



2026 SUMMER LEAGUE RULES

Absolutely NO sports drinks, soda or food in the gym--this will be strictly enforced! Only water and popcorn can be brought into the gym. Wipe up any spilled water IMMEDIATELY.

- Games will consist of two 18-minute halves with a continuous clock.
- Game clock will stop for time outs. The clock will also stop on whistles in the last 2 minutes of each half, unless one team is winning by 15 or more points.
- There will be 5-minute warm-ups between games, if time permits.
- One-and-one bonus will be shot at the 7th team foul in each half. Double Bonus on the 10th team foul.
- **1 FT to earn 2 or 3 points on a shooting foul, 1 and 1 bonus stays the same, and double bonus is 1 FT for 2 points**
- Full court pressing permitted at 6th, 7th and 8th grade levels at all times, unless you are up by 15 points or more. *5th grade can full court press only in the final 2 minutes of each half, UNLESS PRESSING TEAM IS UP 15 POINTS OR MORE.*
- Zones are allowed at 6th through 8th grades only.
- 5th & 6th grade boys will use 28.5 in. ball.
- There will be 2 full time outs per game.
- Overtime (OT) will be 2-minutes with clock stopping last 1 minute. One additional timeout is awarded per overtime. Jump ball at beginning of game and all OTs.
- A technical foul is an automatic 2 points and the ball for the offended team. Technical fouls on players count as personal fouls. Intentional fouls will be 2 foul shots plus ball.
- Two technical fouls by the same person results in an automatic ejection from the game and **SUBSEQUENT GAME, AND THE PERSON WILL BE REQUIRED TO LEAVE THE PREMISES.**
- All other rules will follow WIAA guidelines. Win-Loss Records are not kept.
- Referees have the final say in all games.
- Each team should be prepared to supply one parent to assist with the score book and score clock.

NOTE: There is a certified trainer on-site during Summer League games. If your player has an injury, please notify the trainer who is stationed in the main Fieldhouse.