



440 Watkins Glen Dr.  
Franklin, OH. 45005

## **2017 Basketball Summer League & Tournament Playing Rules**

1. League & tournament play will follow OHSAA rules with any exceptions as noted below.
2. Game time is forfeit time – THERE IS NO GRACE PERIOD.
3. Pre-game warm up is limited to 4 minutes or until the scheduled start time of the game; whichever is sooner. Teams must supply their own balls for warm up.
4. Line-ups must be written on the official score sheet in numerical order with a full last name, then first initial. A player MAY NOT play on two teams of the same age division or bracket.
5. The first team listed on the schedule shall wear the lighter colored jerseys and supply the game ball. They will be identified as the home team on the scoreboard and sit to the right of the scorer's table. The home team must also supply an adult as the official scorekeeper.
6. Scorekeeper MUST keep game score on official score sheet, as supplied by the facility, for tournament games. Game sheets will be turned into Tournament Director. Scorekeeper MUST record game score on league score sheet as posted at the court station. Facility office will pick up score sheet at end of the game.
7. The second team listed on the schedule shall wear the darker colored jerseys. They will be identified as visitors on the scoreboard and will sit to the left of the scorer's table. The visiting team must supply an adult as the official timekeeper/scoreboard operator.
8. Rim height is to be set at 10' for all grades, boys and girls \*exceptions for 3<sup>rd</sup> & 4<sup>th</sup> grade boys & girls if both teams agree rims can be lowered\*
9. No team may 'press' with a 15 point or more lead. Violation of rule" 1st and 2<sup>nd</sup> offense = Warning, 3<sup>rd</sup> offense = Team Technical Foul.
10. All girls' teams and 3<sup>rd</sup>-7<sup>th</sup> grade boys' teams will use the 28.5 inch ball. The 8<sup>th</sup>-12 grade boys' teams will use the full size ball.
11. All games will be (2) 20 minute running clock half's. Stop clock at 2:00 minutes and under.
12. The time between halves is limited to 3 minutes.
13. A player will be disqualified after 5 personal fouls.
14. The bonus free throw will be awarded starting with the 7<sup>th</sup> foul of a half and the double bonus will go into effect with the 10<sup>th</sup> foul of a half.
15. All flagrant and technical fouls will be 2 shot fouls, plus the team will get the ball.
16. Any player, coach. Or fan receiving 2 technical fouls in a game must leave the court immediately and may not have any further contact with their team for the remainder of that game. If they do not leave the court immediately, the game will be forfeited. The Tournament/League Director can suspend the person for the remainder of the season.
17. Each overtime period shall be 3 minutes in duration of the running clock time. The final minute of overtime will consist of regular clock rules with the clock stopping on all dead balls. Each team will be awarded one additional timeout for each overtime period and all timeouts left over from the regulation will run over.
18. Dunking is only permitted during game time. Dunking IS NOT permitted during warm up time. Team Technical will be enforced.
19. No protests are allowed – problems must be solved immediately during the game.
20. No non-uniformed children are allowed on the team's bench at any time, this includes injured players who are not in uniform.
21. No more than 3 adults (coaching, scorekeeping, etc.) are allowed to sit on the team's bench for any reason.
22. Teams MUST be paid in FULL; prior to tip off of their first game.
23. All rosters are to be turned in before first game and are final at start of first game.
24. All questions regarding playing rules, eligibility, procedures, etc. Need to be directed to the League or Tournament Director. The Director's decisions are final.
25. 3 Full time Outs
26. TOURNAMENT TIE-BREAKERS
  1. Win Loss Record, 2. Head to Head Competition, 3. Total Point Differential (15 Max), 4. Fewest Defensive Points Allowed