

## Marlboro Recreation League Basketball Rules

### TEAMS

- All teams Grades 2-12 will be selected using the Marlboro Basketball Association Draft Process.
- The Recreation Basketball committee of the Marlboro Basketball Board will determine how 2<sup>nd</sup> grade teams will be created based upon level of participation in the program
- All teams are intended to have 8 or 9 players after the draft is completed. This can be changed by the board in extenuating circumstances.
- After the draft is completed, players may only be added to the rosters from the wait list or as a replacement player.
  - Wait List Players-  
Players may only be added from the Wait List when:
    - The team having a player added would have its roster increased from 8 players to 9 players AND
    - There are still 5 or more games remaining in the seasons AND
      - The additional player being provided does not make the team significantly better or worse than the team was prior to adding the new player OR
      - The additional player will make a team that has been uncompetitive in its first several games MORE competitive for the remainder of the season.
  - Replacement Players  
Replacement players are provided in circumstances when:
    - There are still at least 5 regular season games remaining.
    - The player that has been lost is out for the remainder of the season and will NOT be returning at all.
    - The replacement player being provided does not make the team significantly better or worse than the team was prior to losing the original player.

For both Wait List and replacement players, the decision on meeting the above criteria will rest solely with the Recreation Basketball Committee of the Marlboro Basketball Association Board.

### TIME

- All games will consist of two 21 minute halves with running time. Halftime will be **two** minutes.
- Clock stops:
  1. during all time outs
  2. on every whistle during the last two minutes of the game **\*\*Exception\*\* If point differential is 15 or greater during last two minutes the clock will not stop except for timeouts or injuries**
  3. on ALL foul shots....the clock will then be re-started when foul shot is rebounded if missed, or is put back into play if it is made. The 6 players lined up for the foul shot may enter lane to rebound on the shooter's release. All other players must be lined up outside of the 3-point line, above the foul line extended and may not enter until the ball hits the rim. Shooter may not enter until the ball hits the rim.
  4. the clock will stop for 20 seconds during substitutions at the 14 minute and 7 minute marks of each half.
    - a. This is not a time out and the clock re-starts after 20 seconds.
    - b. If a team needs more time they must call a time out.
- Each team will have three full timeouts per game and one additional timeout per overtime period.

- Overtime periods will be two minutes and the clock stops on every whistle. There is no maximum number of overtimes. Overtime is considered a Free Play Session. (Coach's discretion on substitution)
- Three point shots are allowed in every division.

## **FOULS AND FOUL SHOTS**

- Players foul out of a game on their fifth personal foul.
- On the **10<sup>th</sup>** team foul in each half, or 3<sup>rd</sup> team foul in the last 2 minutes of the second half, one and one is in effect. (If first foul shot is made than a second foul shot is granted). There is NO double bonus. It will remain one and one regardless of number of fouls.
- Foul shot lines are as follows: Please note that the 6 players on the Hash marks are allowed in the lane on the release of the basketball. The shooter, and players situated outside the 3-point line are not allowed in until the ball hits the rim.
  - Boy 2<sup>nd/3rd</sup> & Girls 3<sup>rd/5th</sup>: one hash mark in from regulation line and allowed to cross line on follow-thru. Girls that can reach from the foul line are encouraged (but not required) to shoot from the foul line.
  - Boys 4: regulation line, allowed to cross line on follow-thru
  - Boys 5 – 12 & Girls 6/8: Regulation line, not allowed to cross line on follow-thru
- Any player ejected for two technical fouls or coach assessed two technical fouls, will be suspended for the next scheduled game, including playoff games. A coach's technical fouls are cumulative. If you get a tech in 1 game and a tech in another you get suspended 1 game. Coaches are required to report technical fouls to the Coordinators and Scorekeepers will report all technical fouls to the league.

## **DEFENSE**

- Man to man and zone defenses will be permitted in all divisions.
- **In Boys 2<sup>nd/3rd</sup> & Girls 3<sup>rd/5th</sup> Divisions:** prior to final minute of game all defenders must remain inside the 3 point arc until ball handler completes one pass to another player in the front court This rule only applies when the offense is "walking" the ball up the court and allowing the defense to set. When there is any type of "pushing" of the ball, the defense is not required to retreat to the 3 point line, and only must retreat back to half court (no pressing).
- No defense will be allowed in the backcourt until:
  - boys 2<sup>nd/3rd</sup> --last minute of the game
  - boys 4<sup>th</sup>, 5<sup>th</sup> /6<sup>th</sup> -- last two minutes of the game
  - boys 7<sup>th/8th</sup> -- last seven minutes of the game
  - boys 9<sup>th</sup> through 12<sup>th</sup> -- pressing allowed for the entire game
  - girls 3<sup>rd/5th</sup> -- last minute of the game
  - girls 6/8<sup>th</sup> -- last two minutes of the game
- If the whistle stops play due to defense in the back court when such defense is not allowed, the whistle will result in a delay of game warning. The second such infraction in the game will result in a technical foul with two foul shots and possession of the ball being awarded to the other team.
- If a team is leading by 15 points or more, no backcourt defense will be allowed by the team that is leading.

## **PLAYING TIME**

**There are not meant to be any “loopholes” in the rules below. If you think you have found one, it is not intentional, and should not be exploited. ALL rules are intended to keep playing time minutes as fair as possible for all players present at a game.**

All games in **all divisions** are two 21 minute halves with 3 segments of 7 minutes each.. So 6 total segments.,

- All players present for start of game must play a minimum of three full segments
- With 8 or 9 players everyone must sit at least two full segments and everyone must play at least 1 full segment in EACH half
- With 6 or 7 players everyone must sit at least one full segment and play at least 4 full segments.
- All players late for start of game
  - The player cannot play in first half at all
  - In second half they **MUST** play two segments, and cannot play 1 or 3
  - Players who are not at game before start of second half may **NOT** play.
- In General
  - With 9 Players-3 will play 28 minutes and 6 will play 21 minutes
  - With 8 Players- 6 will play 28 minutes and 2 will play 21 minutes
  - With 7 players-2 will play 35 minutes and 5 will play 28 minutes
  - With 6 players-6 players will play 35 minutes each
- Substitutions can be made at any time provided that players have fulfilled **all** of the playing **and** sitting time rules. This really means that the extra 7 minutes that some players are playing can be divided up. As an example, with 9 players, if all have played their 21 minutes, rather than only having 3 players play 7 minutes each, you could have 6 players play 3.5 minutes each. The **EXTRA** time can be divided among as many players as you like.

### **SPECIAL PLAYING TIME RULES**

- When a team with 7 players present is playing against a team with 8 players or 9 players present :
  - Per playing time rules, the team with 7 players will have 2 players that play 35 minutes each. Team with 8 or 9 will have **NO** players play 35 minutes.
  - Players rated 3.5 or higher **MAY NOT** play 35 minutes. The extra time must be given to players with a rating or 3 or less..
  - This rule **DOES NOT** apply for teams with 6 players. With 6 players, all players present will play 35 minutes per the playing time rules, regardless of how many players the opponent has present.
  - This rule **DOES NOT** apply if both teams have 6 or 7 players present. When both teams will have players playing 35 minutes, the coaches are free to play whichever players they choose, including players rated 3.5 or higher
  - If a game goes into overtime, it is free play and the coaches may play any players they like, regardless of the situation.

Playoff Rule: If one team only has 5 players, the opposing team can modify playing time rules to the extent that every player must still play a minimum of 3 segments but there will not be a maximum playing time rule in effect and a player is eligible to play the full game.

- In the event of an injury:
  - All playing time/rest rules must still be adhered to; Be aware of who you are subbing into the game so as not to violate the rest time rules. If you sub a player into the game for injury, that segment DOES NOT count as a rest segment.
  - If it is impossible to meet the rest requirements when subbing for an injured player, the OPPOSING coach shall decide which bench player can substitute and not be legal.
  - The injured player can re-enter game as soon as ready with the time missed due to injury considered towards the consecutive minute playing time rule.
- Players must play their required uninterrupted segments regardless of how many personal fouls they receive. There are no substitutions for players in "foul trouble" during their uninterrupted segments. If a player commits their fifth foul during any part of the game, they are disqualified.
- When "Pool Players" are required
  - A Coordinator can assign or approve a "pool player" to a team to avoid forfeits or so a team can field 6 players for safety reasons.
  - A Coordinator can assign/approve a player from another team (with a rating of 3 or lower) to play in a game and the game will count in the standings.
  - Coordinators must be notified and approve any pool players prior to their participation.
  - The opposing coach will be notified by the coach and/or coordinator with as much notice as possible.
  - The "pool player" should have already played in his or her game if that game is on the same day.
  - Pool players must play one of the "lesser" time slots for the given number of kids. For example, if a pool player is your 7<sup>th</sup> player, the pool player must play 28 minutes, not 35 minutes.
  - **A Pool Player cannot be used in the playoffs.**

***Playing time rules must be followed without exception. Coaches are responsible for adhering to this rule which is designed to give all of our players in our recreation league a fair opportunity. Coordinators will be responsible for monitoring playing time rules.***

## ***Violations may result in forfeits and/or suspensions***

***In the event of a perceived playing time rule violation-***

***In the event that one coach believes the opposing coach has substituted in a way that is not legal, they may call a time out and notify the referee that it is about a rule violation. They will discuss with opposing coach and if they agree; the violation will be corrected immediately and the "protesting" coach gets back his time out.***

***If the coaches agree after discussion that there was no violation, the protesting coach is charged the timeout.***

***If the coaches cannot agree on whether there is a rule violation, the protesting coach is charged his time out, and reserves the right to protest the game with the rec basketball rules committee.***

***Games should not be protested unless the time out has been called and the violation discussed between the coaches at the game.***

## **MISCELLANEOUS**

- We will attempt to make-up games that are cancelled due to weather or our inability to use the school gyms. Coaches should check with their Division Coordinators.
- All teams make the playoffs.
- If a team is winning by 20 points or more, they must keep their defensive players inside the 3 point arc. Coaches are encouraged to not have their teams run up the scores. Some suggestions when a team is winning by a substantial margin:
  - Change up the positions the kids normally play in
  - Challenge your team to make 3 or 4 good passes and cuts before shooting
  - Have your team always walk the ball up the court rather than fast break
  - Work on a more complicated play you have not mastered yet that you may need for a future game.
  - Try a new defense (must be inside the 3 point line)

## ***Other Rules and rule misconceptions***

**1. Will be a referee point of emphasis:** 2107 - One coach stands and one or two coaches sit. This is a rule that is important, especially at the younger ages because players are often distracted by 1,2 and 3 coaches standing simultaneously and barking orders.

a. Results in one warning to the violating team, followed by a technical foul on the head coach if it happens a second time.

**2. Scorebook** - If the coach believes an error has been made, the coach must address with referee but only during a stoppage of time in the game. At no point is it permissible for a coach to reprimand or berate the scorekeeper.

**3. Screens** - The player who sets the screen must have an 'ESTABLISHED' set position or the screen will be considered a foul. Once the player is set, any opposing player running into the screening player must yield to the screen.

**4. The 3 second violation** - If ANY of the player's feet, or a portion thereof is in the lane for 3 seconds, it is a violation. The player must remove his feet from the lane within the allotted 3 seconds. We do allow the younger players in the 7,8 and 9 year old divisions to stay in the lane a bit longer, but not much longer. If an offensive player with the ball is making a move to the basket, the 3 second violation does NOT apply.

5. Hand checking and forearm checking - This is strictly prohibited at ALL level of rec ball. The fouls will be called more frequently.

6. Defensive players who have their hands extended straight from their sides in the lane during an attempted shot risk having a foul called against them every time. The rule states that if contact is made with an offensive player while the hands are extended to the sides, the foul is on the defensive player.

7. If an offensive player with the ball has any portion of their body in the backcourt as the count winds down to 10, it is a ten second violation. Even if the ball crosses midcourt. The ball and the entire body must be in the frontcourt prior to the ten second count being exhausted.

8. Players cannot enter a game directly from the bench when a coach tells them to. They must go to the table, and must be summoned in. Violation of this results in a technical foul.