



## **ALL DAY HOOPS BASKETBALL LEAGUE RULES**

### **PURPOSE**

The purpose of our League is to promote basketball in a climate of fun and discipline where each player grows in skills, sportsmanship, discipline and competitiveness.

### **CODE OF CONDUCT**

OUR PROGRAM WAS FORMED FOR THE GOOD OF YOUTH IN OUR COMMUNITY. THE BEHAVIOR OF ALL INVOLVED IS TO REFLECT GOOD SPORTSMANSHIP, TEAMWORK AND ACCEPTABLE PROCEDURE FOR DEALING WITH PROBLEMS. FAILURE TO ADHERE TO THIS CODE MAY RESULT IN A PARENT, COACH, PLAYER OR OFFICIAL FROM BEING BARRED FROM PARTICIPATION. THE LEAGUE OFFICIALS ON DUTY HAVE THE AUTHORITY TO TAKE IMMEDIATE ACTION TO ENSURE A SAFE AND FAIR PLAYING ENVIRONMENT. MEMBERS WHOSE CONDUCT WARRANTS MAY BE REMOVED IMMEDIATELY FROM THE GYM.

All league games will be governed by the official basketball rules of the PIAA with the exception of the special league rules adopted by All Day Hoops.

### **REGISTRATION POLICY**

A team must be fully registered with All Day Hoops to participate. The team must pay entrance fee by the first game or will not be able to participate in league. Waiver/Roster forms must be filled out by each team and turned in by their first game. You can find these under the league section at [alldayhoops.com](http://alldayhoops.com). Any team playing a player not on its roster will forfeit the game. Players may be added to the roster up to the second game of the season, but they must fill out the appropriate paperwork before playing.

Payments may be made out to All Day Hoops and mailed to The Summit Tennis & Athletic Club, 2900 Plank Road Suite 1, Altoona, PA 16601. Payments must be noted with the team name. Sponsorship checks will be accepted as well. No refunds will be issued.

### **GRADE DIVISION/ELIGIBILITY**

Players must play in the grade division they are currently enrolled in school or play in a higher division. During Summer Leagues, the grade division currently enrolled in is considered to be the grade you will be going into the following fall. No player can play down to a lower grade division.



## **LEAGUE RULES**

**Team:** Teams must be able to field a team of at least five players. If a team fails to have five players on the court at game time, they will be given 10 minutes before a forfeit is called - game time may be adjusted. At any time during a game when a team drops below four players due to injury or disqualifications, the game is forfeited.

Teams that field a team with less than four players may fill their squad with other players in order to play the game, but the game will be ruled a forfeit.

All players must have numbers on the back of their jerseys. The numbers may be between 0 and 99.

**Coaches:** There must be an adult present on the bench at all times. There will be only two coaches allowed on the bench during the game. Only one coach, designated as the “head coach”, will be allowed to stand during the game and address the officials.

Acts of disrespect or intimidation, while not directed specifically toward opposing players, coaches or officials, are still considered unsportsmanlike and could result in a technical foul or an ejection. All Day Hoops encourages its coaches to act professionally at all times.

K-1st and 2nd-3rd grade Instructional teams may have one coach on the floor to help instruct.

## **Game Format:**

There will be 2-3 minutes between halves and a minimum of two minutes between games, unless teams are able to warm up on an available court. All Day Hoops reserves the right to alter times if games should run late with adequate warm-up time being allowed. The only time a game will start early is if all players have arrived and both coaches agree.

Timeouts: 2 time outs for per half. Timeouts will not carry over

In case of overtime - 1 Timeout each overtime. Clock stops only for last 1 minute:

1. 1st OT - 2 minutes
2. 2nd OT - 1 minute
3. 3rd OT 1 minute

**Mercy Rule:** Clock will NOT stop in the last (2:00) minutes of 2nd half if one team has 20+ lead.

If it goes lower than 20, the clock will stop again, until it goes over 20 again.

It is mandatory as a matter of sportsmanship, that all teams shake hands at the end of each game.

## **YOUTH RULES & GRADE LEVEL VARIATIONS**

**\*\* Only School Based in Leagues - Must Play is 2 consecutive minutes per half**

*Kids Court All Day Hoops Leagues*

Clock- 14-minute running half

2 timeouts per half



8' foot hoops

Free throw line- 12' (3' in front of normal foul line), will be allowed contact with the free throw line

Lane Violation- 5-seconds in the lane

Pressing - No pressing. K-3 Instructional players must stay behind 3 point line

### 3rd/4th Grade All Day Hoops League

Clock - 15 minute running half, clock stops in last two minutes.

2 timeouts per half

Free throw line- 12' (3' in front of normal foul line), will be allowed contact with the free throw line

No Pressing, however we will allow transition. We will not slow down fast breaks. Defenses should make an effort to get back, but if there is a turnover we will play on.

\*\* Will be not be allowed to run out the clock in the backcourt of a 1 basket game.

20-point Lead- The team leading by 20 points may not go past the 3 point line at any time

Ball Size – 28.5 Women's Size

Players allowed 6 personal fouls

Lane Violation- 5-seconds in the lane

10' foot hoops

### 5th Grade All Day Hoops League

Clock- 16 minute running half, clock stops in last two minutes.

2 timeouts per half

Free throw line- 15', will be allowed to cross the free throw line, but not run in

Lane Violation- 3-seconds in the lane

Pressing- Players may pick up full court

20-point Lead- The team leading by 20 points may not go past half court at any time

Ball Size – 28.5 for girls, 29.5 for boys

Players allowed 6 personal fouls

### 6th Grade All Day Hoops League

Clock- 16 minute running half, clock stops in last two minutes.

2 timeouts per half

Free throw line- 15', will NOT be allowed contact with the free throw line

Lane Violation- 3-seconds in the lane

Pressing- Players may pick up full court

20-point Lead- The team leading by 20 points may not go past half court at any time under 2 minutes left in game.

Ball Size – 28.5 for girls, 29.5 for boys



### 7th & 8th Grade, JV and Varsity All Day Hoops League

Same as above with following exceptions:

Clock- 17 minute running half, clock stops in last two minutes.

### **TIE-BREAKERS**

#### **Two-Team Tie**

The following procedure will be used in the following order until the tie is broken:

1. Won-lost results of head-to-head competition between the two teams.
2. Won-lost record of the two teams versus the No. 1 seed (and proceeding through the standings, if necessary).
3. Coin flip by the Commissioner.

#### **Three-Team Tie (or more)**

When three or more teams are tied, the following procedure will be used in the following order until the tie is broken. If two teams remain tied after a tiebreaker provision, the two-team tiebreaker formula will be used.

1. Best winning percentage of games played among the tied teams (Example: Team A is 3-1, Team B is 2-2 and Team C is 1-3 - Team A would be seeded highest, Team B second-highest and Team C lowest of the three).
2. Best winning percentage of the tied teams versus the No. 1 seed (and proceeding through the standings, if necessary).
3. If two teams remain, coin flip by the Commissioner.
4. If three or more teams remain, draw by the Commissioner.

### **TECHNICAL FOUL POLICY**

All technical fouls assessed by the officials are final and will not be overturned. Technical fouls are considered personal fouls. 2 free throws for technical fouls

Definition of an Unsportsmanlike or Technical Foul:

This includes, but is not limited to acts or conduct such as: Disrespectfully addressing, threatening, or contacting an official or gesturing in such manner as to indicate resentment, using profanity, baiting or taunting an opponent or official and any act towards an official or player that is perceived as unsportsmanlike

### **PENALTIES**



**Players:** A player who receives 2 technical fouls during a game will be ejected for the remainder of the game and suspended for next game.

A player who receives 4 technical fouls during a season will be suspended for the remainder of the season.

**Coaches:** A coach who receives a technical foul during a game will be required to remain seated for the duration of the game.

If a coach receives two (2) technical fouls in a game, he will be ejected from the game.

If a coach receives a total of 3 technical fouls in a season, the coach will be suspended for the remainder of the session.

**Spectators:** If a spectator is ejected from the game, the spectator will be suspended from the facility for the day.

If a spectator is ejected from a game two times during the season, the spectator is suspended for the league. The person ejected must meet with All Day Hoops management before entering back in the facility.

**Fighting:**

Any individual involved in fighting will be suspended from all activities at All Day Hoops indefinitely.

**NOTE:** All Day Hoops reserves the rights to alter the length of the suspensions depending on the severity of the act. Suspended individual must meet with All Day Hoops management before returning to facility

**Crowd Warnings:**

Officials may issue a crowd warning. Subsequent behavior may result in a technical foul or forfeiture.

### **GAME NOTIFICATION POLICY**

Prior to each league starting, the schedules will be posted on The All Day Hoops league website at [www.alldayhoops.com](http://www.alldayhoops.com) under LEAGUES. Notification of these schedules being posted will be e-mailed to the team contacts. Current email addresses should be provided by the teams at the time of registration. It is the responsibility of the teams to locate their schedule and appear for their scheduled games. In the event that a game change should occur, All Day Hoops will either send an email notification, text, call head coach and/or post to social media site to inform them of the game change.



### **GAME SCHEDULING POLICY**

Over the past few seasons, requests for game changes have continued to grow in number, frequency, and difficulty. It is the goal of All Day Hoops to attempt to meet team's needs to the best of its ability by taking into consideration requests that are made prior to the registration deadline and before the schedules are released. It is impossible to fulfill all requests, but a majority of them can be met if they are known about when a team is registered.

Blocking specific dates will be taken into consideration prior to the registration deadline. It is the intent of All Day Hoops to first use the primary days of play for scheduling purposes and secondary days of play as alternatives. All Day Hoops reserves the right to use secondary days, so requests should be made with that in mind.

A team may request to not play before or after a certain time. These requests are taken into consideration with travel and work schedules in mind. All Day Hoops reserves the right to evaluate where teams are located and meet these requests accordingly.

Please respect the fact that the more requests each team asks for to accommodate their own schedule, the more hardships it causes for the other teams involved. Please limit your requests to only those that are truly essential.

### **WEATHER CANCELLATIONS**

It is the policy of All Day Hoops to ensure the safety of the teams and patrons when inclement weather arrives. If conditions are unplayable before the first game or conditions decline throughout the day, a decision will be made as soon as possible to inform the team spokesperson of the cancellation.

In the event of a game being cancelled by All Day Hoops due to inclement weather, a scheduled make up day will be assigned. If either of the teams are unable to play on the assigned day, the game will not be made up.

\*\*All Day Hoops reserves the right to modify rules and regulations as it deems appropriate and that all rules and regulations are listed as a guide.