

GENERAL RULES AND MODIFICATIONS

The SCMAF Basketball rules and California Interscholastic Federation (CIF) rules shall be employed except when they are in conflict with the following SCMAF rules:

1. A team may start a game with four (4) rostered players to avoid a forfeit. When the fifth player arrives, he/she may enter game at the next dead ball, but must enter by second dead ball, meeting player's minimum play requirement.
2. All players listed on the team roster must be listed in the official scorebook. Non-playing team members must be designated as injured/manager, or other.
3. Minimum Play Rule - In all **T.L.C.** Divisions, a minimum play rule shall be enforced. **NOTE:** OPEN Classification Divisions will not have a Minimum Play Rule. Free substitutions are allowed throughout play.
 - Each player must play a minimum of five (5) consecutive minutes in each half. An official's time out not charged to either team, shall be called at the nearest midway point of the quarter or on the next dead ball, for the sole purpose of substitutions to meet the minimum play rule. Player must start his/her consecutive minutes at either the beginning or midpoint of a quarter in each half. Consecutive minutes begun in one quarter may not be carried over into the next quarter or half.
 - Late arriving players: Players reporting to the scorekeeper with more than five minutes remaining in the 1st half must meet the requirement of five consecutive minutes remaining in the 1st half. Players reporting to the official scorekeeper with less than 5 minutes remaining in the 1st half may not participate until the 2nd half. Player must meet the minimum play requirements of 5 consecutive minutes in the 2nd half.
 - Exceptions to the minimum play rule are allowed for players who are unable to participate due to injury or disqualification.
 - As a courtesy, the scorekeepers are encouraged to notify all coaches at the start of each quarter, on the status of satisfying the minimum play rule. The ultimate accountability for compliance is the head coach's responsibility. The official scorekeeper shall determine compliance.
 - Penalty for non-compliance will be forfeiture of the game. In the event of a question regarding minimum play rule compliance, the site director upon consultation with the official scorekeeper, shall render the final decision on the spot.
 - Free substitutions may only be made if all players on that team's roster have met the minimum play requirement for that half. Free substitutions are defined as those made at any time other than the beginning or midway time out.
4. Maximum Play Rule – In all T.L.C. Divisions, a maximum play rule of thirty-five (35) minutes in a regulation game (not including overtime period or periods) shall be enforced. (See SCMAF Rules for complete rule) **NOTE:** OPEN Classification Divisions will not have a Maximum Play Rule. Free substitutions are allowed throughout play.

5. Time of Game – A game shall consist of four (4) ten (10) minute quarters, running clock, with regulation clock the last two (2) minutes of the fourth quarter. Clock will stop for all time outs, technical fouls and at the minimum play substitution time out. If at any time in the last two (2) minutes of the fourth quarter a team has a twenty (20) or more point lead, running time shall be used. If at any time in the last two (2) minutes of the fourth quarter the score differential falls below twenty (20) points, regulation clock will be used.
6. Overtime Period – The Overtime Period shall be two (2) minutes regulation clock.
7. Between Periods - There shall be one (1) minute between quarters and five (5) minutes between halves.
8. Time Outs – Four (4) time outs, one (1) minute in duration, per game and one (1) time out for each overtime period may be used by each team.
9. **The Bonus Rule – It is the second free throw awarded for a common foul (except a player-control foul) as follows: Beginning with a team's fifth (5th) foul in each quarter, two (2) free throw are awarded, regardless of whether or not the first free throw is successful. Team fouls will be reset to zero at the end of each quarter. Player-control fouls and technical fouls are counted as team fouls to reach the bonus free throw.**
10. Dunking – No dunking is permitted in Divisions “B”, or “C”. Penalty: Technical foul for each offense. Dunking is permitted in the “AA” & “A” Division subject to local facility rules.
11. Three (3) Point Shot – The three-point shot is allowed in T.L.C. and Open Divisions.
12. Back Court Press – The back-court press is allowed in T.L.C. and Open Divisions. NOTE: In the “T.L.C.” and Open C Division Tournaments, the full court press is allowed during the last 2 minutes of the game if within 10 points.
13. Key Violation – In the “C” Division, a five (5) second key violation with a twelve (12) foot free throw line will be enforced.
14. Coaching Rule - The SCMAF Coaching Rule is subject to enforcement upon official's discretion or when coach receives first technical foul. The coaches' box shall be limited to the length of the bench. If a coach is issued a technical foul, the coaches shall be seated on the bench except to substitute a player; to signal players to request a time out; to react to an outstanding play; to replace a disqualified or injured player; to attend to an injured player when beckoned onto the court by an official; or to rise during a time out or intermission between quarters and extra periods. If ejected from the game with two direct technical fouls the coach must sit out the next schedule game. Only two coaches are allowed on the team bench.
15. Free-throw Lane Violation - All players along lane are able to enter the lane on the release of the shot. Players occupying marked free-throw lane lines spaces may not enter the free-throw semicircle until the ball touches the ring or until the free throw ends. The shooter also cannot enter the lane until the free-throw attempt strikes the backboard or ring, or until the free throw ends. A player, other than the free thrower, who does not occupy a marked lane space, may not have either foot beyond the vertical plane of the free-throw line extended and the three-point line which is farther from the basket until the ball touches the ring or backboard or until the free throw ends.
16. Shot Clock Rule - No shot clock will be used.

17. Ten (10) Second Rule – In all play (Boys & Girls) a player shall not, nor may his/her team be in continuous control of the ball that is in his/her backcourt for ten seconds.
18. SCMAF SPORTSMANSHIP RULE: If a team has a lead of twenty (20) points or more all of the following rules go into effect:
 - (a) The leading team must allow the offense to move the ball across the plane of the top of the key extended sideline to sideline in the frontcourt. Penalty: A warning to the team on the first offense and a team technical foul for all other offenses.
 - (b) During the last two (2) minutes of the fourth quarter, running time shall be used.
 - (c) The possession arrow will be set toward the trailing team's basket, and will not be reversed until an alternating-possession situation occurs after the point differential falls below fifteen (15) points.
19. Players are disqualified from play after committing five (5) fouls.
20. The minimum penalty for a player removed from the game for unsportsmanlike behavior or ejected coach is suspension from the game and following game. Suspension could be for the remainder of the tournament as deemed by the Tournament Director.

SPORTSMANSHIP

The philosophy of SCMAF is to instill in young people a positive attitude, good sportsmanship, sound fundamentals, confidence, and high moral standards.

The coaches representing these agencies and Associations are responsible to coach in a respectable manner while on and off the playing area. All coaches will play all players unless sick or injured. Coaches will preserve all safety precautions in order to secure the well-being of all participants.