

**SCUSD ELEMENTARY SCHOOL BASKETBALL RULE BOOK REVISED - Jan 21, 2026** SCUSD Elementary School Basketball League follows the CIF Constitution and Bylaws unless noted/modified below.

### SCHEDULE

1. 4 Team divisions play each other once and 4 cross division games for a total of 7 games.
  - a. One division will be 6 teams. They will play a scrimmage and five league games.
2. All games will be played on Tuesdays except the finals.
3. Attempts should be made to ensure that all regular season games are played as scheduled. In the event that a request for postponement needs to be made, the requesting school must communicate with the SCUSD Elementary Sports Commissioner as soon as possible.
4. In the event that a postponement is not possible and a team must forfeit, the game will be recorded as a 20-0 loss for the forfeiting team.

### SUPERVISION

1. A district site ambassador(s) will be assigned to each gym.
2. If one site ambassador is assigned, the ambassador is responsible for overseeing the facility and the games as well as reporting scores. If a second site ambassador is assigned the second site ambassador is responsible for managing the score table and reporting game scores.
3. Site ambassadors shall report all incidents, technical fouls and injuries with the game report.
4. All home teams should identify a volunteer who can manage the score table (keep score and alert the referee to substitutions).

### GENERAL RULES

1. All players must be registered in the Sacramento City Unified School District Elementary Sports basketball program before participating in any league activities. This includes the completion of the activity participation form, the expanded learning form and the code of conduct signed by the player and the participant's parent(s)/guardian(s).
2. A standard intermediate size ball (28.5) will be used for all games.
3. Home teams shall wear the light jersey and away teams the dark jersey.
4. Coaches should carry a small first aid kit and single-use cold packs with them during all practices and games.
5. All official rosters need to be submitted to the elementary sports coordinator before February 24, 2026. The roster needs to include players full name, grade level and gender (for Co-ed rosters only)
6. If the differential in a game is more than 20, the scoreboard will reflect only a 20 point difference. The official final score will be kept in the scorebook and reported to the elementary sports coordinator.

### GAME FORMAT

1. All games will be 40 minutes long, 2 x 20-minute halves, divided into 8 x 5-minute periods.
2. All games will utilize a running clock EXCEPT for the last 2 minutes of the second half IF the point differential is 10 or fewer points. In that scenario, stop time shall be used.
  - a. Running clock = Only stops at time outs
  - b. Stop time = Stops at all dead ball situations
3. After each 5-minute period, substitutions may occur - this is not a timeout. Coaches should have the next group of players ready.
4. At each 5-minute mark, the scoreboard operator will stop the clock at the mark but the referees shall let the possession or free throw(s) play out before stopping play to allow for the substitutions.
5. There shall be a 2-minute break between halves.
6. If at the end of regulation, the score is tied, the game will be determined by overtime (see below)

### ROSTER AND SUBSTITUTIONS

1. Each team may consist of a maximum of 20 players.
2. A team must have 4 players to start the game.
3. A team may finish with as few as 3 players if they lose players to disqualification, injury or some other unforeseen circumstance.
4. Before the start of each game, the coach must submit their player participation sheet to the site ambassador at the score table.
5. After each 5-minute period, the coach may make substitutions.
6. Each player must play a minimum of 5 minutes per half.
7. Substitutions may only be made at the 5-minute period breaks EXCEPT in the case of injury, technical foul penalty or some other unforeseen circumstance deemed appropriate by the referee OR during the final 5-minute period of each half when subs can be made at any dead ball.

### TIMEOUTS

1. Each team shall be given 2 full (60-second) timeouts per half.
2. Each team shall receive 1 full (60-second) timeout per overtime period.
  - a. Unused timeouts from regulation time may NOT be carried over to the overtime period.
  - b. No timeouts shall be given for sudden death overtime.

## OVERTIME

1. Every overtime period will begin with a jump ball.
2. Regular season play
  - a. Only 1 x 2-minute overtime period of stop time will be played during regular season play.
  - b. If a second overtime period is needed, it will be sudden death with the first team to score declared the winner.
3. Postseason play
  - a. Teams shall play a 5-minute overtime period with a running clock for the first 3 mins. and stop time in the final 2 mins.
  - b. If the teams are tied after the first OT, teams shall play 2-minute stop time overtime periods until a winner is declared.

## DEFENSIVE RULES

1. Teams can play half court man-to-man or zone defense.
2. Teams are allowed to play full court press defense during the last 5 minutes of the second half IF the point differential is less than 10. The losing team can always play full court press defense during the last 5 minutes of the second half.

## FOULS

1. A player who commits 5 personal fouls shall be disqualified for the remainder of the game.
2. All common fouls will be taken out of bounds until you reach the 8th team foul per half.
3. On the 8th team foul per half, the offensive team will get one point and shoot 1 shot for 1 point (like a 1 and 1 where the first shot is made) for this foul and on all common fouls for the remainder of the half.
4. Shooting fouls will be handled as follows
  - a. If the shooter makes the basket the "and 1" will be an automatic point for the offense
  - b. If the shooter does not make the basket, they are given one foul shot worth 2 or 3 (foul on a 3 pt shot) points.
5. There is no double bonus during running clock.
6. Technical fouls
  - a. Automatic 2 points and possession of the ball for the opposing team.
  - b. Any player who receives a technical foul must be substituted for 3 minutes.
  - c. Any player receiving 2 technical fouls in the same game will be automatically ejected from the game.
  - d. Technical fouls that lead to an ejection, for players or coaches, will result in a 1-game suspension.
  - e. Two ejections/game suspensions will result in being suspended for the remainder of the season.
  - f. The referee has the discretion to issue technical fouls to the bench for fan conduct and/or removal from the gym.
  - g. The referee has the discretion to end the game and rule a forfeit against the offending team if he/she determines that player, coach or fan conduct has created an unsafe environment.

**EXCEPTION - If the game is within 10 points in the last two minutes of the second half and stop time is being used - common fouls committed on the 8th team foul and thereafter will be administered according to CIF basketball rules.**

## DETERMINING THE DIVISION WINNERS

1. The team with the best record in each division at the end of the regular season will be the division champion.
  - a. Only "in division" games count for division winners
  - b. "Cross Division" games count for playoff seeding and playoff qualifiers.
2. If two teams have the same record at the end of the regular season, the winner of the head-to-head competition shall be the division champion.
3. If three or more teams are tied, the following procedure will be used in the following order until the tie is broken. If two teams remain tied after a tiebreaker provision, the two-team tiebreaker formula (head-to-head result) will be used.
  - a. Record versus tied teams
  - b. Total Number of Points
    - i. 2 points for each division win
    - ii. 1 point for each cross division win
  - c. Point differential in games played against tied teams.
  - d. Point differential in games played against all common opponents
  - e. Fewest number of technical fouls on the season
  - f. Random lottery conducted by SCUUSD AD of tied teams

## PLAYOFFS

1. There will be two playoff brackets - Div I and Div II
2. The playoffs will include 16 teams per division.

3. The 11 division winners will receive automatic bids into the Div I bracket.
  - a. 5 Wildcards will be determined by the playoff seeding method below and added to the Div I bracket.
  - b. The next best 16 teams as determined by the seeding methods below will be in the Div II tournament.
4. The SCUSD Athletic Director and Elementary Sports Coordinator shall determine the playoff game schedule and matchups once qualifiers have been finalized. Seeding will be determined using the following procedure:
  - a. Total Number of Points
    - i. 2 points for each division win
    - ii. 1 point for each cross division win
  - b. Head to Head
  - c. Overall Winning Pct.
  - d. Point differential vs all teams in division (max of 20 per game)
  - e. Point differential in all games (max of 20 per game)
  - f. Random Lottery

### **GIRLS Only Additions**

#### **SCHEDULE, DIVISION WINNERS, PLAYOFFS**

1. Girls will be in 7 or 8 team divisions and play all teams in their division.
2. Division winners will be the team with the best record.
  - a. If two teams are tied, head to head will be used.
  - b. If three or more teams are tied:
    - i. Record versus tied teams
    - ii. Point differential in games played against tied teams. (max of 20 per game)
    - iii. Point differential in games played against all common opponents. (max of 20 per game)
    - iv. Fewest number of technical fouls on the season
    - v. Random lottery conducted by SCUSD AD of tied teams
3. Playoffs will consist of 12 teams with the best records
  - a. Seeding and playoff selection will be determined by
    - i. Win percentage
    - ii. Head to Head
    - iii. Point differential against top 3 teams in the division
    - iv. Point differential in all games
    - v. Random Lottery