

GAME RULES

For all MMBL Divisions, the following guidelines apply: National Federation High School Basketball rules shall prevail with the following exceptions and/or modifications to accommodate the age of players and/or facilities available to participating organizations.

A player cannot be part of 2 rosters in the same season (Fall/Winter) and cannot substitute on a team on which he/she is not rostered in league play. A player may be rostered on a team in 2 separate seasons. For example, a U-10 player may also play on a U11 team, providing they meet the league criteria.

Each team shall have one (1) head coach and up to two (2) assistant coaches on the bench each game. Both head coach and assistant coaches may be changed throughout the season as long as designated coaches have submitted the appropriate registration forms.

The Home Team must have basic first aid supplies and ice or an ice substitute at all games.

The home team shall provide responsible persons (preferably adults) to administer the time clock and score book. These individuals are assuming the role of Administrative Game Official. The Home team scorebook will be the official scorebook. The visiting team is encouraged to have a responsible person sit at the scorer's table.

All individuals seated at the scorer's table are restricted from coaching, cheering and/or making comments to either referees, coaches and players while the game is in progress except as is required by their duties.

The Home Team shall have a copy of the Game Rules in the Scorebook at the scorer's table. In addition, all coaches are encouraged to have a copy for every game.

The penalty to a team who uses an ineligible player shall be to forfeit all games in which the illegal player took part. If a team inserts a player(s) into a game when their name is not in the official scorebook, the penalty will be only 1 technical foul for administrative mistakes or a maximum of 2 foul shots.

A game must start within fifteen (15) minutes of its scheduled starting time. The penalty for failure to appear in time to start the game shall be to charge the non-appearing team with a forfeit. Additionally, the non-appearing team shall be responsible for the payment of the referees' fees if the referees were not advised in advance of the non-appearance. A team must have five (5) players to start the game

If both teams have a similar color jersey, it will be the responsibility of the home team to have an alternate color shirt. Coaches are urged to check with their opponents in advance of a game to determine the uniform colors, directions to the gym and confirm game dates and times.

There is no minimum playing time guaranteed to any player.

Game duration for each game shall be four (4) seven (7) minute stop time quarters for U-11, U-12, and U13. Game duration for each game shall be four (4) six (6) minute stop time quarters for U-8, U-9, and U10. At the conclusion of the first half, seven (7) minutes should be put on the clock for halftime. When another game follows, five (5) minutes should be put on the clock and the subsequent game must begin promptly, but should not start prior to its scheduled time unless all coaches agree.

A six (6) minute stop time "5th" quarter will be played prior to regular game (not after the regular game) if at least one (1) of the two (2) coaches wishes to play it. There will no foul shots during the 5th quarter. The 5th quarter will have no bearing on the outcome of the game and personal fouls are not counted.

If there is a tie at the end of regulation play, a three (3) minute overtime period is played and these 3-minute overtime periods will continue until there is a winner. An overtime period will begin one (1) minute after the end of the preceding quarter or period. An additional timeout will be given to each team for each overtime period in addition to any timeouts they carryover from regulation.

Ball is a 28.5 women's college basketball for all except:

- • Boys 12 & 13 play will a standard Men's Ball

Expectation is 2 IAABO Referees per game.

Each player is permitted five (5) personal fouls in a game. A player is ejected from the game upon receiving their 5th personal foul. A technical foul also counts as a personal foul.

The free throw shall be taken from the free throw line except as follows:

- Boys 8 and 9 must start behind the line but can jump over the line, but the shooter cannot be the first to touch the ball.
- Girls 9 free throw is from 1st hash inside free throw line. The shooter cannot be the first to touch the ball.

The foul shooting rules are now adjusted in line with high school rules. All players, except the shooter, can move on the shooter's release.

The three point shot will be in effect for all divisions provided the gym is properly lined.

When a team commits its seventh (7th) team foul of the half, the bonus will be 1 & 1 foul shot(s). When a team commits its tenth (10th) team foul, the bonus will be two (2) foul shots.

Four full timeouts per game. The home team is asked to have a stopwatch to properly track the full time out. The length of the time out should be 1 minute and 30 seconds from the time the referee signals time out.

Full Court Pressing is allowed for the entire game except for the fifth quarter. Please note the following rules for the following divisions:

- Boys 8 and Girls 9 can only press the last 2 minutes of the 4th quarter, and in the entire overtime session.
- Boys 9 can only press the last 3 minutes of the 4th quarter, and in overtime.
- Boys 10 and Girls 10 can only press the last quarter, and in overtime.

A Friendship Rule due to the score will also discontinue the press. During this time neither team can press. The rule will be applied as follows:

- Boys 8 and Girls 9 – No pressing by the team leading by a differential of at least 15 points and the team leading must defend in the paint area.
- Boys 9, 10 and Girls 10 – No pressing by a team leading by a differential of at least 20 points and teams must defend at the 3-point line. Please note that neither team may press at this level in the 4th quarter when the point differential is 20 points or greater.

Tiebreaker rules:

If two teams finish with the identical record, the first tiebreaker is head to head. If there is a three or more team tie, the first tiebreaker is the cumulative record amongst the tied teams. The second tiebreaker, regardless of how many teams are tied, is record against playoff teams. The third tiebreaker is the point differential of the team's entire schedule, which is capped at 10 per game. The final tiebreaker is a coin flip/pulling the name out of a hat. Please note – it is the responsibility of

the town to make sure the score on the website is correct. You will have 2 weeks after each game to adjust incorrect scores.

There are times during games at various age levels when pressing is not allowed per the rule above. In the instances when there is not pressing allowed, and the defensive team secures a rebound, the team that was on offense must drop back and cannot put any pressure on the team that has just secured the rebound. If the team who is required to drop back puts any type of pressure on the team with the ball, whether inadvertent or not, the team, at the referee's discretion, may be warned. Any future violations, as determined by the referee, will result in a technical foul. The technical foul will not be charged specifically to any player. It will be a bench technical.

All players and coaches shall shake hands at the conclusion of each game.

Paperwork and Roster changes:

Every team must submit a roster and an individual player form. If the appropriate paperwork is not submitted, or if it is not submitted in good order within one week of the start of the season, the individual team will not be eligible for the playoffs.

Regarding roster additions: Teams for the Fall season may add to their roster up to and including November 1st. Teams for the winter season may add to their roster up to and including February 1st. Please note – roster changes must be submitted in writing to the league. If the changes are not submitted to the league, and the player participates, the player will be considered illegal and subject to the rules above.