

Senior High League Behavioral Policies

The SHL operates teams and games much the same as Pennsylvania Interscholastic Athletic Association high school basketball. We use PIAA rules and referees with the exception that all players must play at least the equivalent of two full quarters.

Note: Unlike the lower (younger) leagues, all players do not have to play equally. Since we have less than 10 on a team, some players may play more than others as long as every player plays 16 minutes.

Players will not be allowed to play without a league issued uniform jersey. No substitute uniforms jersey will be allowed on the court. Players should wear the league issued shorts but will be permitted to wear substitute shorts. No jewelry is permitted.

Players and/or coaches will be ejected after receiving a second technical foul for any unsportsmanlike behavior, including swearing. A player and/or coach is automatically ejected and suspended for the next full game. There are no exceptions to this rule (including playoffs) and suspensions will carry over to the following season.

Both players involved in a fight will be automatically ejected for and suspended for the next full game, no matter who began the fight. Upon the second infraction, both players will be suspended for the remainder of the season. Players who leave the bench to join a fight will also be ejected. Coaches may leave the bench only to restrain their own players.

Coaches should advise players that they should walk away from any confrontations, verbal or physical (no matter which player was the instigator) or risk being ejected.

It is the responsibility of ALL coaches, players, parents, relatives, and other spectators to maintain the highest standards of conduct for their behavior at all Radnor Basketball events. Abusive and obscene language, violent play, violent conduct, fighting, and other behaviors detrimental to the sporting event will not be tolerated.

SHL Director reserves the right to take action as deemed necessary up to and including permanent dismissal from the SHL without refund.

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Player Attendance & Replacement Policies

Although the SHL is "recreation basketball," there are attendance policies designed to prevent the league from deteriorating into pick-up basketball. There are boys on the wait-list who have paid a fee with the hope of joining the league. There is no reason to tolerate poor attendance among existing players.

Player Attendance policy

- Any player who continually misses games will be dismissed from the team and permanently replaced with a comparable wait-listed player. Coaches should contact the league director(s) if they wish to dismiss a player.
- Any player who twice fails to notify his coach in advance if he cannot attend a game will be dismissed from the team upon his second infraction and permanently replaced with a comparable wait-listed player.
- After January 31, wait list for roster replacements is frozen.

Player Replacement Policy (Rule of seven)

- If a team will have less than seven players on game day, the coach may recruit enough player(s) registered on the SHL wait-list or in the 9th Grade League to bring his total available players to seven.
- If a team has seven or more regular roster players in attendance, a coach may not add a replacement player.

Coaches are required to warn players about these attendance policies, monitor attendance, and inform the SHL director(s) when a player has repeatedly violated attendance policies.

Coaches should check for email and text messages from players on game day mornings to ensure that their team has sufficient players. Coaches are advised to bring rosters & player's phone numbers to the gym on game day, so they can easily check attendance or call missing players.

Once a replacement player(s) has been used, coaches must report their missing roster players and the name of their replacement players to the league directors(s) by the following Monday.

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Coaches Responsibilities

Thursday or Friday

Contact your team and **remind players of the game time** and the need to wear their full uniforms. **Ask for a response** as to whether they can play or not cannot play, so you will know that they have received your message.

You should **start each game with at least seven players**. If you have six players or less, you may contact league directors(s) for the list of registered player(s) on the SHL wait-list or in the 9th Grade League. You may not request a replacement player unless you will have six players or less.

GAME DAY

Before all games: Make sure your players are in **full uniform**. Referees will not allow players to compete without league issued uniform jersey. Shirts should be tucked in, and shorts not sag below the waist. Coaches are requested to help referees enforce this rule.

Before first game

Both coaches should arrive 30 minutes early to make sure gym is ready: lights, seats, baskets, scorers table, chairs, etc. Home team coach will **plug in and set up the scoreboard**. The Sulpizio scoreboard is in a closet on the south side of the gym in a lock box. The RMS scoreboard is in a lock box to the right as you enter the gym. **The combination to both is 4411**. It is the home team's responsibility to identify someone who will operate the scoreboard.

After the last game

Lock the scoreboard in the lock box. Pick up trash, scorebooks, sweat shirts, etc. At RMS, push the stands back to the wall.

Sunday night

Text or email the SHL Director with: 1) scores, 2) names of players who missed the game without notifying you.

Senior High League Playing Time/Playoffs

Playing time

Players do not have to play equal time but each player must play at least 16 minutes (half the game). The 16-minute playing time rule does not apply to overtime period(s).

Coaches are not required to substitute at the 4:00 minute mark (required in lower/younger leagues to help coaches/referees keep track of players times) but coaches are responsible for adhering to the 16 minute playing time rule during regulation. Exceptions include injury, foul trouble, players arriving late/leaving early, and disciplinary action (technical, etc). Violations will result in game forfeits.

Press Rule

To practice good sportsmanship and help prevent issues above, no pressing if a team is winning by 15 or more points.

Timeouts

Teams are allowed 4 timeouts per game.

Overtime

An additional 4:00 period with 1 time out per team is granted for overtime. Timeout carryover is not allowed. Regular season games will end in a tie if winner not determined after 1 overtime period. Playoff games will continue with additional 4:00 periods (1 time out per team, no carryover). Playing time rule does not apply to overtime period(s).

Final Standings and Playoff Tie-breakers

Final standings are used to determine the top 4 teams in each division (Silver & Black) that qualify for the post-season tournament. Final standings are also used to determine the order in which each team will draft players at the beginning of the following year.

If two or more teams are tied with identical records, the following tie-breakers will be used. In the event that teams are still tied, the opponents strength of schedule

will be used to determine the final rankings and, if necessary, the playoff teams. Note that game scores or margin of victory are not used to determine standings.

- 1) Overall record
- 2) Head to Head record
- 3) Divisional record

Senior High League Zero Tolerance Policy

Ejections

A player, coach or spectator may be ejected from a game for any inappropriate behavior or other violation of the Zero Tolerance Policy.

An adult coach or adult spectator who is ejected must leave the gym location. A player or student coach under 18 who is ejected must remain on the team bench and be supervised by the team's adult coach/manager. However, an ejected spectator or player under 18 may leave the gym if escorted by their parent, guardian or an adult responsible for their care.

All players, coaches and spectators ejected from a game shall be reported to the league officers to determine if further action or discipline is required.

Zero Tolerance Policy

All players, coaches, volunteers, referees or spectators must abide by all policies, rules and behavior requirements of the league.

Any player, coach, volunteer, referee or spectator can be ejected from a game by a ref or be suspended or refused further participation in any league activities due to any unacceptable behavior, actions, communications, complaints, threats, reports of illegal or inappropriate activities, etc. at the sole discretion and decision of the responsible officers of the league.

All coaches, players, parents and other spectators are required to behave themselves appropriately at all Radnor Basketball events. Abusive and obscene language, violent play, violent conduct, fighting, and other behaviors considered objectionable or inappropriate by the league officers will not be tolerated. Officers of Radnor Youth Basketball will take action as deemed necessary, including suspension or permanent dismissal from the program without any refund.