

Basketball League Rules

Carlisle Summer League Basketball Rules & Regulations

I. League Season

1. The regular season will run from June 25th through August 1st.
 - a. Games will be played on Tuesday and Thursday evenings.
2. Championship games will be held on August 3rd.
 - a. Championship games will consist of a single game between the top 2 teams from each respective division.
 - i. Ex: 10U... 1 seed vs. 2 seed in championship. Winner of 1vs2 = champions of 10U.
 - b. Seeding is determined by regular season margin of victory.
 - c. If a tie occurs between teams in margin of victory, head-to-head matchups will determine the seeding.

II. Eligibility

1. Players will be 8-14 years of age to participate in league play. Age is determined by the participant's age as of December 31st, of the current year. Exceptions may be made at the discretion of the Summer League Committee.
2. Players will be divided by coaches into evenly split teams based upon age, ability, and skill level. The Summer League Committee may intervene if "stacking" of teams is suspected.
3. Players must submit their 4th marking period report card upon signup. Players who have been deemed academically ineligible must attend a tutoring session held Monday to play in their next game. Eligibility will be determined by the Summer League Committee.
4. A player may only be listed on one roster per season. Players, parents, and coaches may request a player to play up one age division, but players cannot play down an age division. The Summer League Committee will review requests to play up and ultimately make the final decision.
5. For any fee's may be remitted, refunds will NOT be issued after uniforms have been ordered.

III. Equipment/Uniforms

1. All players on each team must wear jerseys that are matching in color and which have a permanently affixed, non-duplicated number on the back of jersey. The summer league will provide jerseys for all registered individuals.
2. Players must wear shoes. Players may not play barefooted, in stocking feet sandals or boots.
3. Referees may ban any equipment that they deem as unsafe or illegal.
4. No jewelry may be worn at any time during the game except for medical or religious reason.

IV. Playing Rules

1. Teams should be present thirty (30) minutes before game time.
2. Playing time per game: Each player is required to play the equivalent of HALF of each game.
3. A starting line-up must be turned into the Official Scorekeeper 10 minutes prior to game time. Line-up must include last name, first name and jersey number.
4. Quarters/Halves:
 - a. 14U: 8 minute quarters, clock stops on dead balls, timeouts, free throws.
 - b. 12U & 10U: 6 minute quarters, clock stops on dead balls, timeouts, free throws.
5. Halftime: 3-minutes in length
6. Basketball sizes used:
 - a. Sumer League will utilize a 29.5" ball.
7. Goal sizes used:
 - a. Summer League will utilize a 10 foot goal.
8. Man-to-Man defense only.
 - a. No double teams
 - b. Help side defense is NOT considered double teaming.
9. Full Court Press:
 - a. 14U: Pressing is allowed ALL game.
 - i. No pressing after a lead of 10 or more points.
 - ii. Man-to-man press only
 - b. 12U: Pressing is allowed last minute of 2nd & 4th quarters.
 - i. No pressing in the last minute with a lead of 10 or more points.
 - ii. Man-to-man press only.
 - c. 10U: Pressing is NOT permitted. Half court defense ONLY.
10. The ten seconds rule for offensive teams to advance the ball past half court will be in effect during all games
11. Three Point Shot, all shots made behind the 3-point arc will be counted as such.
12. Timeouts:
 - a. 1 timeout per half.
 - b. First half timeout can carry over to second half if not used in first half.
 - c. If overtime is required, each team will receive one timeout. Regulation timeouts do not carry over to overtime.
13. Teams may start with a minimum of 5 players and can finish with as few as one.
14. Substitutions will occur at the closest dead ball to the halfway point of each quarter.
 - a. 14U: Subs at 4 minute mark of each quarter.
 - b. 12U & 10U: Subs at 3 minute mark of each quarter.
 - c. Every player on bench MUST be subbed in during substitutions.

- d. A substitution rotation is NOT a timeout. Teams will sub players in and play will continue immediately.

V. Fouls

1. 5 fouls committed during the game will result in that player having to set out the remainder of the game.
2. Foul Shots:
 - a. Shooting fouls will result in 1 point & the opportunity for a 2nd point with a single foul shot by the player fouled.
 - b. If the basket on a shooting foul is made, the scoring team will receive 2 points & the opportunity for a 3 point play with a single foul shot from the player fouled.
 - c. Shooting fouls beyond the 3 point arc will result in 2 points & the opportunity for a 3rd point with a single foul shot by the player fouled.
 - d. If the basket on a shooting foul beyond the 3 point arc is made, the scoring team will receive 3 points & the opportunity for a 4 point play with a single foul shot from the player fouled.
3. Bonuses:
 - a. On the 10th team foul, all fouls from that point forward will result in a 1-1 shot for the player that was fouled. (Player will be given 1 shot, if it is made, they will be granted an additional shot. If the basket is not made, play will resume on the rebound of the shot if possible).
 - b. All Team Fouls will reset at Halftime. Individual fouls do not reset at halftime.

VI. Overtime

1. If tied after regulation one overtime period will be played.
 - a. 14U, 12U, & 10U will play a 3 minute overtime period.
2. Overtime will begin with a jump ball.
3. For the Overtime Period, Coaches will be given one timeout.
 - a. Timeouts from regulation do NOT carry over into overtime.
4. If an additional overtime is needed, the game will be decided on a "Sudden Death" basis.
 - a. First team to score a basket wins. Foul shots count if player makes either the shot he or she was fouled on, or the free-throw from the foul.

VII. Staff Information/Inclement Weather

Contact your coach for information on any cancellations. Also check the Carlisle Community Coalition [Instagram](#) and [Facebook](#) Pages.

VIII. Conduct/Discipline Policy

1. There will be zero tolerance of foul conduct/behavior.

2. There will be NO shooting on courts during game. Spectators are not permitted on the game courts.
3. Any player, coach, or manager ejected from any league game will be suspended for a MINIMUM of one year.
4. Players, coaches and managers who have been suspended must leave the facilities and grounds immediately or the team will forfeit the game.
5. Each team manager will be held responsible for the conduct of his or her fans/spectators.
6. Physical violence, especially attacks on a game or league official immediately before, during, or after a game, or fights/confrontations between players/teams will result in a minimum of one (1) year loss of eligibility in all league play or indefinite suspension in all league play; subject to an annual review if requested.
7. The referees/Summer League Director and Committee members and the Carlisle Community Coalition have the authority to remove players, coaches, or spectators from the game and/or forfeit the game due to unsportsmanlike conduct. Unsportsmanlike conduct shall include, but not be limited to, profanity, threats of any kind toward the referees or scorekeeper, fighting (before, during or after the game), or any flagrant foul as determined by the referee.

IX. Protests

There will be no Protests of calls. All calls made in a game are final.

X. Amendments

Carlisle Summer League reserves the right to add, delete or amend the rules/regulations/policies for the betterment of the program.

This league is facilitated by The Carlisle Community Coalition in collaboration Carlisle Parks and Recreation.