

Youth Rules and Regulations

The Official SCMAF Youth Sports Rules shall govern play.

PLAYING COURT AND EQUIPMENT

- ⇒ The court dimensions shall be a minimum of 30' x 60' and a maximum of 50' x 94'.
- ⇒ C Division will use a 12 foot free throw line.
- ⇒ A & B Divisions will use an Official size basketball.
- ⇒ C Division will use a 28.5" circumference.
- ⇒ D & Pee Wee Divisions will use a 27.5' circumference
- ⇒ D & Pee Wee Divisions will use a rim height of 7.5 feet
- ⇒ All participants are required to wear athletic shoes during practice, scrimmages and games.

GENERAL RULES FOR YOUTH DIVISIONS

Rule 1. Minimum Play Rule

- ⇒ In all competition, a minimum play rule will be enforced. Each player must play a minimum of four (4) consecutive minutes in each half . An official's timeout 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 .
- ⇒ Late arriving players reporting to the scorekeeper with more than four (4) minutes in the first half or the second half must meet the minimum play rule.
- ⇒ Exceptions to the minimum play rule are allowed for players who are unable to participate due to injury, illness or disqualification.

Rule 1a. Player Substitutions

- ⇒ All minimum play requirements must be met in the first and third quarter. (All players on the bench at the midway point of the first and third quarter must enter the game and remain in play until the end of the quarter.
- ⇒ Open Substitutions will be in effect in the second and fourth quarter if all minimum play requirements are met for all players. Substitutions may only be made when the ball is dead and the clock is stopped.

Rule 2. Game Time

- ⇒ A game shall consist of four (4), eight minute quarters, running clock, with regulation clock the last two (2) minutes of the fourth quarter. If at any time during the last two minutes of the fourth quarter, a team has a **eleven** or more point lead, running time shall be used. There shall be one minute between quarters and three minutes between halves.

Rule 3. Overtime Period.

- ⇒ The overtime period shall consist of two minutes regulation clock. Fouls carry over (Only one OT unless its playoffs)

Rule 4. Time Outs.

- ⇒ Two Time outs per half, one minute in duration per game. One time out for each overtime period.

Rule 5. The Bonus Rule.

- ⇒ The bonus 1 + 1 rule shall be in effect on the 7th team foul each half. Double Bonus 2 shots rule will take effect on the 10th foul.

Rule 6. Dunking.

- ⇒ No dunking is permitted. Penalty: Technical Foul.

Rule 7. Back Court Press.

- ⇒ **In C, D, and Pee Wee Divisions**, no back court press is allowed once the offense is in possession of the ball.
- ⇒ **In the C Division**, Back Court Press is Allowed the last two minutes of the fourth quarter.
- ⇒ **In A & B Divisions**, a team with a twenty or more point lead may not press or guard the offense in the back court. The defense must allow the offense to move the ball across the plane of the mid court line.

Rule 8. Ball Inbounds

- ⇒ **In the C Division**, during the last 2 minutes of the game, the team in possession of the ball and calling a timeout must inbound the ball at mid court into the forecourt.



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Rule 9. Key Violation

- ⇒ In the C Division, a five second key violation with a twelve foot free throw line will be enforced.
- ⇒ In A & B Divisions, a three second key violation will be enforced

Rule 10. Coaching Rule.

- ⇒ Coaches shall be seated at all times on the bench except to substitute a player; to signal a timeout; 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 timeout or intermission between quarters and extra points. The SCMAF coaching rule is subject to enforcement upon official's discretion or when coach receives first technical foul.

Rule 11. Along the Lane.

- ⇒ All players along the lane are prohibited from moving during a free throw attempt until the ball is released from the shooters hands.

Rule 12. No Shot Clock.

Rule 13. Ten Second Rule.

- ⇒ In all play a player shall not, nor, may his/her team be in continuous control of the ball that is in his/her back court for ten seconds.

Rule 14. Uniform

- ⇒ All players must wear issued program jersey. Penalty: 2 shot technical foul. Player is subject to removal of the game. No alterations or silk screen permitted.
- ⇒ Home Team shall wear white/grey side of jersey.

Rule 15. Sportsmanship Rule

If a team has a twenty or more point lead all the following rules go into effect:

- ⇒ Leading team may not backcourt press.
- ⇒ The team trailing shall attempt 2 free throws on all defense fouls, except fouls committed on a made basket (one shot).
- ⇒ During the last 2 minutes of the fourth quarter running time shall be used. The possession arrow will be set towards the trailing team's basket and will not be reversed until an alternating possession occurs after the point differential is 19 points or less.
- ⇒ Score shall not be posted or made visible.

Rule 16. No Protests.

Rule 17. Minimum Player Rule.

- ⇒ A team may start the game with four roster players to avoid a forfeit.

Rule 18. Grace Period

- ⇒ There is no grace period, game time is forfeit time.

Rule 19. Fouls.

- ⇒ Player disqualification takes place on the 5th player foul.

Rule 20. Player and Coach Ejection

- ⇒ The minimum penalty for a player or coach ejected from a game is suspension for the game ejected and the following game. The term coach shall apply to head coach, assistant coach, statistician, trainer or other team personnel. (ZERO TOLERANCE)

SPECIAL RULES FOR D DIVISION

- ⇒ No score kept for first 4 games of the season. Score will be kept for the last 4 games of the season.
- ⇒ Running clock used the entire game. No stop clock used.

SPECIAL RULES FOR PEE WEE DIVISION

- ⇒ No score kept.
- ⇒ 4v4 games (Each team will play 4 players at one time during the game)
- ⇒ Running Clock used for the entire game. No stop clock used.

