. Players and/or coach(es) who fight will be ejected from the game and instructed and/or escorted to leave the park. The offending party will serve a **minimum of one game suspension, this suspension may be extended indefinitely if the circumstances warrant**.

## Uniform Rules

All players must have the following components of the league uniform to play in the game which include:

- **Team t-shirt**
- **Black shorts**
  - **ONLY regulation for shorts**
    - **Majority color MUST BE BLACK (small logos are acceptable)**
    - **No display of foul/ disrespectful language and/or imagery**
    - **No display of political, or religious language and/or imagery**
    - **Appropriate size and length**

If a player **does not have the correct full team uniform**, they will be unable to participate in the game and must sit on the bench. Officials along with blacktop staff are the **only people** who can enforce this rule.

# Blacktop Basketball Summer League Rules

## Forfeiting Games

**Coaches, please allow us to know as soon as you become aware you will not have enough players for a game so we can notify the opposing team.**

A team must forfeit if:

- they have less than five players in full uniform by the end of the 15-min allotted grace period
- The team with enough players (5 in full uniform) and on time will be given an automatic win.
- In this circumstance once the official forfeit is determined the coaches have two options
  1. Teams agree to still play a game by combining both teams since the court is free (this will be a non-officiated game
  2. Use this time/court as practice
    - If teams decide to stay on the court to play or practice, both teams must be off the court 10 minutes prior to start of next game

**\*PLEASE NOTE: it is the sole discretion of the Blacktop Board and its affiliates to reserve their rights to ultimately make the final decision on all disciplinary actions of the Blacktop Basketball Summer League.**