



**SCMB FUTURESTARS  
SUMMER BASKETBALL LEAGUE  
JUNE 16-AUG 14**



Each Coach is responsible for the conduct of his players, coaches, staff and parents. Any misconduct on or off the court will result in the immediate disqualification of the team, i.e. forfeiture for the game and possibly dismissal from the Tournament altogether.

**SCMB Future Stars Summer League**

**ADMISSION \$3**

**PLAYOFF/CHAMPIONSHIP ADMISSION PRICES \$5**

**CHILDREN 7 YEARS OLD and under FREE ADMISSION**

**League & Game Rules and Regulations**

1. Each team will be allowed free admission for 3 coaches and/or bench personnel. These coaches' names must appear on the official league roster and cannot be changed during the season.
2. Your player's full uniform "On" is his/her pass to get into the gym for free. Players will only be allowed free entrance into the gym with their full uniform on. If they do not have on a uniform, they will have to pay. (No Exceptions)
3. All Coaches and Players must arrive 30 mins prior to your 1st game. Coaches, please be prepared to provide an official Roster, Report Card and Birth Certificate for each of your players. If you are challenged on a player's eligibility and you cannot provide a Report Cards and/or Birth Certificates, the player and game may be disqualified. Always have you paperwork with you.
4. A player is allowed to participate on multiple teams within the same organization as long as he is Age or Grade eligible to play for the said team.
5. The team listed first is the home team and will wear their light colored jerseys; and will provide the game ball. The Home team will be the official game scorekeeper.
6. 6th Grade and Under will play two 14-minute running clock halves (The clock will stop only on Free Throws and Timeouts. Also, the clock will go to regulation stoppage the last 2 mins. of the game.)  
7th Grade+ Games are two 16-minute running clock halves (The clock will stop only on Free Throws and Timeouts. Also, the clock will go to regulation stoppage the last 2 mins. of the game.)
7. Teams will be given 3 minutes to warm-up prior to the game and 3 minutes for halftime.
8. Game Time is Game Time. However, the site director can start a game up to 30 minutes early, so be at the gym at least an 30 mins before your scheduled game time. And only the site director can declare a forfeit at his discretion, NOT the referees.
9. Each team has 5 timeouts per game. 3 Full and 2 Thirty Second.
10. No fighting will be tolerated. Any player who is ejected for fighting is immediately suspended for the remainder of the tournament.

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11. When the Head Coach receives a technical foul, he must sit on the bench for the remainder of the game. Coaches will be ejected on their 2<sup>nd</sup> technical foul and must leave the gym. If a coach is ejected from the game, he will not be permitted to re-enter any tournament gyms on that day, not as a coach or spectator. So if a coach has multiple teams in this tournament, he will not be allowed to coach any age group on the day that he is ejected from the gym. No Exceptions.
12. Any behavior, deemed by the director, that is disrespectful towards or puts the well being of any player, coach, official, volunteer or spectator in danger will result in your team being dismissed from the tournament without a refund.
13. In this league, players foul out on their 6th Foul.
14. OVERTIME: First period is 2 minutes in length (running time, except for free throws and timeouts) with one additional timeout given. A 2<sup>nd</sup> period is 2 minutes in length (running time, except for timeouts-the clock will not stop for free throws in the 2nd OT period). 3<sup>rd</sup> OT becomes first team to score 3 points wins. \*The only additional timeout given is in the first OT period\*
15. MERCY RULE: Team that is winning by 30 pts or more cannot full court press, but do not have to stay behind the arc. If one team leads by 25 pts. with 3:00 minutes or less, the game is called.
16. Max point differential is 15 – point cap. (Ex. Win by 40 points, Plus 15 point differential)
17. Tie Breaker: If 2 teams have the same record in the division, then head to head determines the winner. If 3 teams have the same record then point differential determines winner. Take your games you won as your plus points (15point cap), deduct the game you lost as your minus points (15point cap). Team with the best point differential wins division. If teams still remain tied, your actual game score point differential is calculated to determine winner. If no winner is still found, a coin toss will determine winner. If one team can be eliminated, the head to head match-up of the remaining 2 teams determines the winner. Note – Forfeit win is a plus/minus 15 points.
18. Please make sure you leave your bench area clean after your game.