



2017-2018 SCYBA Rule Clarification Quick Tips General Game Regulations

- Each team must have four players at the scheduled game time to begin a game. If not, the game will be forfeited. If neither team can field a team, the game shall be a double forfeit
- A five minute grace period is allotted for the first scheduled game of the day. No other games will be permitted a grace period.
- The game will consist of four quarters with a “running clock”. The clock will be stopped only for the following:
 1. Team time-outs or official called time-outs.
 2. With the whistle during the last two minutes (one for 6U) of the game (except when a team is leading by 20 points or more).
 3. If a team has a lead of 20 points or more with 2 minutes or less left in the game, the clock will not stop until the lead falls below the 10 point mark or time runs out.
 4. At every official’s whistle during an overtime period.
- There will be a one minute break between quarters and a five minute break between halves unless otherwise instructed by the League/Gym Director.
- In the case of a tie at the end of regulation, a two (2) minute overtime will be played to determine the winner. The clock will stop at every official’s whistle during overtime. If the game is still tied after one overtime period, the game will go into sudden death. The first team to score will win.
- A jump ball will occur at the start of the game, and at the start of the overtime period, thereafter the alternating possession rule will apply.
- Each team will receive four time-outs per game and can be used at any time during the game. One time-out will be provided for each overtime period. Regulation time-outs do not roll over for overtime.

6U EXCEPTIONS

- A coin flip will start the game.
- One coach per team is allowed on the floor.
- The offensive team will have ten seconds to cross half court.
- No back court pressing will be allowed except in the last 2 minutes of the game or the last minute of overtime.
- The clock will only stop at the Ref's whistle during the last ONE minutes of the game (except when a team is leading by 20 points or more or during tournament play (TWO minutes then).
- No lane violations will be called at any time.
- The offense has 15 seconds after they pass half court to penetrate the 3 point line. If this does not happen, a time violation will occur. The first occurrence will result in a warning. Any subsequent violations will result in a turnover.
- With the exception of the last two minutes of regulation or the last minute of overtime the defensive team must stay below the 3 point line.
- After a steal or turnover, the offensive team cannot fast break, or advance the ball and must wait for ALL PLAYERS ON THE DEFENSIVE TEAM TO GET BACK BEHIND THEIR 3 POINT LINE BEFORE OFFENSIVE PLAY CAN RESUME (IE CROSS THE 3 POINT LINE.
- Foul shots will be taken from a temporary line one foot in front of the regulation foul line.
- Eight minute quarters

8U EXCEPTIONS

- No back court pressing will be allowed except in the last 2 minutes of the game or the last minute of overtime.
- No lane violations will be called at any time.
- Foul shots will be taken from a temporary line one foot in front of the regulation foul line. The offensive team will have ten seconds to cross half court.
- Eight minute quarters

10U EXCEPTIONS

- No back court pressing will be allowed except in the last 2 minutes of the game or the last minute of overtime.
- Lane violations will be called after 5 seconds.
- The offensive team will have ten seconds to cross half court.
- Eight minute quarters.

12U/14U/18U EXCEPTIONS

- Eight minute quarters