

Brightbill Park Summer Basketball League Rules and Regulations

1. No players may be added to rosters after Coaches Meeting.
 - a. All players must wear a **current** team shirt for each game.
 - i. The only exception will be LPT shirt issue.
 - ii. Players without team shirt will not be permitted to play.
 - b. Player shirts may not be altered.
 - i. If altered, the player(s) will not be permitted to play until the shirt is corrected. **NO EXCEPTIONS!**
 - c. Appropriate athletic attire and footwear will be required.
 - d. Lost or altered shirts will require the player(s) to pay for a new shirt.
 - i. Cost of a new shirt is \$35.
 - ii. The player will be permitted to play once payment is made to LPT Parks and Recreation Department and until shirt arrives.
2. **NO jewelry** may be worn during a game.
 - a. This includes earrings, necklaces, bracelets, and anything else considered jewelry.
 - b. Any hard items worn in hair (barrettes, beads, plastic headbands, etc.) are also not permitted.
 - c. Players will not be able to enter the game until the jewelry is removed.
 - d. If found during game the item must be removed immediately or the player will be removed from the game.
 - e. **PLACING TAPE OR BANDAGES** over the jewelry are not permitted.
3. Pressing Rules: during the regular season, staff has the authority to request “no press”.
 - a. The 08-10 division may not press any team until 9 minutes left in the second half and if not leading by 15 or more points.
 - b. Divisions older than 08–10-year-olds may not press if leading by 20 or more points.
 - c. During the playoffs, no team may press if they lead by more than their regular season point allowance which will carry over to overtime as well.
4. Mercy Rule: occurs when a team at the start or during the second half is leading by more than 30 points. When this happens, the following will occur:
 - a. The score will stop being kept visibly but will still be kept on the score sheets.
 - b. The clock will continue to run under 2 minutes except for the following for either team:
 - i. Called time out.
 - ii. Player injury.
 - iii. Shooting free throws.
 - c. The team causing the mercy rule while on defense must pull their players back to the 3-point line and not step up to play defense on the ball until the offensive team approaches the 3-point line. At that point defense can be played back to half court.
5. Zone, man-to-man or other defenses will be left to the discretion of each coach.
6. If a coach or player receives a Direct Technical Foul, they will be ejected from the game and suspended for ONE game immediately following it.

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- a. Coaches must leave the park facilities; failure to do so will result in forfeiting the game.
 - b. Players are permitted to sit on the bench but if they become a distraction, they must leave the park facilities.
 - c. Second offense during the season will result in a meeting with the coordinator.
 - d. Third offense will result in ejection from the league.
 - e. Physical altercations (including fighting) will/may result in immediate ejection from the league.
 - f. A coach that is ejected during the playoffs for the current season may forfeit his/her right to coach a team for the following season.
 - g. The level of discipline shall be determined by the league officials, based on the severity of the infraction.
7. A head coach will receive an Indirect Technical Foul if an assistant coach or player receives a Direct Technical Foul OR if a fan of the team is ejected from the park.
- a. When a head coach receives an Indirect Technical Foul, he/she MUST sit on the bench for the remainder of the game. Two Indirect Technical Fouls for a head coach will result in ejection from the game. See Rule 6 for consequences.
8. In the even a team receives TWO Direct Technical fouls, a warning will be given immediately. If a third Direct Technical foul is given the game will result in a forfeit.
9. Good sportsmanship MUST be demonstrated by coaches, players, and spectators. No horseplay is permitted.
10. Games consist of two 18-minute running clock halves.
- a. With 2-minutes remaining in the half, the clock will stop on all dead balls.
 - i. EXCEPTION: see Rule 4.b.
 - b. The clock will stop during all time outs.
 - c. The only other time the clock will stop is during referees' discretion.
 - d. There is no overtime period during the regular season.
 - e. Playoff overtime will be 4:00 with a running clock until 2-mintues remaining in overtime.
11. All teams make the playoffs at the end of the regular season.
- a. Seedings are based on team records and may be influenced by staff/coach input.
 - b. Rating forms may be distributed for input.
12. Teams are allotted THREE 30-second time outs per game.

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13. Teams may not play unless a coach is present with a visible Court Pass.
 - a. Only the head coach, up to two assistant coaches and players listed on the team roster may be permitted in the bench area. All others must be in the designated fan area outside of the court.
 - b. Only the head coach is permitted to stand within the “coaching box”.
 - c. If there is not enough room to be seated on the bench, the assistant coach(es) is permitted to stand BEHIND the player’s bench.
 - i. Their involvement is limited to assisting the head coach and the players.
 - ii. Assistant coaches who stand in the coaching box, along the sidelines or on the end line will be informed to return to the bench or stand behind it.
 - iii. Failure to comply will result in a Direct Technical foul and removal from the park. Failure to leave the park will result in forfeiting the game.
 - iv. Repeated offenses will result in loss of coaching privileges.
 - d. Lost Court Pass are subject to a \$10 fee for a new one.
 - e. Coaches must be 18-years old unless otherwise approved by Parks and Recreations staff.
14. Each team must start with a minimum of 4 players.
 - a. If 4 players are at the court at the start of game time, then the game starts on time. There will be no waiting for additional players to start the game, they can enter during the first dead ball when they get there.
 - b. Players must be a part of the team roster.
 - i. If a player is found to be playing for a team and is not affiliated with the Brightbill Summer Basketball League the result will be the entire team will be suspended for the remainder of the season.
15. Players may only participate on one team.
 - a. If a player is found to be playing on two teams the result will be the player will be suspended for the remainder of the season.
16. Games will result in a forfeit if a team is 15 minutes late.
17. If a team knows in advance they must forfeit, please inform the Parks and Recreation staff AND the opposing team’s coach.
 - a. If there is a “no call/no show” your team will be charged a \$10 fee.
 - b. All fees must be paid prior to the playoffs, or your team will be disqualified from playoffs.
18. Due to lack of court time, all rained out games will not be made up.
 - a. Head coaches are to inform all assistant coaches, players and parents in the event of any cancellations.
 - b. Coaches will be contacted by Parks and Recreation staff directly.
 - i. Inform coaches/players/parents to follow @BrightbillBball on Twitter to get instant notifications on weather updates as they happen real time at the park.
19. All other PIAA rules and regulations will be followed when not addressed here.

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20. PIAA referees will only be provided during the playoffs. Staff will officiate regular season games.
21. Lower Paxton Township Parks and Recreation Department reserves the right to request a birth certificate for proof of age.

Parks and Recreation Brightbill Basketball Staff may be contacted by calling 717-657-5600 Monday through Friday between 8:00 AM – 5:00 PM.