

GIRLS AND BOYS BASKETBALL

2.0 GOVERNING RULES

The National Federation rules shall govern all play except whereas modified by CIF or the Sac-Joaquin Section.

2.1 CONTACTS

The Sac-Joaquin Section (Bylaw 505.2) will determine the maximum number of allowable contests (28). Scrimmages for all levels are determined by the SJS.

2.2 START DATE

The start and end dates will be determined by the Sac-Joaquin Section

2.3 PLAYER CLASSIFICATION

An athlete may, during practice games, move from one athletic classification to another but may not compete in more than one classification in one day. In league and section playoff games, the athlete shall only compete at the higher classification where he/she will remain for the duration of the season.

2.4 RULES OF THE SPORT

- A. The home team must report the final results to MaxPreps
- B. Each team is to have a maximum of 15 minutes to warm-up
- C. All game balls must bear the National Federation authentication mark
- D. Only the home team may bring a band to a league basketball contest
- E. Adult timers/scorers/shot clock personnel are to be used at all varsity games.
- F. At every league game, a shot clock is mandatory for girls (30 seconds) and boys (35 seconds).
- G. All League games will be played Monday - Friday
- H. Make-up games will be played on the first available date.

2.5 ALL LEAGUE AWARDS AND SELECTION PROCESS

Varsity coaches will meet at the end of the league season to select the Coach of the Year and the All League team of 12 players, which includes the Player of the Year.

The formula is:

- 1st Place = 3 players
- 2nd Place = 2 players
- 3rd Place = 2 players
- 4th Place = 1 player
- + 4 at-large selections

2.6 POST-SEASON QUALIFICATION PROCEDURE

Qualification for post-season playoffs will be determined by the Sac-Joaquin Section.

2.7 TIEBREAKING PROCEDURE

In case of a tie for league representation in post-season playoffs, seeding/qualification will be determined by:

1. Head to head competition during the league schedule
2. Greatest number of wins within the tie
3. Greatest number of wins above the tie
4. Greatest number of wins versus the highest placed team(s) above the tie
5. Greatest number of wins below the tie starting with the next placed team
6. Coin toss