



MOORPARK BASKETBALL ASSOCIATION 2016-17 RULES AND REGULATIONS

PREAMBLE

The purpose of the Moorpark Basketball Association (MBA) is to provide training in the sport of basketball in an atmosphere of good sportsmanship and fair play with an equal opportunity for growth of individual skills, team play and the true enjoyment of playing basketball. The following rules should be interpreted consistent with this philosophy and should not be used as a tool to achieve victory on a technicality. All CIF boys' basketball rules shall apply unless deviations are granted herein.

SPORTSMANSHIP

Every effort must be made by coaches and players to cooperate with the referees. Technical fouls will be imposed against a team for any unsportsmanlike behavior. Two 'T's against a coach and he/she will be ejected from the game and the area, and will also serve a one game suspension the following week. The coach will also be ejected if a parent of a player on his/her team gets two 'T's. (Coaches are responsible for the actions of their player's parents).

Verbal or physical abuse by coaches, parents, or players toward other coaches, parents, players, referees, scorekeepers, timers, or board members before, during, or after a game will not be tolerated. Any incidents of such behavior shall result in immediate ejection from the current game and suspension for at least the following game and will be subject to review by the advisory committee.

1. PLAYER REQUIREMENTS

- A. All eligible players must play at least two full uninterrupted quarters (i.e. the player must play the entire quarter without substitution), unless forced out by injury or illness. (**Exception to the rule:** The league and coaches may agree to allow the coaches to split the playing time into 5 minute increments for 3&4 and 5&6 Divisions and 4 minute increments for 7&8 Divisions, however all players will play at least 2 accumulated quarters.) These do not have to be consecutive quarters, in other words, a player who plays the entire first quarter and the entire fourth quarter has met the minimum playing time requirements. Failure of a coach to comply with this rule will result in a forfeit to the opposing team. The only exceptions shall be injury, illness to the point where he/she is unable to continue play, fouling out of the game, or prearranged disciplinary action.
- B. Coaches must provide a complete roster to the official scorekeeper prior to the start of the game.
 - 1) A player arriving late but before the beginning of the second half must play at least one full uninterrupted quarter (except as noted under 1.C. below). The player shall be entered on the roster and their playing status established on the score sheet prior to the game. Any player not on the roster at the start of the game that enters to play will be assessed a technical foul.
 - 2) Any deviation or modification in required playing time due to long-term illness must be approved by the Division Director.
- C. Coaches must submit on a weekly basis any player declared ineligible for disciplinary reasons. A written statement shall be submitted to the Commissioner and

the Division Director defining fully the cause of the disciplinary action. Multiple infractions shall be reviewed by the Division Director to determine if further action is required. Disciplinary action constitutes sitting out the entire game or playing only one quarter. Failure to notify the opposing coach and Division Director in writing prior to the game will constitute forfeiture of the game.

2. TIME PERIODS

A. Length of Games:

- 1) 3&4 Grade and 5&6 Grade Divisions: Each quarter shall be 10 minutes long with a running clock. The clock will run through all dead balls (e.g.: jump balls, travels, free throws). The clock will stop for time outs and for dead balls in the last two minutes of the game if the difference in score between the two teams is 10 points or less.
- 2) 7/8 Grade Division: Each quarter shall be 8 minutes long. The clock stops on all whistles; it starts when the ball goes into play and is touched by any player. A basket does not constitute a whistle or dead ball.
- 3) The rest intervals between quarters shall be 2 minute except at half time when there is a 4 minute break.

B. Penalties for teams not ready to play:

A technical foul will be called if a team is not ready to play 5 minutes after the official game starting time. League officials in charge of the game will declare the game forfeited should any team not be ready to play 10 minutes after the official game starting time.

C. Timeouts:

- 1) 4 timeouts, 30 seconds long, may be called per team per game for all divisions. These are cumulative through the regular game and may be used at any time. One additional timeout will be awarded to each team for each 3-minute or sudden death overtime period. All timeouts not used during regulation are carried over and may be used during any subsequent overtime periods.
- 2) In all divisions, either the head coach or a player on the court may call timeout when his/her team is in possession of the ball, or during a stoppage in play.
- 3) Unlike in the NBA, calling a timeout in the back court does NOT allow the offensive team the option of advancing the ball to the front court for the ensuing inbounds play. After a timeout, the ball is inbounded closest to where the ball was when the timeout was called.

D. Overtime:

- 1) All overtime periods start with a center jump ball. For all overtime periods, teams continue playing in the same directions that they played during the second half.
- 2) The first overtime period shall be 3 minutes in length. Then if the game is still tied, a 3-minute sudden death (first point scored wins) period will be played followed by additional 3-minute sudden death periods, if needed.

3. TIME LIMITS

- A. A team on offense has 10 seconds to cross the half-court line after taking possession in the back court.
- B. In divisions where no full-court pressing is allowed, a team on offense, after crossing the half-court line, must penetrate the hash marks (or “no press” line) within 5 seconds. Failure to do so is a time violation and will result in forfeiture of the ball.
- C. In the front court, no player may either dribble or hold the ball for 5 seconds while being closely guarded.
- D. A team has 5 seconds to bring the ball inbounds.
- E. Offensive players in the third, fourth, fifth, and sixth grade boys divisions and the G1 division are allowed 5 seconds in the key. The 'key' goes to the regulation 15-foot free throw line.
- F. All other divisions are allowed only 3 seconds in the key.

4. GAME POSTPONEMENTS

Teams are expected to play all games as scheduled. No postponements or rescheduling will be allowed.

5. REQUIRED NUMBER OF PLAYERS; FOUL OUTS

- A. A team may start a game and play with 4 players only if that is all they have available. A forfeit will result any time during a game that a team, due to absences, injuries, foul outs or any other circumstances does not have at least 4 players prepared to play.
- B. Upon committing a fifth personal foul, a player is disqualified from further participation in the game and must go to the bench. The coach has a maximum of 30 seconds in which to replace the disqualified player. A team may continue with 4 players only if no one else is available.

6. FREE THROWS

- A. Distances:
 - a. 9 feet for the third/fourth grade boys and girls division.
 - b. 15 feet for all other divisions.
- B. A team will enter the bonus or one-and-one situation upon the 7th team foul in each half. The double-bonus situation will begin on the 10th team foul.
- C. According to CIF rules, all fouls, including offensive fouls, count as both personal and team fouls. However, no bonus or double bonus free throws are shot as the result of an offensive foul. The offensive foul is recorded as both a personal and team foul and the defensive team is awarded the ball out of bounds.
- D. A player fouled in the act of shooting will be awarded 2 free throws. A player fouled in the act of shooting a 3-point shot will be awarded 3 free throws (this rule applies only on courts where the 3-point arc is clearly marked).
- E. All technical and intentional fouls will result in 2 free throws and possession of the ball.

7. TYPES OF DEFENSE

- A. The third/fourth grade boys divisions shall use man-to-man defenses. No zone defense is allowed.
- B. Zone defenses are permitted in the fifth/six and seventh/eighth grade divisions.
- C. Man-to-Man Defense.
 - 1. In Man-to-Man defense, there is no blocking or double teaming. If a defensive player's assigned man is playing within or near the key area, the defensive player must guard him/her closely. No offensive player shall be without a defensive player assigned to him/her.
 - 2. When the offensive player clears the key area considerably, then the defensive player must at least clear the key (both feet outside of the key) in the direction of his/her man.
 - 3. If an offensive player is open and enters the key, any or all defensive players may guard him/her to stop him/her from scoring. This is not a zone defense.
 - 4. The first zone violation of each half is a warning and any thereafter will be a technical foul.
 - 5. If an isolation play is used (where four offensive players make an obvious effort to clear the lane to allow a one-on-one play), the referee will stop the game and the coach will be given a warning. A technical foul will be called on the second occurrence of an isolation play (2 free throws and the ball out on the side).

8. PRESSING

- A. No pressing at any time in the third/fourth grade boys divisions except when there is less than two minutes to play in the game, the ball has been introduced into the front court and the offensive team calls a time out. If the offensive team is leading in the game, the defensive team may defend the entire court when the ball is inbounded following the timeout. This is intended to prevent stalling by the leading team.
- B. In the fifth/sixth grade boys divisions pressing is allowed only in the last 2 minutes of each half and the entire length of any overtime periods.
- C. In the seventh/eighth grade divisions pressing is allowed anytime.
- D. Pressing is defined as closely guarding opponents in areas other than the front court so as to harass them, attempting to cause steals or turnovers.
- E. When in a no-pressing situation, once a player gains complete control of a defensive rebound and stalls for a 2-second count before attempting to advance the ball upcourt by dribbling or passing, the opposing players must immediately retreat and allow the team with possession to bring the ball upcourt uncontested. If the team gaining control of a defensive rebound attempts a fast break, then the ball is in open play and may be defended the entire length of the court.
- F. If a defensive player forgets the no press rule and causes a steal, a turnover, or ties up a player in a jump-ball situation in the back court or mid-court area prior to the offensive team penetrating the hash marks (or "no press" line), the officials shall warn the offender (or offenders) and award the ball out of bounds to the team which had possession. As stated earlier, this rule does not apply if the offensive team has attempted to fast break.

- G. When in a no-pressing situation, the defense must be positioned behind the hash marks (or “no press” line) until penetration of the hash marks has been made. After the offensive team has penetrated the hash marks, the ball may be defended in the entire front court area (including above the hash marks or “no press” line).
- H. Any team leading by 10 points or more in the third/fourth grade and fifth/sixth grade divisions may not press. In the seventh/eighth grade division, any team leading by 20 points or more may not press.

9. SCOREKEEPING, TIMEKEEPING & REFEREE EVALUATIONS

- A. **The home team will supply the official scorekeeper and the visiting team will supply the official timekeeper.** Each head coach is responsible for signing the official score sheet at the end of the game. The home team receives the pink copy, visitors the yellow copy, and the league receives the white copy.
- B. The paper score sheet as kept by the scorekeeper is the official score of the game. The scoreboard is present only for the convenience of the fans. The timekeeper and scorekeeper must coordinate their efforts so that the paper score sheet and the scoreboard always reflect the same score. Any discrepancies between the score sheet and the scoreboard must be brought to the immediate attention of the referees, both head coaches and the Division Director. An attempt should be made to rectify the discrepancy between the score sheet and the scoreboard. In the event of any irresolvable conflicts regarding the proper score, the paper score sheet will always be accepted as the official score of the game.
- C. Any comments regarding the performance of the referees must be submitted to the appropriate Division Director on the referee evaluation forms provided at each game site. Only head coaches may fill out referee evaluation forms. Head coaches are strongly encouraged to evaluate referees periodically and not just when they are unhappy with a particular referee’s performance. Regular evaluation of the referees plays an important part in improving the overall quality of the officiating.

10. TECHNICAL/INTENTIONAL FOULS

- A. A technical foul will be assessed against a player, coach, assistant coach or parent for unsportsmanlike conduct. Two such technical fouls will result in removal of the player, coach, assistant coach or parent for the remainder of the game and suspension for at least the following game. All ejections will be reviewed by the advisory committee.
- B. If a coach/parent/player who has been ejected from the game refuses to leave the gym, his/her team shall forfeit the game.
- C. A foul, which in the judgment of the referee is of an unnecessarily violent nature, will result in a technical foul. If a foul, in the judgment of the referee, is committed with the intent to injure another player it will result in an immediate ejection from the game.
- D. Unlike in the NBA, a player may **NOT** reach out and intentionally grab an opposing player in an attempt to foul him and put him on the free throw line. This is considered an intentional foul. All defensive players must attempt to make a play on the ball, even when trailing late in the game.
- E. In the case of a technical or intentional foul the offended team will be awarded 2 free throws and the ball out of bounds on the side. All technical and intentional fouls are recorded as both personal and team fouls.

- F. In a situation where a personal foul is followed immediately by a technical foul, the technical foul is shot last.

11. SUBSTITUTIONS

- A. Substitutions may be made only when the ball is dead. Failure of the substitute player to report to the scoring table will result in a technical foul against the player. Players waiting at the scorer's table to enter the game must wait to be beckoned onto the court by a referee.
- B. In a multiple free throw situation, players will be allowed to enter the game only before the last free throw in the sequence is attempted, or after the final attempt has been made.
- C. Coaches in the third/fourth grade division have the option of requesting a player match up or face-off after multiple substitutions have occurred (two or more).

12. TEAM BENCHES/DIRECTION OF PLAY

- A. The home team will have the choice of bench location.
- B. Teams will warm-up before the game and shoot during the first half at the basket opposite their team bench.
- C. Teams will warm-up at halftime and shoot during the second half at baskets in front of their team bench.

13. GUIDELINES FOR COACHES

- A. Only two adults (one head coach and one assistant) are allowed in the team bench area during the game
- B. Only the head coach may stand during the course of play to address players on the court. Assistant coaches must remain seated except during timeouts and between quarters.
- C. Head coaches are strongly encouraged NOT to stand during the entire game, but instead to rise, give instructions to their players and then sit back down.
- D. Only the head coach may address the referees and only at appropriate stoppages of play. Assistant coaches may not address referees or direct comments at them.
- E. Coaches are not allowed on the floor during the course of play unless directed onto the court by a referee (as in the case of an injury).

14. PROTESTS

- A. A judgment call made by a referee may not be used as the basis of a protest. All judgment calls are final.
- B. A coach who protests a game must notify the referees at the time of the protest and it must be noted on the official score sheet. The coach must then, within 48 hours, submit a detailed written statement to his/her Division Director.
- C. The Commissioner shall appoint a committee to review all protests. This committee shall consist of at least three league representatives, none of whom shall represent any team in the division involved in the protest. A hearing and decision on the protest shall be made 24 hours prior to the next regularly scheduled game.

15. GAME BALL

The referee will choose the ball to be used for the game. The 3rd/4th grade boys divisions and all girls divisions will use the smaller intermediate size ball (28.5 inch circumference) and the 5th/6th grade and 7th/8th grade will use the standard size (29.5 inch circumference) ball.

16. THREE POINT SHOT

- A. 3-point field goals will be allowed only on courts where the 3-point arc is clearly marked.
- B. On courts where no 3-point arc exists, all field goals are worth only 2 points regardless of distance.