



MBYB Rules – 2019

1. Playing Time

- 1.1 The Coaches are responsible for managing playing time.
- Each player must play a minimum of two uninterrupted quarters. A fraction of a quarter (playing for half the quarter) does not apply toward a full quarter. Two half quarters do not count as one uninterrupted quarter.
 - If a player is injured during a quarter and is unable to complete it, the quarter will count toward one uninterrupted quarter playing time. If a coach goes onto the floor to assist an injured player the player is not required to come out of the game.
 - Each player must appear in both the first and second halves.
 - If a player arrives after the beginning of the game the player is only required to play one uninterrupted quarter.
 - If a team has 6 or less eligible players at start of game all players must play at least 3 uninterrupted quarters. This cannot be modified for late arrivals.
- 1.2 If it is determined that rule 1.1 is not met, the team in violation may be subject to forfeit.
- 1.3 Special provisions for divisions Kindergarten through 5th Grade Only
- If BOTH teams have 7 or more players at the beginning of a game, all players on both teams in that game must rest for at least one full continuous quarter

2. Number of Players

- 2.1 A team must have a minimum of 4 players to start a game. A five-minute grace period will be granted. If the team is unable to field 4 players the game will be forfeited.
- If at any time the number of players on a team drops to three, the game must be forfeited.
 - If the above incident occurs the participating coaches can conduct a practice game during the remaining time.

3. Game Length

- 3.1 Games are divided into four (4) ten (10) minute quarters.
- The first three-quarters are "running time" quarters. The clock shall stop only for called times out, injuries, and special circumstances controlled by the referees.
 - The fourth quarter is a running time quarter for the first eight minutes. The final two minutes are "whistle time" (clock will be stopped on referee's whistle) if the point differential is nine or less. The game will revert to running time if the point differential is ten or more.
 - One-minute breaks are allowed after quarters one and three.
 - There will be a three minute break for half time.
- 3.2 If the score is tied at the end of regulation time there will be overtime
- During the REGULAR season the initial overtime period will be two (2) minutes in length. The first minute will be running time and the final minute whistle time. If the score is tied upon completion of the first overtime, there will be further overtime periods until the game has reached conclusion. No time outs are allowed after the first overtime period.
 - During PLAYOFFS, the initial overtime will be three (3) minutes in length. The first two minutes will be running time and the final minute whistle time. If the score is tied upon completion of the first overtime, there will be further overtime periods until the game has reached a conclusion. The second and any ensuing playoff period will be two minutes in length. The first minute will be running time and the final minute whistle time. Each team is allowed one time out per overtime period.
 - All overtime periods will start with a jump ball.
 - Foul status will be carried over to overtime from regulation time. This includes penalty situations.

4. Time Outs

- 4.1 Each team is allowed three (3) one-minute time outs per game. Players or coaches may call time out.
- In the event of overtime each team will be allowed one time out during the first overtime period
 - During the REGULAR season, no time outs are allowed after the first overtime period.
 - During the playoffs, each team is allowed one timeout per overtime period
 - Unused times out may not be carried over into overtime from regulation time

5. Playing rules

- 5.1 The current California High School Federation rules govern all play with the following exceptions:
- 5.2 All previously stated rules in sections 1, 2, 3, and 4.
- 5.3 Defensive rules for divisions Kindergarten through 2nd Grade.

- No defense is allowed until the offensive player reaches a line (drawn or imaginary) past the half court line, and intersecting with the three-point arc.
- No full court pressing at any time.

5.4 Defensive rules for divisions 3rd through 5th Grades

- The Commissioner of each Division has the option to require that man to man defense must be played during the first half of every game.
- No defense is allowed until the offensive player reaches the half court line
- Full court pressing is allowed during the final two (2) minutes of the game for divisions 3 and 4. The Commissioners in division 3 do have the authority to not allow full court pressing. These changes need to be approved by the Executive Board.
- Full court pressing is allowed during the final five (5) minutes of the game for division 5.
- A team cannot full court press if their lead is 10 points or more for divisions 3 and 4.
- A team cannot full court press if their lead is 15 points or more for division 5.

5.5 Defensive rules for divisions 6th through 12th Grade

- The Commissioner of each Division has the option to require that man to man defense must be played during the first half of every game, or to decide that any defense may be played during the entire game (subject to the rules regarding full court pressing).
- A team may not full court press if their lead is 15 points or more
- If a team presses during the first half in a division where the Commissioner has determined that man to man defense must be played during the first half, the pressing team must assume a man to man defense once the offensive team gains possession of the ball past the ten second line.

5.6 Lane violations

- Divisions K-2 none (referee may instruct to move out of the lane upon discretion)
- Divisions 3-5 five (5) seconds
- Divisions 6-12 three (3) seconds

6. Fouls

6.1 Individual

- A player is disqualified on the fifth foul
- Both personal and technical fouls are applied to a player's foul count

6.2 Team

- The bonus rule (1 and 1) goes into effect on the seventh team personal foul during a half
- The penalty rule (2 foul shots) goes into effect on the tenth personal foul during a half

6.3 Technical

- Any player or coach who receives two technical fouls in one game will immediately be ejected from that game, must leave the premises, and will be subject to discipline by the MBYB Executive Board.
- Any incident involving a technical foul even if it does not result in an ejection is subject to review by the MBYB Executive Board. Depending on the severity of the infraction, resulting penalties can lead to, and include, further game(s) suspension, suspension from the league and or banishment from all league venues.

7. Scoring and Timekeeping

- 7.1 In the event of a discrepancy between scorebook and scoreboard, the scorebook will take precedence as being correct.
- 7.2 For divisions GK1, BK and B1 the score will not be kept. The ref will keep the time. For divisions G2 and B2 the commissioner will have the discretion to determine if the score will be kept or not. The league will not provide a scorebook keeper or score clock operator.
- 7.3 For divisions 3-12, the league will provide a scorebook keeper and a score clock operator. Coaches must complete scorebook with players first and last name for the players in attendance at the start of the game. Coaches must provide scorekeeper with name of players who show up after the start of the game.
- 7.4 Parents are not allowed to approach the scores table during the game. Violation of this rule could lead to a technical foul to the related team's bench and/or ejection from the gym of the parent in question.

8. Substitutions

- 8.1 Players may be freely substituted but each player's playing time must meet the requirements provided in Section 1 above. Players must report to the scoring table.

9. Warm up and start time

- 9.1 Teams must warm up on the outside courts prior to game time. Teams must be ready to play when referee's signals for the game to start. The clock will start upon referee's direction but no sooner than the beginning of the hour unless agreed upon by both teams.

10. Bench Etiquette

- 10.1 ONLY TWO COACHES ARE ALLOWED ON THE BENCH AT ANY TIME. One head coach and one assistant coach are allowed with the team on the bench.
- 10.2 Teams must leave the bench area clean after the game. All spills must be wiped dry. All bottles and trash must be removed and discarded in the proper receptacle.

11. Equipment and Court Guidelines

- 11.1 Deviations from the guidelines listed below must be approved by the Executive board

Division	Goal height	Free throw line	Ball size
BK	6 1/2'	10'	Youth
B1	8'	10'	Youth
B2	8 1/2'	10'	Youth
B3	9'	12'	28.5
B4	10'	15'	28.5
B5	10'	15'	28.5
B6	10'	15'	Men's
B7-8	10'	15'	Men's
B9-12	10'	15'	Men's
GK-1	6 1/2'	10'	Youth
G2	8'	10'	Youth
G3	8.5'	12'	Youth
G4	9'	12'	Youth
G5	10'	15'	28.5
G6	10'	15'	28.5
G7-8	10'	15'	28.5
G9-12	10'	15'	28.5

12. Allowable events per week

- 12.1 Division are allowed a maximum of two events per week (one practice, one game). Practice courts are not allocated to BK, GK1, G 9-12 and B 9-12.

13. Playoffs

- 13.1 End of the season playoff tournament
- End of the season playoff tournaments will be held for divisions 4 and up. The format will be to the discretion of the division commissioner as directed by the MBYB Executive Board.

14. Conduct

- 14.1 All participants in MBYB must adhere to the Codes of Conduct agreed to by the participants, coaches and parents during registration and can be found at www.MBYB.net

15. Eligibility of Players

- 15.1 Players must play at their division level. Divisions are determined by gender and scholastic grade.

16. Draft Rules

- 16.1 A draft will determine the selection of each team in every division above 4th grade.
- 16.2 Draft format is determined by the division commissioner with oversight from the Board.
- 16.3 The commissioner, an MBYB Board member, and head coaches are permitted at the draft. At the discretion of the commissioner “assistant coaches” are allowed at the draft. Parents and players are not allowed at the draft.
- 16.4 The division commissioner may disallow a particular player selection by a coach as a result of parental request

17. Coaching Assignments

- 17.1 By a majority vote, of the Executive Board may elect to prohibit any individual from serving as a coach or assistant coach.
- 17.2 At a minimum each team must consist of one head coach and at most one assistant coach of record. Regardless of how many "coaches" help at practice only two coaches (one head coach and one assistant coach) are allowed with the team on the bench during games.
- All coaches and assistant coaches must read and sign the coaches’ code of ethics. No coach will be allowed to coach without this signature
 - All commissioners must verify to the Executive Board that all coaches have signed the coaches’ code of ethics.
 - All coaches must register in the system as a coach and complete the league sponsored background check.
 - Cancellation of future games and forfeiture of past games can be assessed by the Executive Board if it is determined that the coaches and assistant coaches have not signed the coaches’ code of conduct and have not completed the background check.
- 17.3 This is a volunteer league, paid coaches are not allowed.

The MBYB Board

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