

MBA Officials/Scorekeeper Cheat Sheet 2017

***Ohio High School Athletic Association Rules will be in effect, except where specific league rules have been adjusted to meet the MBA Leagues.**

Teams MUST have 4 players from their roster to start. A 5th player from their roster can be added at any time. If team has only 3 players, teams can play for fun.

Coaches are responsible for equal playing time.

Boy's 3rd-4th & 5th-6th Grade Leagues (Saturday Afternoons)

- (4) 8 Minute quarters, running clock until last 2 minutes of the game.
- **Clock will stop for:**
 - Foul Shots (start clock when shooter receives ball for last shot)
 - Timeouts
 - When requested by officials, scorekeepers or league supervisor
- Clock will run, even during foul shots, **in the last 2 minutes of a game**, if one team is ahead by 16 points or more.
- **Timeouts:** (2) 30 second timeouts per half. Timeouts do not carry over. Each team will receive 1 timeout if game goes to overtime.
- **Defense:** Man to Man must be used for the whole game. Players must remain on their man.
- **Press:** Only in last 2 minutes **if losing**
- **Overtime:** (1) 2 minutes running-clock overtime period. If tied after, game ends in tie.

Boy's 7th-8th Grade League (Saturday Afternoons)

- (4) 8 minute periods with running clock until last 2 minutes of the game.
- **Clock will stop for:**
 - Foul Shots (start clock when shooter receives ball for last shot)
 - Timeouts
 - When requested by officials, scorekeepers or league supervisor
- Clock will run, even during foul shots, **in the last 2 minutes of a game**, if one team is ahead by 16 points or more.
- **Timeouts:** (2) 30 second timeouts per half. Timeouts do not carry over. Each team will receive 1 timeout if game goes to overtime.
- **Defense:** Any type of defense is allowed
- **Press:** Anytime throughout the game
- **Overtime:** (1) 2 minutes running-clock overtime period. If tied after, game ends in tie.

MAYFIELD BASKETBALL ASSOCIATION

RULES FOR BOYS LEAGUES

2016-2017 Season

Management of the MBA Program

1. The operation of the MBA Youth Basketball Program is under the control of Mayfield Village Parks and Recreation, with support from Mayfield City Schools, Wildcat Sport & Fitness, as well as Mayfield Height Parks and Recreation.
2. Parents who sign up their son in the 3rd through 8th grade program do so with the knowledge that Mayfield Village establishes all policies and regulates the MBA as part of their overall program.
3. Mayfield Village Parks and Recreation Department shall organize the league with parent and adult coaches, assign league officials and scorekeepers, prepare schedules, train coaches, and in general, conduct the business of the league.

Mayfield Village Parks and Recreation and League Supervision reserve the right to amend or add rules during the season as needed. Coaches will be notified of rule changes.

Rules

Ohio High School Athletic Association will be in effect, except where specific league rules have been adjusted to meet the MBA League.

Purpose of League

The purpose of the MBA League is to offer instruction through volunteer parents/adults coaching and making the league fun and enjoyable for all 3rd through 8th grade boys. Rule enforcement will be followed when necessary to promote these objectives. As the league continues, these rules will be more strictly enforced, for the benefit of the player. An example of these objectives would be seen in the 3rd and 4th grade league. Traveling may not be called as frequently in the beginning of the season or a 3 second violation may be extended to 5 seconds in the key.

(OVER)

Clock and Game Length

- Play to begin if both coaches and official are ready to start early and both agree.
- All boys' league games will consist of (4) eight minute periods, with the clock running until the last (2) two minutes of the game.
- If a team is ahead by 15 points or less during the last two minutes of the game, a normal clock will be in effect during the last 2 minutes of the game. This means if the ball goes out of bounds, two shot foul, or officials time out, then the clock will be stopped. It will start once the ball is touched on the court. The clock will run even during foul shots, in the last two minutes of a game, **if** one team is ahead by 16 points or more.

All leagues will have the following exceptions:

- 1.) The clock **will stop** for foul shots.
- 2.) The clock **will stop** during time outs
- 3.) The clock **will stop** when requested by the referees, scorekeeper or league supervisor.
- 4.) The clock will run, even during foul shots, in the last two minutes of a game, if one team is ahead by 16 points or more.
- 5.) The scorer's time clock is official and final – the scorer's whistle or buzzer at the conclusion of each period constitutes the end of the period.
- 6.) If a game is tied at the end of four periods, one two-minute running clock overtime will be played. Fouls will carry over. If the game is still tied after two minutes, it will end as a tie game.

Fouls

- A player will foul out when he receives his fifth foul in a game.
- A 1 and 1 rule will be in effect beginning with the seventh team foul of each half.
- Fouls in the second half carry over to overtime.
- The scorer's tabulation of individual and team fouls is official and final.

Timeouts

- Each team will receive two 30 second timeouts per half. Unused timeouts do not carry over to the next quarter, or to overtime.
- Each team will receive one 30 second timeout in overtime.
- The scorer's tabulation of timeout is official and final – the scorer will also time the length of each timeout.

Defenses

- In the 3rd & 4th and 5th – 6th grade boys league, Man-to-Man will be used for the whole game. If team is losing, they will be allowed to full court press in the last 2 minutes of the game.
- If a team presses at a time during the game which they are not allowed to, play will be stopped and restarted giving the ball to correct team.
- In the 7th & 8th grade boys league, any type of defense will be allowed. Teams will be able to full court press any time during the game.

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Playing Time

The purpose of the league is best met when all the children participate as equally as possible. While we are not establishing a strict equal-time rule, which is difficult to follow and enforce, the following guidelines will be in effect and enforced by league officials:

- A. Every player should play as equal an amount of time as possible.
- B. Every player must receive “**reasonable**” playing time in each half.
- C. Every player must sit out part of each half.
- D. Every player should receive the opportunity to play at critical times when the game is on the line.
- E. Every player should be given the opportunity to start at least one-third (3) of their team's games.
- F. We encourage coaches to discuss with each other prior to game, playing time allocation and any specific (match ups) that will benefit both teams.
- G. Playing time allocation may be altered when necessary to promote program policies and goals (**coaches must discuss in advance any such alteration with league officials**).

Offense

All leagues/games will have 3 pointers.

Bench Conduct

- Only members of the team and coaching staff shall be on the bench or in the bench area. All players not in the game must remain seated on the bench during play.
- Substitutions must be requested by a member of the coaching staff. Players about to enter the game shall be seated next to the scorer's table and wait for the scorer or referee to signal them into the game.
- Coaches and players shall focus their energies on player participation, team play, and sportsmanship. Coaches and players shall not engage in un-sportsmanlike conduct, especially towards referees and scorer.

Forfeits

Teams must have 4 players from their roster to start the game. NO EXCEPTIONS. If a team has 3 players when the game begins, this will be considered a forfeit but teams can play for “fun”. 5th player can be added at any time.