#### **SCHEDULE**

Games are played on Mondays & Wednesdays Boys play first on Mondays and Girls play first on Wednesdays 1<sup>st</sup> game 3:30pm 2<sup>nd</sup> game - 4:30pm

Home Team is listed second and must provide:

- 1) Game ball
- 2) Official scorebook
- 3) Scoreboard operator

\*No students for scorebook or clock if possible; must have a <u>supervising</u> adult (not the coach) if students are working clock and scorebook

#### **SUPERVISION**

The home team must have an administrator present during the game.

### **GAME FORMAT**

(2) 20 minute running halves w/ stop time the last 2 minutes of the second half.

Last 2 minutes – If the point differential is 20 or more, the clock format will be running time with the clock stopping only on time outs. The game will move back to stop time if point differential is 10 points or less.

No full-court pressure when up by 20 points or more.

Four (4) time-outs per regulation game, (2) full and (2) 30 second time outs. Each team will receive one (1) additional full time-out per overtime period. Time-outs from regulation will carry over into overtime.

Overtime – 2 minutes stop time. (2) Overtime periods will be played followed by sudden death (first point). Overtime periods are considered an extension of the second half with the exception of starting with a jump ball at center court.

### **SPORTSMANSHIP**

Technical fouls – Automatic 2 points and possession of the ball. Any player who receives a technical foul must be substituted out of the game for a minimum of one possession. (2) Technical fouls will result in an ejection.

Technical fouls that lead to an ejection, for players or coaches, will result in a 1 game suspension. Two ejections/game suspensions will result in being suspended for the remainder of the season.

The referee has the discretion to issue technical fouls to the coach/bench for fan conduct and/or removal from the gym.

## **ELIGIBILITY**

In order to participate in the SCUSD league, the player must be enrolled at that school that he/she is playing for.

A player who turns 16 years old at any time during the season is ineligible to play the entire season.

A player must attend school on the day of the game in order to play.

The league does not enforce a GPA requirement. This will be left up to the school to determine the academic status of the student/athlete.

# **PLAYOFF TIE BREAKER**

- 1) Head to Head
- 2) Point Differential (maximum 20 points)
- 3) Coin Flip