

Midnight Summer Hoops League Guidelines

We are excited to start this new basketball league and look forward to an entertaining year! There will be a wide range of skill levels and it is our goal to have everyone participate, show great sportsmanship and have fun while playing. Every person in the league has paid the same amount and it is imperative that participation guidelines are met. We anticipate a great league with a friendly competitive spirit.

All players are anticipated to follow these guidelines throughout the year. As a team captain, you are expected to be a leader and display the highest level of respect for other players, your teammates and the referees and staff.

SECTION I: GAME INFORMATION

INJURIES

Do not attempt to deal with anything more than a minor injury. Report any major injuries to the staff member on duty.

PHYSICAL PLAY

At this age, there could be some real problems if excessive physical play is not monitored closely by officials and team captains. Please warn your players against excessive physical play, also, taunting, bullying, excessive celebrating and trash talk. None of these are acceptable. Technical fouls will be assessed and referees will use their discretion on ejecting a player from a game.

PLAYER BEHAVIOR:

We ask team captains to monitor the behavior of your players. Problem kids should not be tolerated. Players can be removed from the league by referees and/or staff.

OFFICIATING

The final outcome of a game is rarely determined by an official's actions or inactions. As the team captain, set an example for your players. Do not call out 'supposed violations' or criticize calls made by officials. We will not allow players or fans to verbally abuse any official. WE ARE COUNTING ON YOU TO HELP THE OFFICIALS, not hurt them!

TIME OUTS

All teams will have two timeouts per half (even though we are playing quarters). No carry over to the second half. Remember: Everyone must play and sit in each half. You must have possession of the ball in order to call any timeout.

GAME LENGTH

A game consists of two, 20 minute halves, running time. The only time the clock will stop is during:

- The final minute of the half and the game on all dead balls
- For injuries
- During timeouts

OVERTIME RULES

Four minute overtime, running time. Clock will stop

- The final minute of the game
- For injuries
- During timeouts

Each team gets 1 timeout

Team fouls continue from the second half

NO playing time rule

SECTION II: PLAYING TIME

* All players must play a minimum of 7 minutes per half. This is the team captain's responsibility to ensure playing time minimums are met!

* In addition, every player must sit at least 7 minutes per half. Again, it is the team captain's responsibility to ensure every player sits for at least 6 minutes

*Exception: If a team arrives with just 6 players, the mandatory playing time rule is still in effect, but the sit time will be eliminated.

SECTION III: TECHNICAL FOULS

- On a player's 1st technical foul of the season, player will sit 20 minutes STRAIGHT immediately following. Should the foul be called with less than 20 min remaining in the game, there will be a 'carry over' to the next game.
- On a player's 2nd technical foul of the season, player will sit the rest of the current game (if there is any time left) and the entire next game. For example, if player A gets a technical foul with 9 minutes to go in the game. He must sit the remaining 9 minutes and the entire next game. If player A gets a technical foul with 1 second left in the game, he will sit the final second and the entire next game.
- On a player's 3rd technical foul of the season, player will be suspended from the league for the remainder of the season.

There are many scenarios where a technical foul can be called including, but not limited to, "identifiable" swearing, unsportsmanlike conduct, and excessive elbow swinging. Any of these unsportsmanlike or physical fouls **WILL** receive the 20 minute penalty. Other technical fouls such as six men on the court, boundary plane violations or slapping the backboard (not an all inclusive list) will **NOT** receive the 20 minute penalty. Our intent is to clean up some of the language and physical play we deem unacceptable to our league!

SECTION IV: RUNNING UP SCORES

While we do our best to create fair and balanced teams, inevitably there could be some games that end up in a "blowout". No one benefits in a blowout and games can get very physical when players feel disrespected. We expect all of our team captains and players to do the right thing when it comes to running up the score. This includes:

- Slow game down. DO NOT FAST BREAK.
- NO STEALS. Play a passive prevent zone defense. Hands up, let the other team get shots off (pack it in).
- Take out stronger players. Let lesser players handle the ball (point) and let them shoot.
- Pass ball around on offense. Work the ball around before attempting shots
- No 3 pointers.