SCAA Winter Jamboree

Saturday, December 13, 2025

Cleveland High School

General Rules for ALL Teams

- Games will be TWO 20-minute halves with running-clock.
- Warm-up will be FIVE minutes. Half-time will be TWO minutes. [Subject to Change]
- Each team will be given THREE total time outs that can be used throughout the game.
- Last TWO minutes of the SECOND HALF will be stop-clock if games are under 10 points. Running clock will be in effect when the point differential is 10 points or more.
- Overtime is TWO MINUTES with the last ONE MINUTE stop-clock. Double Overtime is SUDDEN DEATH (first to score wins). Each team is given ONE time out per overtime period.
- SEVEN TEAM FOULS will result in a bonus situation with one-and-one free throws. TEN TEAM FOULS will be TWO free throws.
- MERCY RULE is in effect when the point differential is 20 points or more. Full court press is NOT alllowed.
- A player is disqualified when he/she reaches FIVE FOULS.

Additional Rules for Cubby (3rd-4th Grade Only)

- NO zone defense. Teams must play man-to-man only.
- NO full court press. Players can pick-up their man at half court.
- NO stealing off the dribble. Stealing off the pass IS allowed.
- NO double-teaming allowed unless inside the 3-point arc.