

MAYFIELD BASKETBALL ASSOCIATION

RULES FOR BOYS LEAGUES

2022-2023 Season

Revise 1/11/2023

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.
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.

Sportsmanship

Good sportsmanship is required. It is expected that all team personnel (coaches, assistant coaches, team attendants, and players) and spectators will conform to sportsmanlike behavior at all times. Violations such as the following will not be tolerate and will result in immediate ejection from the game and premises by staff or officials:

- 1) Verbal or physical abuse towards officials, game day staff, coaches, participants, or spectators.
- 2) Foul, profane or obscene language or gestures.

3) Violation of Coaches' Code of Ethics.

Sportsmanship League Scoring Differential Policy

- 1) Once a team is winning by 20 points the score keeper will stop adding points to the winning teams total until the score differential is less than 20 points. For example, let's say, Team A has 30 points and Team B has 10 points. Any basket made by Team A will not be counted until Team B reaches 12 points. Team A could then reach 32 points on their next made basket, that way an advantage is not given to either team. If teams continue to run up score differentials over 25 points, we may institute a league wide forfeit rule.

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 so kids can get setup, then will restart once player receives ball for 2nd shot.
- 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.

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:

1. Every player should play as equal an amount of time throughout the season as possible.
2. All bench players are required to sub into the game at the 4-min mark each quarter throughout the first half. Free substitutions beginning in the third quarter. Equal playing time throughout the season is still required, but this allows the coaches to make adjustments based upon the strength of the team they are playing.
3. Every player must receive “reasonable” playing time in each half.
4. Every player must sit out part of each half.
5. Every player should receive the opportunity to play at critical times when the game is on the line.
6. Every player should be given the opportunity to start at least one-third (3) of their team's games.
7. We encourage coaches to discuss with each other prior to game, playing time allocation and any specific (match ups) that will benefit both teams.
8. Playing time allocation may be altered when necessary to promote program policies and goals
9. A coach is not required to play a player an equal amount of playing time for the following reasons only:
 - a. Player is injured or coming off an injury; the family has made a request because of behavioral reasons; the player has not attended scheduled practices or has been disruptive

Substitution Rule

If coaches are continuously not giving their players reasonable playing time, and league supervisors deem them to be not following protocols, the teams may be played into a specific Substitution Rule. Details of the Substitution Rule will be discussed amongst the coaches. A few examples of how teams may fall into the Substitution Rule:

- A player sits out full quarter(s)
- The best players are not substituted out each half

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.

- Only 1 Coach is allowed to stand during the games. Other assistant coach must remain seated, while Head Coach stands, or vice versa. Warnings will be issued by Officials, then technical can be issued if it persists.
- 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.