

# **SUMMER LEAGUE RULES-UPPER SOUTHAMPTON BASKETBALL**

## **6<sup>th</sup>/7<sup>th</sup> and 8<sup>th</sup>/9<sup>th</sup> Grade Divisions**

(UPDATED 7/21/25)

**\*\*PLEASE NOTE: ONLY PLAYERS, COACHES, REFEREES, BOARD MEMBERS, AND SCORE KEEPERS ARE ALLOWED ON THE COURTS AND/OR THE AREA BETWEEN THE COURTS DURING GAMES-NO EXCEPTIONS\*\***

Each game is 4 quarters with an 8 minute running clock.

-Refs will keep time with stop watches and will be asked to call the time remaining aloud throughout the game.

-Refs will call for substitutions approximately midway through each quarter.

-Clock stops on TIME OUTS and FOUL SHOTS

-In the LAST TWO MINUTES OF EACH HALF, the clock stops on all WHISTLES.

(3) time outs for the game (No extra time outs provided in overtime).

Coaches are encouraged to give each player equal playing time, with a minimum playing time of 2 quarters per game in the regular season.

Playing Man to Man or Zone defense is at coaches' discretion.

Defense can press all game.

Made shots include 1 point free throws, 2 point field goals, and 3 point field goals.

OVERTIME is two minutes, with a clock stopping on all whistles and timeouts.

Score will be recorded; however, "official scorebooks" will not be kept in the regular season, therefore ALL fouls will be an AUTOMATIC **1-and-1** in the last 2 minutes of the game.

IN PLAYOFF GAMES ONLY, any player that receives FIVE fouls in a game will foul out of the game and will not be able to return until the next game.

Technical fouls will be taken by the opposing team and the player shooting the foul will be chosen by that team. Players committing a technical foul or flagrant foul (subject to referee's discretion) will be required to sit out the current substitution period AND the following substitution period.

Any PLAYER or COACH that receives a DOUBLE technical foul in the same game will be ejected for that game and be SUSPENDED for the next game. If a team has only five players and one is ejected, the team will have to finish the game with FOUR players.

(NO substitutions)

ONLY teams with **LESS** than SIX players, may use a player from another team as a sub in their contest. The substitute player must be a registered player in the same age group/league. If 'short' team fills up with late players however, the sub can no longer be used. If no other player is available, then the teams play 4 on 4.

Please note that there are NO SUBSTITUTE PLAYERS IN PLAYOFF GAMES.

*-Note: To avoid selecting the same 'repeat players' over and over again, this 'running sub list' will be used to rotate players to random teams. Trying to maintain a balance of talent and skill level must be a primary consideration of sub selection and both coaches must agree on the player used as a substitute. Players can 'sign in' on the sublist on their game day. If they are not used in a game, their name stays in place for the next week (assuming they are available again). Once a player is used, they are 'removed' from the list or placed at the bottom of the list. The list will be cycled from game to game each week. Players can be used again once their name pops back up in the queue.*

**-ZERO TOLERANCE:** Anyone including but not limited to a player, coach, parent or spectator who engages in fighting or the verbal abuse of a referee, another player, coach or spectator before, during or after a game will be ejected for the remainder of the game. This individual will also be suspended for the next 2 games and further penalties including possible expulsion from the program at the discretion of the Southampton Board.