

Game Logistics

The emphasis of the game time is to provide the players an opportunity to practice their skills in a game situation while having some fun. Game time at all levels should be evenly rotated and equally distributed among all of the players, both within a given week and from week to week.

	Grades 5-8	Grade 4	Grades 2-3
Type of game	<ul style="list-style-type: none"> • Standard every week 	<ul style="list-style-type: none"> • Adjustments as appropriate 	<ul style="list-style-type: none"> • Determined by lead coach
Scoring	<ul style="list-style-type: none"> • Yes 	<ul style="list-style-type: none"> • Discretion of lead coach 	<ul style="list-style-type: none"> • No
Referees	<ul style="list-style-type: none"> • Trained HS students 	<ul style="list-style-type: none"> • Coaches, weeks 4-7 • Trained HS students, wk 8-11 	<ul style="list-style-type: none"> • None
Game start	<ul style="list-style-type: none"> • no later than 30 minutes into session 	<ul style="list-style-type: none"> • Controlled by coaches 	<ul style="list-style-type: none"> • Controlled by coaches
Game time	<ul style="list-style-type: none"> • 2 halves • 20 minutes per half 	<ul style="list-style-type: none"> • 50 minutes • Breaks at coaches discretion 	<ul style="list-style-type: none"> • Controlled by coaches
Clock stoppage	<ul style="list-style-type: none"> • Running time, except last 2 minutes of each half and in overtime • For injury at ref's discretion 	<ul style="list-style-type: none"> • Not applicable 	<ul style="list-style-type: none"> • Not applicable
Break between halves	<ul style="list-style-type: none"> • 2 minutes 	<ul style="list-style-type: none"> • As needed 	<ul style="list-style-type: none"> • As needed
Time-outs	<ul style="list-style-type: none"> • One per team, per game • On dead ball or after made baskets. • Not allowed during final 2 minutes of half or in overtime 	<ul style="list-style-type: none"> • Not applicable 	<ul style="list-style-type: none"> • Not applicable
Player rotation	<ul style="list-style-type: none"> • Even for all players (maximum player involvement) 	<ul style="list-style-type: none"> • Even for all players (maximum player involvement) 	<ul style="list-style-type: none"> • Even for all players (maximum player involvement)
Substitutions	<ul style="list-style-type: none"> • Controlled by coaches (rotation sheets) at sub times described in Game Rules below 	<ul style="list-style-type: none"> • Controlled by coaches as necessary 	<ul style="list-style-type: none"> • Controlled by coaches as necessary
Foul Shots	<ul style="list-style-type: none"> • Foul shots will be taken 	<ul style="list-style-type: none"> • Week 4-7, at coaches discretion • Weeks 8-11, on calls by referees • Shortened foul line may be used, or allow crossing the line on follow-through 	<ul style="list-style-type: none"> • Not applicable
3 Point shots	<ul style="list-style-type: none"> • All field goals are 2 points 	<ul style="list-style-type: none"> • All field goals are 2 points 	<ul style="list-style-type: none"> • Not applicable
Defense	<ul style="list-style-type: none"> • No zone defenses. • Backcourt pressure allowed in last 2 minutes in each half and in all overtime – in all weeks for 7th/8th grade, in Weeks 7-11 for 5th/6th. A team may press only if they are behind or tied. 	<ul style="list-style-type: none"> • No zone defenses • No backcourt pressure 	<ul style="list-style-type: none"> • Not applicable

Time limit: If a game does not start on time or is delayed for any reason, the game time of the second half will be reduced so that the game ends at the scheduled time.

MABA Game Rules

Rule #1 – Playing Time

- a. Games for the 5th/6th grade and 7th/8th grade leagues will be in two halves with a 2-minute break between halves. Each half will have running time with ‘stop-time’ during the last 2 minutes of each half and in overtime. There will be a 2-minute break between halves. Each half shall be 20 minutes long..
- b. There is one (1) 20-second timeout allowed per team per game. Timeouts may only be called on dead balls or after a made basket. Timeouts are not allowed during the final 2 minutes of a half or in overtime.
- c. During the last 2 minutes of each half, the clock will stop on the referee’s whistle, for turnovers, fouls, free throws, etc. One overtime period of 2 minutes, with ‘stop time’, will be allowed to break a tie at the end of regulation time. If still tied after overtime, the game will end in a tie.
- d. All players will receive equal playing time during the season. Each coach shall establish a rotation and use a rotation sheet, provided by the Board, and record playing time to ensure this rule is followed. Rotation sheets are to be signed and handed-in at the completion of each game. At any time during the season the Board may request to see a coach’s substitution plan and documentation of actual playing time to verify players are receiving equal playing time for the weeks they attend.

Rule #2 – Defense – Backcourt Pressure, Zone Defenses

- a. Backcourt pressure is only allowed in the last 2 minutes of each half, and in all overtime play – in all weeks for 7th/8th grades, and in Weeks 7–12 for 5th/6th. A team may press only if they are behind or tied.
- b. Once the defense has gained control of the ball, the retreating team shall not pressure the ball in the backcourt (except when allowed by Rule 2-a). When, in the judgment of the official, violation of this rule occurs, the team transitioning to offense will be given the ball to inbound at the nearest spot in the backcourt.
- c. Zone defense is not allowed.

Rule #3 – Substitutions / Rotation of Players

- a. In the 4th grade leagues, substitutions will be controlled by the coaches as required to achieve equal playing time.
- b. In the 5th – 8th grade leagues a rotation sheet shall be used to ensure equal playing time.
- c. Substitutions will be made every 4 minutes during each half, at the start of the second half, and at the start of overtime (if OT is necessary). Substitutions at each of these times will be required, unless a team has only 5 players. In-half substitutions will only be allowed at 4, 8, 12 and 16 minutes from the beginning of the half. On the first whistle (dead ball) or made basket after the 4, 8, 12 and 16 minute marks, the timekeeper will notify the referees and coaches, and stop the game clock for 10 seconds. The referee will then call the subs in to the game. If the player to be subbed for is shooting a free throw, the referee will call the sub in after the shots have been taken. Players entering at the 16-minute substitution time will play until the end of the half.
- d. If overtime is necessary, the rotation pattern developed during regulation time shall continue to be implemented. Substitutions are to be made: (i) at the start of the overtime period; and (ii) at the first whistle or made basket after the first minute has elapsed. If the player to be subbed for is shooting a free throw, the referee will call the sub in after the shots have been taken.

Rule #4 – Fouls

- a. Fouls will be called and foul shots taken.
- b. Any foul that is flagrant in the judgment of the referee shall result in 2 free throws, and possession. The player committing the foul shall be ejected from the game.
- c. 5th/6th grade leagues: shooting fouls and those affecting a player’s ability to make a pass or a play should be called.
- d. 7th/8th grade leagues: fouls should be called consistently as they occur.
- e. For all non-shooting fouls committed during running time in regulation, the ball will be given to the fouled team to inbound at the point nearest the infraction. For all non-shooting fouls in the last 2 minutes of a half or in overtime, the fouled player will shoot 1-and-1. At any time during the game players fouled in the act of shooting will be given 2 free throws if the shot misses, 1 free throw if the shot is good.
- f. In the 4th grade leagues, free throws may be shot from less than 15 feet, at a line agreed on by both teams’ coaches. Or, the shooter may start behind the normal foul line, but will not be penalized if crossing the line before the ball reaches the rim.
- g. In the 7th/8th grade leagues, regular high school rules will be followed.

Rule #5 – 3-Second Violation

- a. The 3-second violation will be enforced throughout the season in the 5th/6th and 7th/8th grade leagues.

Rule #6 – Possession

- a. The 1st half and the overtime period will begin with a jump ball at center court. The team not controlling the jump ball will be given the possession arrow. At each held ball possession will be given to the team with the possession arrow, and the arrow will be switched to the other team.
- b. For the 2nd half, the ball will be inbounded at half court by the team with the possession arrow. The arrow is then switched to the other team.

Rule #7 – Scoring

- a. There are no 3-point field goals. All field goals will count for 2 points and made free throws are 1 point.
- b. Coaches are urged to employ common sense and good sportsmanship to avoid running up the score and blowing out the opposing team. Coaches should take advantage of these situations to develop the skills of their players: have post players bring the ball up the court, put point guards in the low post, create scoring opportunities for normally low scoring players, etc.

Rule #8 – Game Ball

- a. The 7th/8th grade boys league uses an official, NBA-size basketball. All other leagues use smaller balls.

Rule #9 – Referees / Zero Tolerance

- a. The decision of the referee is final and shall not be disputed
- b. Providing instruction is important. Referees and coaches should explain calls, as necessary, so the players understand what they should and should not be doing.
- c. Timely and consistent calls are important at all levels to maintain control of the game
- d. Coaches are responsible for the behavior and language of their players and team parents.
- e. Constructive criticism and positive feedback of officials is encouraged. At the end of each game, coaches shall complete the referee evaluation section of the rotation sheet. Any in-game and post-games comments/questions regarding referee issues shall be directed by the coaches to a Lead Coach and/or a Board Liaison only – and not to the referees themselves.

Rule # 10 – Code of Conduct

- a. Coaches, players and parents shall not engage in any behavior (e.g., shouting-out in anger, using profane language, making physical gestures, etc.) which could be considered unsportsmanlike, confrontational, threatening, or demeaning to any player, referee, opposing coach, or league official.
- b. Coaches, players and parents shall not dispute any call made (or calls not made) by the referees at any time. Any coach, player or parent who questions a referees may be issued a technical foul (2 shots plus the ball) and may be asked to leave the gymnasium.

Rule #11 – Player Health and Safety

- a. Player health and safety shall be the first priority of all players, coaches, and referees.
- b. The wearing of casts (soft or hard) or other medical devices shall not be allowed. Medical information bracelets may be worn provided that they are covered with a sweat band. The Lead Coach has sole and final discretion on all questions regarding potentially-unsafe equipment.