

MMYBA League Playing Rules

2018/2019 Season

General Information

- 1) All players must be from the same school district to participate on a team for this league
- 2) Players can only play up a grade; they cannot play down a grade
- 3) Team rosters must set at the beginning of each Saturday league day
 - a. Players can only play in 2 league games per Saturday unless agreed to by other coaches in attendance
 - b. Teams with more than 1 team in a division can use a player from the other team if they have less than 7 players available to play that day
 - i. They may also pull up a player from another team in a lower division from their town
 - c. NOTE: The intent is to help out towns that have too many players for one team, but barely enough for 2 teams. We want to get as much playing time for all players. This rule will be closely monitored to make sure coaches don't abuse it to get a competitive edge. The player(s) playing the additional games will be used sparingly. The main players on those teams should get the bulk of the playing time.
- 4) Teams must hand in a printed roster to the scorekeeper before each games starts
- 5) MMYBA encourages that no admission fee be charged at scheduled league games
 - a. Towns charging an admission fee will need to make sure all other towns are aware of the admission fee
 - b. MMYBA recognizes that some towns do not have a group or organization to help cover the costs of officials and scorekeepers and may need to charge a fee to help with those costs
 - c. MMYBA encourages towns joining the league to form an association hat will cover costs in future years
- 6) Concessions may be sold

Basketball Requirements

- 1) All girls will use a 28.5" size basketball
- 2) 3rd/4th grade boys will use a 28.5" size basketball
- 3) 5th/6th grade boys will use a regulation boys basketball

Game Regulations

- 1) Host city will provide the following:
 - a. Warm-up and game basketballs
 - b. Referees
- 2) Each team will get a 5 minute pre-game warm up if time allows
- 3) Games will be (4) 10 minute quarters with a running clock
 - a. The clock will only stop for:
 - i. Team time outs
 - ii. Injuries
 - iii. Any reason deemed necessary by the official
- 4) The clock will stop the last 2 minutes of the game (2nd half)
 - a. After a 15 point lead, running clock through last 2 minutes of game also
- 5) Half time for each game will be 5 mins
- 6) Each team will be allowed 2 timeouts per half
 - a. Timeouts are 60 seconds in length
 - b. Timeouts will not carry over to the 2nd half or overtime
- 7) There are no restrictions on zone or man to man defense at all age levels
- 8) Defensive areas allowed are determined by grade level:
 - a. 3rd grade
 - i. Boys and girls will play defense within the 3 point circle until the last 2 minutes of each half
 1. The offense must engage the defensive team and must not stay behind the 3 point line as a way to run the clock out
 2. If the offense doesn't engage, the defensive team will be allowed to play defense beyond the 3 point line
 - ii. At the 2 minute mark of each half, the defense can pick up the offense at half court
 - b. 4th grade
 - i. Boys and girls can press on defense the last minute of each half
 - c. 5th & 6th grade
 - i. Boys and girls can press on defense the last 2 minutes of each half
- 9) There will be no press after a 15 point lead in either half
- 10) Free throw lines are based on grade level:
 - a. 3rd & 4th grade boys and girls free throws will be shot at 12 feet
 - i. They can choose to shoot them at the regulation free throw line
 - ii. They will not be allowed to cross the 12 ft line

- b. 5th & 6th grade boys and girls free throws will be shot at the regulation free throw line
 - i. They are not allowed to cross the free throw line

11) 5 fouls allowed per player per game

12) 1 and 1 after 7 fouls in a half & 2 shots after 10 fouls in a half

13) Bench warning then bench technical for players or parents who are out of line

14) Any technical foul either by a coach/fan/player will be reported to the MMYBA Board

15) Each time will be given 1 time out in overtime

- a. Timeout is 60 seconds in length

16) If the game is tied after regulation, a 2 minutes overtime will be played with the clock stopping according to MSHSAA rules

- a. If the game is still tied after the 2 minute overtime, sudden death free throws are done
 - i. A player from each team will shoot a free throw. The team's player that makes the free throw will be declared the winner
 - ii. If both players make the free throw, 2 new players are chosen until a winner is declared

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Highlighted areas updated