

SOOCO

BASKETBALL LEAGUE

2010 Rules

- Game will consist of two (2) twenty minute halves. Running clock.
- The clock will stop on all official time outs and the official's whistle the last two (2) minutes of each half. (unless there is a 20 point lead – then clock continues to run)
- Each team receives 3 – “45 second” time-outs per game and cannot be carried into overtime.
- Overtime: 1st overtime will consist of a 2 minute period. If a 2nd overtime is necessary, the “sudden death” format is used: the 1st team to score a single point wins the game. One time-out is issued to each team for use in overtime periods.
- Game must begin with 5 players within 5 minutes of scheduled game time.
- Teams may finish a game with 4 players.
- Each team must supply one volunteer to work at the scorer's table for each game. Score sheets will be provided at the scorer's table.
- Teams are responsible to clean up all trash from their bench area after the game. Post game talks must be held in a different area so as to not impede the next game.
- Coaches are responsible for their team's conduct and their team parents' conduct. Unruly spectators will be asked to leave the facility – not just the gymnasium. This action may be imposed by the game officials or SoCo officials. Any spectator removed from a game may not be allowed to attend any other SoCo game for the entire season including the tournament. This decision will be determined by the SoCo officials. Unruly spectators associated with a particular team may be cause for a game forfeiture.
- Coaches who receive a technical foul will be expected to be seated for the duration of the game. If the coach is assessed a second technical, the coach will be asked to leave the gymnasium. If the particular coach/team has another game that day, the coach will start the next game with a clean slate. Remember, this is OFF SEASON basketball. Remember our commitment to sportsmanship and the example we set for the athletes. The season is about the kids, not us.
- Awards will be presented to the championship team of each division after their final game of the tournament.
- Roster names and payments must match the actual players. Any players not officially registered for the team they are playing on will cause that team to forfeit.
- Players may play up one age division, but can not play down. Players are eligible for only one roster in each age division. If a player participates in two age divisions, he/she must be officially registered for each division and must have paid for both teams. In such a situation, the player assumes the risk of any scheduling conflict.
- Teams are responsible for their own practice facilities, and for their own numbered game jerseys.
- If two teams have identical jerseys, with no option of reversible's, the visiting team must wear the SoCo supplied yellow pennies.
- Teams will be seeded for the end of season single elimination tournament based on their placement in their division. The following tie-breaker rules apply:
 1. Head to head competition
 2. record against common opponents
 3. fewest average cumulative points allowed (defensive criteria)
 4. Coin toss