



## **COACHES RESPONSIBILITIES**

1. Hold Well-Publicized Tryouts That Give Every Child A Fair Chance To “Make A Team.” Each Team Is Required To Post Tryout Information At The School And On The Tybl Web Site By Informing League Directors Prior To Tryout Dates.
2. Have A Roster With The Minimum Players For That Division Pay The Full League Fee On Time.
3. Develop A Good Relationship With Your Team Parents And Keep Them Well-Informed About League Requirements, Rules, Games, Practices And Most Importantly The Code Of Conduct. Each Coach Must Update The Team Website Regarding Practices.
4. Encourage School Spirit. Work Together With Other Coaches From Your School To Create An Atmosphere Of Camaraderie Amongst The Teams And Student Body.
5. Your Primary Goal Should Be To Ensure That Your Players Increase Their Skill And Knowledge Of Basketball, In An Atmosphere Of Fun.
6. Your Behavior Should Meet Or Exceed The League Code Of Conduct And Code Of Ethics.
7. Each Coaching Staff Is Responsible For Behavior Of The Team Parents And Fans. You Are Expected To Assist The League In Removing Unruly Parents Or Fans From A Game Or Practice. If You Believe You Cannot Do This, Please Advise The League And Referee So We Can Assist In This Regard. Any Inability To Control Parents Or Fans Will Result In Game Stoppage, Possible Termination Of The Game And A Forfeit.
8. Make Sure That Your Team, Team Parents And Fans Are Following The League’s Policy Of Maintaining And Cleaning The Facilities Msbl Uses To Conduct Games And Practice Facilities. No Food Or Drinks, Other Than Water, Is Allowed In Any Of The Facilities.
9. It Is Mandatory That There Be A Team Representative Assigned To Do Gym Duty At Every Game. If A Representative Fails To Do Their Duty, Then It Is The Coach’s Responsibility. Clean Your Bench Area After Every Game.
10. Attend Practices And Games And Provide Appropriate Rosters With Names And Numbers And Have The School Id Photocopy Available To The Table Or Board Member At Each Game. Provide The League With All Required Documents.
11. Engage Referees In As Professional A Manner As Possible!



## ORGANIZATION OF TEAMS

### COACHES

All coaches must go to the TYBL website and complete a background check before tryouts begin.

Inform all players and parents **prior** to try outs that the schools your teams will represent **are in no way affiliated** with the schools themselves using the attached document. MSBL has no ties to the schools or school districts, but works in cooperation with the districts for facility usage only. Any and all issues with players, coaches, team formation or games should be directed to MSBL and **NEVER** to the school or school district.

### TRYOUTS

**Tryouts may begin Feb. 1st, 2026** and each team is required to conduct a minimum of 2 tryout dates. A signup form for players who attend is required and every player and a parent must sign the MSB Code of Conduct and Waiver form. Tryouts must be well publicized one week before they begin. Every player must bring a signed permission slip to try-out, acknowledging the rules, code of conduct and due date. Teams must be formed by March 1 if the team expects to play the first week with uniforms. Teams formed late may be scheduled for fewer games but will not receive reduced fees.

### LEAGUE FEES

\$250– per player with a Middle School Basketball issued uniform. See UNIFORMS below.

**Registration will be online and must be completed by February 23<sup>rd</sup>, 2026.** All other documents must be completed and turned in, including report cards and school ID by Feb 23<sup>rd</sup>. A late fee of \$20 will be assessed if a player is allowed to register after this date.

### TEAM FORMATION:

#### Age & Grade Eligibility Rule

A player's eligibility is determined by their grade level for the current school year.

- **8th Grade:** A player may not turn **15 years old before June 1.**
- **7th Grade:** A player may not turn **14 years old before June 1.**
- **6th Grade:** A player may not turn **13 years old before June 1.**

**Players may not repeat a grade level for the purpose of participating again in that division.** Any player who exceeds the above age limits or is repeating a grade is not eligible to participate unless approved by the TYBL board prior to the season.

TYBL reserves the right to request proof of age and grade enrollment at any time.

### BOYS TEAMS

1. Only boys will play on boys teams. Boys must play in their grade division (Private/ Charter Schools may be allowed to play 7<sup>th</sup> graders on the 8<sup>th</sup> grade team if not enough players are available).
2. Boys must attend the school or play for their zoned school, no exceptions.

### GIRLS TEAMS

1. Only girls will play on girls teams. Girls teams will be formed as Varsity and Junior Varsity teams.
2. Varsity teams may consist of players in grades 6-8. JV teams consist of players in grades 6-7, no 8<sup>th</sup> grade players are permitted.
3. The League reserves the right to allow girls teams to form "merged" teams if not enough players are available.
4. The League reserves the right to allow 'swing' players if necessary to form a team, but not to benefit a player or team. Swing players will pay the fee twice, and will not be allowed to play for both teams in the playoffs. Swing players require board approval.
5. Girls must attend the school or play for their zoned school, no exceptions.

**ROSTER REQUIREMENTS**

No team shall have more than 15 players. No team shall have less than 10 players, unless fewer try-out. We expect every 6<sup>th</sup> grade boys team to have at least 12 players, and JV girls to have at least 10.

**UNIFORMS** - Will be provided as part of your registration cost. Reversible Jerseys and shorts.

**SEASON DATES**

**Games are scheduled to begin March 13<sup>th</sup> & 14<sup>th</sup>.** Girls Games will be played Fridays nights and Boys games will be played on Saturdays. We will be OFF (spring break) the weekend of **April 3<sup>rd</sup> & 4<sup>th</sup>** . Season, including playoffs, end on May 30<sup>st</sup> or 31<sup>st</sup> or June 7<sup>th</sup> & 8<sup>th</sup> depending on gym availability.



## OFFICIAL GAME RULES

CIF HIGH SCHOOL RULES WILL APPLY WITH FOLLOWING EXCEPTIONS:

1. Game: Four 8 minute quarters. Halftime 3 minutes unless the game officials need to expedite the game to stay on schedule.
2. Running clock. Clock will stop during timeouts and during the **last 2 minutes of the 4th quarter** of the game for free throws and dead balls. If one team is ahead in score by 20 or more points the clock will not stop during the last 2 minutes.
3. Overtime will be 3 minutes. The clock will stop during all overtime free throws and on dead balls during the last minute of overtime. Double overtime will be sudden death (first team to score wins). Championship games will not use sudden death but will use 2 minute periods.
4. Timeouts: There will be 2 per half. One timeout total in overtime. Each timeout is 30 seconds but may be less if the game officials must expedite a game to stay on schedule.
5. Player Substitution: Free player substitution is allowed, and no minimum playing time is required. (see coach code of conduct)
6. A minimum of 5 roster players must be present in order to start a game.
7. A team ahead by 20 or more points cannot full court press. A team ahead by 30 or more points cannot fast-break.
8. Girls JV Division ONLY - There is NO full court press, you must let the other team cross half court.
9. Basketball sizes -All girls divisions will use a 28.5 size basketball and all boys divisions will use a 29.5 size basketball
10. No Shot Clock will be used in any boys or girls divisions.
11. The 10 second back-court violation will be in effect for girls and boys divisions
12. Standings: Division standings will be determined by win-loss record (winning percentage). first tie-breaker will be head-to-head record for the teams that are tied. 2nd tie-breaker will be cumulative Points Allowed. Playoff seeding will be determined by the final regular season standings after all regular season games have been played.
13. Head coaches may stand during games, restricted to the coaching box area as set by the officials on the court. Referee's have the discretion to require a coach to sit, and if any coach on the bench receives a technical foul, all coaches must sit the remainder of the game. Assistant coaches must always sit during play. All coaches may stand during breaks in play such as timeouts and halftime. A maximum of three coaches are allowed to be seated with the team. Assistant coaches cannot address referees during play.
14. All coaches must be listed on the team roster, have a coach application on file with the league and pass a background check. In the event of a head coach being absent from a game, the assistant coach must notify the scorekeeper, referees and league officials prior to the start of the game.
15. All ejections require the player, coach or fan to leave the gymnasium. They may remain in the lobby or parking lot until 5 minutes after the game to provide or obtain a ride home if they are not disruptive. The game will not commence until the ejected person has left the gym. Referees, Board Members or League Officials have the authority to suspend or cancel the game in the event of an ejection that disrupts the game such that crowd control is not maintained. In the event an ejected party does not leave the gym or continues to be disruptive, the clock will be run without play and law enforcement may be called to remove the person. If law enforcement is required to remove a party, that party will be banned from participation in TYBL / MSB activities.
16. ALL ejections – coaches, players and fans – will result in a one game suspension. All ejections are eligible for review and appeal by the MSBL Board. ANY coach, player or fan who engages in physical violence or threats of violence will be banned from participating for the remainder of the league season. We have a zero tolerance policy regarding threats or violence.
17. ALL coaches, players and spectators are subject to the Code of Conduct and will be ejected and potentially banned for violations. See attached Code of Conduct.