

SCSL Basketball Rules

League Format Rules

- The regular season rankings will be based on the game records for each team (Wins, Losses, Ties).
- If two teams are tied with the same record, tie breakers will be used as follows:
 - 1st Tiebreaker: Head-on result - The team that won the matchup between the two teams that are tied will be the team that is placed above on the rankings.
 - 2nd Tiebreaker: Points Scored - If the teams tied during their regular season matchup the team with the most points scored throughout their regular season games will earn the higher placing.
 - Points scored will be tracked throughout the season, but there will be a limit to how many points a team can add to their points scored tally per each game; this is done to avoid encouraging major blowouts in one sided matchups. The maximum points added to the points scored tally will be 20 points in the Minors Division and 30 points in the Majors Division.
- If a team forfeits for any reason (late arrival, no show, not enough players, etc.) the following will be the scores for the matches:
 - Minors Division - Forfeiting team will lose 10-0
 - Majors Division - Forfeiting team will lose 15-0

Team Information

- Games will follow a 5v5 format.
- Teams are strongly encouraged to play at least 2 female players during the entire game.
- Teams must have at least 4 players present to begin a game, and 3 players on the court to finish a game.
- All players must have a signed waiver to participate, and each team's roster must not exceed 12 players (this is to ensure all players get adequate play time).
- Players rostered for a team cannot play with any other team in the same division, but players can participate with another team in a different division if they fulfill the eligibility requirements (i.e. a Minors division player can play on a Minors and a Majors team, but not two different Minors teams).
- If a team is not able to be present for a game, they must give a 24 hour notice that they will be forfeiting the match.

General Rules

- *Duration:* Two (2) 20-minute halves with a 5 minute half time.
- *Grace period:* A five minute grace period will be given for teams waiting on players after which the team will have to play with the players present or forfeit if they do not have enough players to field a team.
- *Substitutions:* There is no limit to the number of substitutions, but all subs must be made on a dead ball in which the team substituting has possession or at the same time as the other team is making substitutions.
- *Referee:* One to two referees will be in charge of each match, including any playoff matches. The referees' calls are final and cannot be changed after the fact. League representatives will be present in case the referees would like to consult a decision before finalizing it, but this must be initiated by the referee.
- *Handshake:* Players will line up to shake hands after the end of each match..

Player equipment

- All players from each team must line up at the half court to have their uniforms and equipment checked by the referees.

- **Required Equipment:**
 - SCSL Jersey or team jersey
 - Black shorts
 - Athletic shoes
- **Banned Equipment:**
 - Jewelry (Earrings, necklaces, bracelets, watches, etc)
 - Open-toed shoes (Sandals, slides, etc)
 - Jeans
 - Baseball caps
 - Bandanas

Game Play

- Shots behind the 3-point line= 3 points
- Shots made in front of the 3-point line= 2 points
- Free throws= 1 point each
- **1 minute stop time at the end of the first half, and 2 minute stop time at the end of the second half**
 - **The 2nd half 2-minute stop time will not stop if any team is losing by 20+ points**
- Clock doesn't stop during regular game play free throws, EXCEPT in the last 1 minute of the 1st half, the last 2 minutes of the 2nd half, and during overtime.
- **For Minors division:** On defense, players must remain with at least one foot on the labeled X's on the floor (2-3 format).
- Full court press will not be allowed until the 1 minute stop time at the end of the first and 2 minute stop time at the end of the second half
 - No press will be allowed if any team is losing by 20+ points
- The ball **does not** advance to half court on a timeout.
- Each team will be given 2 30-second timeouts per half, with a total of 4 per game.

Spectator Information

- All spectators are required to stay seated in the stands/bleachers at all times.
- Coaches and designated team volunteers may stand on the sidelines and may enter the court to form team huddles only at timeouts.

Fouls/Techs

- Players will foul out (not be allowed to play the remainder of the game) if they commit 5 fouls.
- After 5 team fouls for the half, the 1 and 1 bonus begins.
 - No shooting fouls until the 5th team foul.
- After 7 team fouls for the half, begins the 2 shot double bonus.
- All tech fouls will count as a personal foul, and players will not be allowed to play for the remainder of the game.
- **Unsportsmanlike conduct will not be tolerated from any player, coach, spectator, etc. (cursing, intentional dangerous contact, etc.) with a referee or other players/coaches. The referee can give a two shot technical at his discretion.**
- Actions deemed dangerous or harmful to other players, coaches, or spectators will lead to expulsion from the court.

Other Penalties

- 5 second inbound: Players must inbound the ball within 5 seconds of receiving the ball from the referee.
- Line infractions (free throws, inbounds, half court, etc.): Line infractions will be called when a player steps on or past the limiting line in the given game situation..

- 10 seconds to reach half-court: Players must reach the offensive half of the court in 10 seconds when in possession of the ball.

Possession

- The game will begin with a jump ball, and the alternating-possession procedure will be used after that.
- The direction of the arrow will be changed prior to the start of the second half to "account for the teams switching ends of the court." This ensures that the team that had the possession arrow at the end of the first half will still have it to begin the second.
- Teams will start the 2nd half on the opposite side of the court that they started on.

Overtime period

- The overtime session is 3 minutes long.
- If a team has a time-out left from regulation they may use those time-outs during the overtime period.
- **If the game is still tied at the end of the first overtime, then the game will end as a tie. This will not apply during playoff matches.**
- During playoff matches, up to 3 overtime games may be played.
 - 2nd and 3rd overtimes are 1 minute game play, with time stopping at each dead ball. A referee whistle will designate a dead ball due to a foul or violation.

