

Super League Basketball Rules

1. Basically, high school rules will govern with the following modifications.
(Basketball sizes as follows 6th and under 28.5, 7th-12th 29.5)
2. Two 16-minute halves with a three-minute half time. The clock will stop only under the following situations:
The last one minute of each half on every whistle, shooting fouls, time-outs, and Official's discretion.
3. Each team will have two 1-minute time-outs per half (they DO NOT carry over). Each team will have 1 time-out for an overtime period.
4. Overtime period: Three (3) minutes with the clock stopping on foul shots and time-outs for the first two minutes, and every whistle during the last one minute. If there is a tie after the first overtime period, the game will end in a tie. Tournament game overtime will consist of a 3 minute period, followed, if necessary, by a 2 minute period, then one minute period, and then sudden death period until a winner is determined.
5. Any player that receives a flagrant technical foul must sit out of the game for five minutes of game time unless he is ejected due to the seriousness of the foul. If he receives an unsportsmanship technical foul and the official does not make it a flagrant technical foul the player will receive a technical foul, personal foul, a team foul, the opponent team will receive foul shots and receive the possession of the ball after the free throws are taken. The player will not sit for 5 minutes for a technical foul that is not flagrant. Any player or coach that receives two technical fouls in the same game will be suspended from the remainder of the game/day and may be suspended for the next scheduled game at the discretion of the program supervisor. The player must leave the facility for the day. Any player or coach that receives a total of 3 or more technical fouls in the same season will be suspended for the remainder of the season.
6. All coaches are required to sign before the first game of the season and then maintain the standards set in the "Coach's Code of Ethics", agreeing to support the officials, scorekeepers, and site supervisors in the gymnasium. Any coach or assistant coach found to be in violation of upholding the standards set forth in the "Coach's Code of Ethics" as determined by the Program Coordinator may be suspended for a period of time between 1 game and up to the remainder of the season or longer, depending on the severity of violation.
7. "F-WORD RULE": Any player, coach or bench personnel that say "F-word" or other foul derogatory comments loud enough for the referee(s) and/or game personnel to hear will be ejected from the current game and maybe suspended for the next game. This ejection will count towards the accumulative 3-Technical Foul maximum in a season.
8. Only coaches/assistant coaches from the bench may approach the scorer's table with any scorekeeping concerns. Any others approaching the scorer's table will be asked to leave. Failure to do so may result in technical foul, charged to associate head coach.
9. Coaches must stay in the Coach's Box during games. If there are no lines to signify the coach's box, the area directly in front of the team chairs is deemed the box. Coaches may not move past the nearest chair toward the Scorer's table.
10. Maximum of 3 non-players (adult coaches) may be on a team bench, with only 1 permitted to stand during progress of game. No other children, friends of players, etc. can be on the bench.
11. Completed online rosters with signatures of parent/guardian must be turned in before the first game. No player will be allowed to play without his parent/guardian signature on the roster and head injury waiver form. All players must be on roster, by the roster deadline, to play in the tournament. The freeze date to update online rosters will be determined by Program Coordinator. The Gene Fullmer Deadline for roster changes is September 23rd.
12. Any team that plays a player not on the roster, or illegally on the roster (grade higher than division), will be given a forfeit loss for all games that player has played in. If a team continues to try to play a player found to be illegal, that team will forfeit all remaining games, and may be removed from the league.

13. A team must have at least 4 players to start the game. If a player is disqualified the team will continue to play short until there is only one player left. At that time the game will be forfeited.
14. No player may play for more than one team within a division. All teams found using a player that has played on other teams within the same division will forfeit all games that player has played in. Any further attempt to use that player may result in that team forfeiting all remaining games and being removed from the league. The exception to this rule is when a team signs up for two different divisions. One in the lower division and one in an upper division. If one of the teams is moved by the program coordinator to a different level division placing both teams in the same division the player is allowed to be on both teams.
15. Mercy rule – If a team is up by 20 or more points, the clock will no longer stop for any reason (except time-outs and injuries). This includes stopping the clock on free throws. The mercy rule will no longer be in effect once the team that is down gets the score below a 15 point deficit. No press will not be allowed after the 20 point threshold including full and half court press.
16. Schedule requests – Requests must be submitted by August 24th. Once the schedule is posted requests will no longer be accepted. Plans will be made by different players and their families. To continue to make schedule changes are disruptive, stressful, and irritating to the teams that have made plans and then have to change them. If a team has a unforeseen issue the program coordinator will try to accommodate that team if possible. This does not include issues such as; I just signed my team up for a tournament, my two best players cannot make the game, I have to work that day. Requests should be emailed to Mike by August 24th.
17. Only the league/site supervisor can request identification or proof of grade from a player in question.
18. Any protest must be in writing or emailed and turned into score keeper or site supervisor directly after the game, or to the Program Coordinator within 24 hours of the completion of the game.
19. If teams are scheduled to play another team with similar jersey colors not easily discernable by officials, the second team listed on schedule will be required to use different jerseys.
20. Players may bring capped water bottles into the gym. No other food or drink is allowed.
21. Any complaints that cannot be resolved by the Site Supervisor should be submitted in writing on an Incident Report available at the scorer's table. Specifics must be provided including names or function of individual's involved, specific times and locations, specific nature of the incident and behavior of those involved and all of your information (name, team, phone number, etc.).
22. Tournament seeding will be determined by overall record with teams in your division at the end of the scheduled season. In the case of a tie, the teams' head-to-head record(s) will determine the higher seed. If head-to-head record cannot determine seeding, the tie will be determined by points allowed, and if no winner can be determined the tie will be broken by a coin toss (2 teams) or a drawing (3 or more teams). Points scored will have no bearing on tournament seeding.
23. Families and friends are encouraged to cheer for your team in a positive manner. They are not to: Interact with, comment or harass officials, bring food or drink into the gym, shoot on the court during timeouts, dribble basketballs while the game is in progress, approach the scorer's table during a game in progress

For more information regarding Super League rules please contact
Program Coordinator at Gene Fullmer
Mike Goolsby (385)468-1945, mgoalsby@slco.org

