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League Rules

These rules apply to our Back to School League, Fall League, Winter League, Spring League, Summer League, and to the Club team divisions in our Pre-Season League and Regular Season League

- I. Games
 - a. IHSAA Rules with the following exceptions:
 - i. Five minute Warm-up.
 - ii. 18 minute running clock halves. Clock will stop the last minute of each half.
 - iii. Five minute halftime (may be shortened if agreed upon by coaches).
 - iv. Sudden Death overtime with a maximum of 3 minutes. If after 3 minutes no one has scored, the game will be a tie. In tournament play there will be no time limit. Each team will get one TO for overtime.
 - v. Free Throws will be shot as 1 shot for X amount of points depending upon whether it was a 2pt or 3pt shot attempt.
 - vi. Free throws will be shot in their entirety for actual points when the clock is stopped in the last minute of each half.
 - vii. Personal and team fouls will be kept and the Bonus will be used for the entire game, 1 shot for 2 points.
 - viii. No full court press with 20 point lead.
 - ix. Each team will have 1 full time out in the first half and 2 full timeouts in the 2nd half.
 - b. Games are to be played at scheduled times not before. Allow 50 minutes per game. The game will be a forfeit if a team is not ready to play 5 minutes after the scheduled start time.
 - c. Game Balls to be provided by the Home Team-4th, 5th, and 6th grades will use a women's size 28.5 ball. 7th-8th grade will use the Men's ball.
 - d. Clock Operator to be supplied by VISITING TEAM. Scorekeeper by HOME TEAM.
- II. Tournament
 - a. End of season Tournament will be single elimination. Teams will be seeded by order of finish in league. Depending on the number of teams in each age group, the tournament may be split into separate brackets based on competition level.
 - b. Tie-breaker will be head to head with each other, total points allowed, and then point differential with a max of 20 points. If more than two teams are tied then tie breaker automatically goes to total points allowed and then point differential.
- III. Uniforms
 - a. All teams need to have reversible jerseys or 2 sets of uniforms with numbers. IF a team has players with the same number please work with officials and official scorer.
 - b. No player can play without his uniform. NO EXCEPTIONS
- IV. Roster Rules
 - a. Rosters are allowed a maximum of fifteen (15) players, 2 coaches, and 1 scorekeeper/timekeeper.
 - b. Proof of age and / or grade is required for all players on roster. Acceptable proofs of age are; clean photocopies of birth certificates, adoption papers, or immigration papers. Proof of grade is a clean copy of any report card of the current school year or school document that indicates current grade level. Teams are required to have proof of age and grade upon check-in.
 - c. No roster additions will be permitted after the team has begun play of its first game within any tournament.



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- d. Players are able to participate on both their school team and club team during the pool play session provided they are on the roster of both teams prior to league play beginning. They can only play on one team during the tournament week.

- V. Sportsmanship-Important please read this to ALL players AND parents.
 - a. Each coach is responsible for the conduct of his or her assistant coaches, players, and parents.
 - b. Any ejection of players or coaches is a one game suspension. Second ejection of player will result in dismissal from league. NO REFUNDS
 - c. If any coach, assistant coach, or parent is ejected by an official in two games the team will be removed from the league. NO REFUNDS.