

MOUNTAIN PARK ATHLETIC ASSOCIATION 9-10 and 11-12YEAR OLD BOYS BASKETBALL RULES AND COMMENTS

The rules adopted by the National Federation of High Schools will be followed with the exception of league specific rules noted in this handout. Basketball size is 28.5 inches.

1. Timekeeping -Regulation

The game will consist of four (4) 10-minute quarters. Halftime will be 5 minutes. There will be a running clock for the entire game other than the following. The clock will **ONLY** be stopped :

- a. At the referee's request and in his/her discretion:
 - i. For injury or equipment repair
 - ii. For disciplinary reasons
 - iii. Any other reason deemed necessary solely by the referee(s)
The clock will restart upon the referee's instruction.

- b. During legal timeouts called by either team – the clock will restart when the ball is put into play. NOTE: If a timeout is called prior to or during the time a player is shooting free throws, the clock will not restart until the player's last free throw is missed and touched by a player on the court OR if the free throw is made, the clock will restart when the ball is thrown in-bounds and touched by a player on the court.

- c. For mid-period player substitutions. The referee will stop play as close to the 5:00 mark of each quarter as possible to allow for substitutes to enter the game. The referees should use their discretion as to the appropriate time to stop play. The timekeeper will be instructed by the referee to stop the clock briefly to allow for player substitutions. The referee will instruct the timekeeper to restart the clock when all players are on the court and ready to play. NOTE: This is NOT a timeout. Coaches attempting to use this time to provide team instruction therefore delaying the restart of play will be warned once. The second occurrence will result in a technical foul being assessed against the coach.

- d. During the last two minutes of regulation or the last minute of overtime when a player is shooting free throws. The clock will continue to run during free throws outside of this timeframe or if a timeout has not been called. The clock will restart when the player's last free throw is missed and touched by a player on the court OR if the free throw is made, the clock will restart when the ball is thrown in-bounds and touched by a player on the court.

2. Timekeeping – Overtime

Overtime periods will be 3 minutes in length and will follow the same timekeeping rules as regulation play with the exception that there will be NO MINIMUM playing time requirements during overtime periods therefore no mandatory substitutions.

Only two overtime periods will be played. If tied at the end of the 2nd overtime period the game will end in a tie.

3. Timeouts

Each team will be allowed one full timeout and two 30-second timeouts per half. Unused timeouts will NOT be carried over into the second half or into any overtime period(s). During each overtime period, each team will be allowed one full and one 30-second time out.

4. Playing Time

Barring illness or injury that prevents a player from continuing in a game or a player's ejection from the game, each player -on each team -is to play, at a minimum, one-half (1/2) of each quarter. The referees will stop play as close to the 5:00 mark of each quarter as possible. The referee will use his/her discretion as to when to stop play with the objective being to have minimal impact to the flow of the game (e.g. – the referee should NOT stop play when one team is on an offensive fast break). When the referee calls for substitutes, ALL PLAYERS WHO DID NOT START THAT QUARTER should enter the game. Failure to follow this rule will result in forfeiture of that game if the team that violated the rule ends up winning the game or forfeiture of the team's next game if the team violating the rule ends up losing the game.

5. Substitutions

a) There will be **NO substitutions during the first half of any quarter** EXCEPT for:

i. **An illness or injury that prevents a player from continuing play in the game.** Coaches and referees must use their discretion in determining injuries or illnesses that prevent a player from continuing. For example, if a player falls and skins his knee that probably does not justify pulling him off the court. A player complaining that his "stomach hurts" does not justify pulling him off the court. Coaches are expected to maintain the intent of this exception and any verified abuse of this exception could result in a coach being dismissed from his coaching position.

ii. **A player's ejection from the game by the referees.**

iii. **A player's disqualification from the game for committing five (5) fouls** during the course of the game. NOTE: A coach may NOT substitute for a player who is in "foul trouble" during the first half of any quarter. A coach is allowed to substitute for a player in "foul trouble" during the second half of the quarter PROVIDED THAT the substitution meets ALL criteria listed below pertaining to substitutions during the second half of a quarter.

b) At the midpoint of each quarter, all players that did NOT start that quarter are required to enter the game in accordance with Section 4 above. Players that enter the game at the midpoint of a quarter must play the remainder of that quarter with the same exceptions as are listed above in Section 5a.

c) Substitutions, other than those provided for in the exceptions listed in Section 5a, are allowed during the second half of any quarter IF AND ONLY IF they meet ALL of the following criteria:

i. A timeout has been called by one of the teams. Temporary stoppage of play for any reason, balls going out of bounds, made free throws, etc.

- are not opportunities to substitute. A TIMEOUT MUST BE CALLED.
- ii. The player being removed from the game is one of the five players that started that quarter and played the first half of the quarter.

6. Defensive Requirements

- a) Each team is required to play man-to-man defense in the first (1st) and third (3rd) quarters of each game. For the purposes of our league, man-to-man defense will be defined as:

Each defensive player is responsible for guarding and staying in close proximity to a specific offensive player no matter where that offensive player moves on the court WITH THE EXCEPTIONS THAT:

- 1) no defensive player will be required to follow an offensive player outside of the 3 – point line,
- 2) any defensive player is allowed to leave his man to “help out” in an attempt to prevent an offensive player moving toward the basket with the ball from scoring,
- 3) defensive players who are guarding players on the opposite side of the court from where the ball is located are not required stay as close to their man as they would be when the ball is on their side of the court,
- 4) defensive players will be allowed to switch the players they are guarding at any time, 5) the defensive team will be allowed to trap the offensive player with the ball with as many players as they choose (i.e.-double-team, triple-team, etc.)

Enforcement of these man-to-man requirements is the responsibility of the referees and penalties will be assessed at their discretion. Teams violating these requirements will receive one warning. Further violations will result in a technical foul being assessed against the head coach of the team violating the rules.

- b) Each team may use any form of defense desired in the second (2nd) quarter, fourth (4th) quarter, and overtime.
- c) Backcourt pressure is not allowed except in the last two (2) minutes of the second (2nd) and fourth (4th) quarters and during the overtime period(s). A team leading by 15 points or more is NOT allowed to apply backcourt pressure during the designated times unless and until their lead is reduced below the 15 point mark. Violation of this rule will result in a warning on the first offense and, at the referee’s discretion, could result in a technical foul being assessed against the head coach for each subsequent violation.

7. Lane Violations

- a) There will be a standard 3-second count applied to offensive players in the

- designated free throw lane. Violation results in loss of possession.
- b) During free throws, players lined up in positions along the lane may not touch any part of the lane until the ball goes through the basket or hits the rim. A free throw that hits ONLY the backboard or ONLY the net or misses everything (backboard, rim and net) is treated as a dead ball miss. Referees are allowed to use their discretion in calling this violation.
 - c) Players shooting free throws may not cross over the free throw line until the ball goes through the basket or hits the rim. Referees are allowed to use their discretion in calling this violation.

8. Start of Game Requirements

A team must have at least four (4) players to start a game. There will be a five (5) minute grace period which begins at the SCHEDULED start time of the game. If, after the 5-minute grace period, a team does NOT have the minimum number of players required to start the game, a forfeit will be declared and the opposing team will be declared the winner. The final score will be recorded 2 – 0. If neither team has the required number of players, it will be declared a double forfeit and both teams will be assessed a loss. Under no circumstances will the start of a game be delayed while a team waits for its fifth player. They will start the game with four players and the fifth player may enter the game upon his arrival.

9. Technical Fouls

- a) Players: Two technical fouls against any player will result in immediate disqualification from the game. Any player receiving two disqualifications is subject to expulsion from the league.
- b) Coaches: Two technical fouls against any coach will result in immediate expulsion from the game and the gym. A coach's failure to promptly leave the gym will result in forfeiture of the game. Expulsion of any coach will result in the immediate suspension of the coach pending further review by the association board and league commissioners. **For each technical foul, the coach is required to submit a written statement to the basketball director explaining the event. Failure to submit a written statement within 24 hours will result in a loss being recorded for his/her team's next game, but the game will be played.** Technical fouls will be called for distracting the referee during the course of the game. Coaches should limit discussions with a referee(s) to the time just prior to the start of the game, during a called time out, or during halftime. All conversations with the referee should be conducted on the sidelines in front of the timekeeper's area.

10. Timekeeping/Scorekeeping/Clean-up/Reporting Responsibilities

- a) The HOME TEAM will provide the game ball and the OFFICIAL SCORER.
- b) The VISITING TEAM will provide the timekeeper and is responsible for policing the bench and scoring areas for trash and forgotten articles following the game.
- c) Official scorers and timekeepers should be familiar with the game and their responsibilities. Adults are preferred, however, knowledgeable teenagers are

acceptable.

- d) The WINNING TEAM is responsible for reporting the official final score to the league commissioner within 24 hours of the completion of the game.
- e) The ONLY people allowed on the sidelines with the teams are: two (2) coaches for each team, one (1) scorekeeper and one (1) timekeeper.
- f) **WATER ONLY IN THE GYMS.** No food or drinks of any type are allowed in the gym. This applies to players, coaches, and spectators. The gyms are for use ONLY by the players on the teams scheduled for that time slot. No playing on the court during timeouts or halftime by teams waiting for the next game or spectators. **No playing on or grabbing the side goals at ANYTIME.** No bouncing of balls on the sidelines during games. The only balls allowed in the gym are those provided by coaches.

11. Tournament seeding

Tournament seeding will be determined by team record. Ties will be broken by: 1) head to head record 2) win / loss against the highest ranked team 3) win / loss against the next ranked team 4) coin toss. Margin of victory will not be used under any circumstances to determine tournament seeding.

12. Games/Practice Schedules

- a) No team or teams may reschedule or alter any game schedule WITHOUT the permission of the league commissioner AND the Boys' Basketball Director.
- b) Teams are allowed to swap practice times with notification to the league commissioner.
- c) The league commissioner will notify each coach if a game or practice is to be cancelled or postponed as soon as practicable.
- d) No games or practices will be held if the school system is closed for inclement weather or any other reason. . Gym availability and use is under the total discretion of school administrators and can (does) change. Last minute changes occur and make-ups will be rescheduled if possible.
- e) **We must remember that gyms are for use by players on the teams scheduled for that facility. All spectators must watch the games/practices and refrain from utilizing any equipment in the gyms. Damage to school property, especially that which results from vandalism, hanging on the small goals in the gyms, or climbing on gym equipment WILL result in MPAA not being allowed to use the facilities and subsequent cancellation of games / practices.**