



Last Updated: March 2018

Seeding Rules

Please carefully read the following rule modifications for 22 minute seeding round games.

Schedule

Each team could play a maximum of three (3) games or a minimum of (2) games each weekend, teams could play three games in a (3) hour time frame at the same location. Some facilities may have more than one gym which would result in games being played back to back and switching from one court to another court quickly. Please check your schedule carefully to know what time and where you are playing multiple games throughout the day.

Length / Timing of Games

Games will consist of one twenty two (22) minute period.

21 1/2 minutes of running time, with the last 30 seconds of the game being stop time. The clock will also stop for timeouts, and injuries

Rules of Play

All rules found in section 7 of the CMBA rules and regulations for each age group will apply with the following exceptions listed below:

Time Outs

Each team will be given one 30 sec timeout per game. Players must stand & stay on the court by their team bench area for a quick debrief with their coach(es). Play will and needs to resume quickly at the end of the time out.

Fouls

Should a player be fouled in the act of shooting; There will be no foul shots awarded; listed below is the point scoring system and ball possession rules.

1. On a missed shot, the shooting players team will be awarded the following points: 1 pt for attempted shot inside the 3 pt arc; 2 pts for shot attempted outside the 3 pt arc.
2. The offending team (who committed the foul) will be given the ball on the baseline as if a basket was scored after the foul and points are reported to the score-table.
3. On a made shot, the shooting players team will be awarded the following points:
4. 3 pts for a made basket inside the 3 pt arc
5. 4 pts for a made basket outside the 3 pt arc
6. The offending team (who committed the foul) will be given the ball on the baseline as if a basket was scored after the foul and points are reported to the score-table



Bonus

Will occur on the 7th team foul.

1 A: Fouls in the act of shooting if the basket is made will be awarded 3 points inside the 3pt arc or 4 points outside the 3pt arc. The offending team (who committed the foul) will be given the ball on the baseline due to the full amount of points being awarded and the foul being accessed to the offending team.

1 B: Fouls in the act of shooting if the basket is not made will be awarded points as above (missed attempt 1pt inside the 3pt arc, 2pts outside the 3pt arc) and the team that was fouled will maintain possession of the ball, the ball will be in-bounded from the top of the 3pt line extended out of bounds in the front court only. The ball will be in-bounded on whichever sideline that the foul occurred closer to.

2 A: Non-shooting fouls, the team fouled shall be awarded one (1) pt and will maintain possession of the ball, the ball will be in-bounded from the top of the 3pt line extended out of bounds in the front court only. The ball will be in-bounded on whichever sideline that the foul occurred closer too.

Pressing

For teams in age groups and divisions allowed to press; please check Section 7 Rules of Play

Teams that are allowed to press may do so up to a 20pt lead. At that time they must fall back to half. Prior to the start of the game both coaches must inform the ref of the division they are playing in to determine whether they are able to press or not.

Overtime

There will be no overtime. Ties will stand. In the case of a tie the home team shall enter the score.

Scoresheets

Entering the Game Scores

Both teams teams are equally responsible to enter the results of the game on the CMBA website immediately upon conclusion of the game. Game times will have tight scheduling turnaround between games. Everyone needs to cooperate to ensure we keep things running on time. Things you can do to help:

The HomeTeam will have score sheets filled out ahead of time. If pressed be sure to get all player numbers listed, and have a printed roster with numbers so scorekeeper may finish filling it in.

Have teams store bags etc. somewhere other than behind the bench (with a parent/parents) this will allow teams to clear the benches faster.

If in a facility with more than one gym, move quickly to the next court/gym for your next game. Coaches will have teams dressed and ready to go. Warm ups (if any) will be quick. Be organized.