

## MGBL 2015-16 Rules: **Updated as of 3/24/16**

Note, our league will follow the National Federation of High Schools Basketball Rule Book and the referees we use are from the Yeshiva & High-School League and they will adhere to these rules.

See below for some supplemental MGBL rules that we will adapt as well.

The Rules Commission ("commission") will consist of Steve Gutlove, Dave Norman, Yudy Sheinfeld, Moshe Zwebner and Dov Elefant.

**EVERY EFFORT HAS BEEN MADE TO AVOID CONFLICTS (SUCH AS BAR/BAT MITZVOT, SCHOOL FUNCTIONS, ETC.) BUT WE CANNOT AVOID 100% OF THEM. IF YOU HAVE A CONFLICT IN YOUR TIME SLOT WE ASK THAT YOU AND OPPOSING COACH TRY TO FIND ALTERNATE TIME TO PLAY AND ASK ANOTHER SET OF COACHES TO TRADE SLOTS WITH YOU. THEN PLEASE NOTIFY THE LEAGUE OF CHANGE AND WE WILL UPDATE MASTER SCHEDULE. ALL SUCH CHANGES SHOULD BE COMPLETED BY THURSDAY EVENING BEFORE GAME.**

### **2<sup>nd</sup> Grade Division – Supplemental Rules:**

- 45 Minutes playing time MAX Game will only commence after the allotted 45 minute practice time unless it is waived by the commission due to gym availability. Neither the refs nor the coaches can start the game earlier than scheduled unless so instructed by the commission.
- 4 eight minute qtrs.
- Running time except the last 1 minute of the 2<sup>nd</sup> qtr and the 4<sup>th</sup> qtr. Clock does not stop for regular substitutions it does stop for the scheduled substitutions (4 minute mark).
- No 3 point shooting.
- No Pressing or Man to Man defense allowed.
- Zone can only be picked up at the top of key (red line across court).
- **15 SECOND RULE APPLIES WHEN BRINGING BALL UP TO TOP OF KEY. ONCE BALL CROSSES THE TOP OF KEY DEFENSIVE PRESSING IS ALLOWED.**
- Standard Individual 5 foul rule.
- 7 Team fouls per half - then 1/1 shooting. 2 free throws will be enforced on 10th foul per half.
- 3 timeouts per half, no carryover.
- 30 seconds in between each qtr break and 2 minutes for Half Time.
- 2 two and a half minute overtimes (OT) max with running time throughout EXCEPT the last 30 seconds there will be stoppage time. One timeout per overtime. Cannot use timeouts from 2<sup>nd</sup> half if they were not used. Fouls carry over from the previous half. 30 second breaks between regular play and overtime and between 1<sup>st</sup> and 2nd overtimes, if applicable.
- **Each player present must play minimum of 2 quarters or 16 minutes. It must be split evenly between the first and second half – i.e. one quarter the first half (or 8 minutes) and one quarter the second half (or 8 minutes).**
- This must be in the form of a whole qtr or half qtr ONLY (we will buzz at the 4 minute mark to allow substitutions). The first 8 minutes must be played in the 1st half. No other variations of this are allowed. Does not apply to overtime – you can play anyone you like.
- **NO player may play more than 3 quarters unless there are less than 7 kids present.**
- We will be tracking to make sure each kid gets the minimum playing time. A violation of this rule may result in a forfeit and possibly other punishable measures by the commission. It's up to the respective coaches to ensure this happens.
- NO Hats, Gum or Jewelry allowed. Kippas allowed (and recommended). Kippas without clips not allowed.
- Uniforms (shirts we provide, shorts to each his own) must be worn, technical penalty will be assessed to those not wearing a uniform unless extraordinary circumstances – at the discretion of the commission and / or the referee. Sneakers only must be worn. No pants or jeans but sweatpants are allowed.

### 3<sup>rd</sup> and 4<sup>th</sup> Grade Division – Supplemental Rules:

- One Hour playing time MAX. Game will only commence after the allotted 30 minute practice time unless it is waived by the commission due to gym availability. Neither the refs nor the coaches can start the game earlier than scheduled unless so instructed by the commission.
- 4 ten minute qtrs.
- Running time except the last 2 minutes of the 2<sup>nd</sup> qtr and the 4<sup>th</sup> qtr. Clock does not stop for regular substitutions; it does stop for the scheduled substitutions (5 minute mark).
- No 3 point shooting.
- Pressing (full court) allowed only the last minute of the 2<sup>nd</sup> quarter and only the last minute of the 4<sup>th</sup> quarter.
- Man to man defense allowed at all times but can only be picked up at the half court mark.
- Zone defense (allowed all game obviously) can only begin at the half court mark.
- **10 SECOND RULE APPLIES WHEN BRINGING BALL UP TO MID-COURT. ONCE BALL CROSSES THE MID-COURT LINE DEFENSIVE PRESSING IS ALLOWED EVEN IF BALL IS BROUGHT BACK OVER MID-COURT LINE.**
- Standard Individual 5 foul rule.
- 7 Team fouls per half - then 1/1 shooting. 2 free throws will be enforced after 10 fouls per half.
- 3 timeouts per half, no carryover
- 30 seconds in between each quarter break and 2 minutes for Half Time.
- 2 two and a half minute overtimes (OT) max with running time throughout (pressing allowed throughout) EXCEPT the last 30 seconds there will be stoppage time. One timeout per overtime. Cannot use timeouts from 2<sup>nd</sup> half if they were not used.
- 30 second breaks between regular play and overtime and between 1<sup>st</sup> and 2<sup>nd</sup> overtimes, if applicable.
- **Each player present must play minimum of 2 quarters or 20 minutes. It must be split evenly between the first and second half – i.e. one quarter the first half (or 10 minutes) and one quarter the second half (or 10 minutes).**
- This must be in the form of a whole qtr or half qtr ONLY (we will buzz at the 5 minute mark to allow substitutions). The first 10 minutes must be played in the 1<sup>st</sup> half. No other variations of this are allowed. Does not apply to overtime – you can play anyone you like.
- **NO player may play more than 3 quarters unless there are less than 7 kids present.**
- We will be tracking to make sure each kid gets the minimum playing time. A violation of this rule may result in a forfeit and possibly other punishable measures by the commission. It's up to the respective coaches to ensure this happens.
- NO Hats, Gum or Jewelry allowed. Kippas allowed (and recommended). Kippas without clips not allowed.
- Uniforms (shirts we provide, shorts to each his own) must be worn, technical penalty will be assessed to those not wearing a uniform unless extraordinary circumstances – at the discretion of the commission and / or the referee. Sneakers only must be worn. No pants or jeans but sweatpants are allowed.

### 5<sup>th</sup> and 6<sup>th</sup> Grade Division – Supplemental Rules:

- One Hour playing time MAX. Game will only commence after the allotted 30 minute practice time unless it is waived by the commission due to gym availability. Neither the refs nor the coaches can start the game earlier than scheduled unless so instructed by the commission.
- 5 Eight minute periods.
- Running time except the last 2 minutes of the 2<sup>nd</sup> period and the 5<sup>th</sup> period. Clock does not stop for regular substitutions; it does stop for the scheduled substitutions (4 minute mark).
- Half time is after the 2<sup>nd</sup> period.
- No 3 point shooting.
- Pressing (full court) allowed only the last minute of the 2<sup>nd</sup> period and only the last minute of the 5<sup>th</sup> period.
- Man to man defense allowed at all times but can only be picked up at the half court mark.
- Zone defense (allowed all game obviously) can only begin at the half court mark.
- **10 SECOND RULE APPLIES WHEN BRINGING BALL UP TO MID-COURT. ONCE BALL CROSSES THE MID-COURT LINE DEFENSIVE PRESSING IS ALLOWED EVEN IF BALL IS BROUGHT BACK OVER MID-COURT LINE.**

- Standard Individual 5 foul rule.
- 7 Team fouls per half - then 1/1 shooting. 2 free throws will be enforced after 10 fouls per half.
- 3 timeouts per half, no carryover
- 30 seconds in between each period break and 2 minutes for Half Time.
- 2 two and a half minute overtimes (OT) max with running time throughout (pressing allowed throughout) EXCEPT the last 30 seconds there will be stoppage time. One timeout per overtime. Cannot use timeouts from 2<sup>nd</sup> half if they were not used.
- 30 second breaks between regular play and overtime and between 1<sup>st</sup> and 2<sup>nd</sup> overtimes, if applicable.
- **Each player present must play minimum of 2 periods or 16 minutes. It must be split evenly between the first and second half – i.e. one period the first half (or 8 minutes) and one period the second half (or 8 minutes).**
- This must be in the form of a whole period or half period ONLY (we will buzz at the 4 minute mark to allow substitutions). The first 8 minutes must be played in the first half. No other variations of this are allowed. Does not apply to overtime – you can play anyone you like.
- **NO player may play more than 4 periods unless there are less than 7 kids present.**
- We will be tracking to make sure each kid gets the minimum playing time. A violation of this rule may result in a forfeit and possibly other punishable measures by the commission. It's up to the respective coaches to ensure this happens.
- NO Hats, Gum or Jewelry allowed. Kippas allowed (and recommended). Kippas without clips not allowed.
- Uniforms (shirts we provide, shorts to each his own) must be worn, technical penalty will be assessed to those not wearing a uniform unless extraordinary circumstances – discretion of the commission and / or the referee. Sneakers only must be worn. No pants or jeans but sweatpants are allowed.

#### **7<sup>th</sup> and 8<sup>th</sup> Grade Division – Supplemental Rules:**

- One Hour playing time MAX. Game will only commence after the allotted 30 minute practice time unless it is waived by the commission due to gym availability. Neither the refs nor the coaches can start the game earlier than scheduled unless so instructed by the commission.
- 5 Eight minute periods.
- Running time except the last 2 minutes of the 2<sup>nd</sup> period and the 5<sup>th</sup> period. Clock does not stop for regular substitutions; it does stop for the scheduled substitutions (4 minute mark).
- 3 point shooting allowed.
- Pressing (full court) allowed the entire game.
- Half time is after the 2<sup>nd</sup> period.
- Man to man defense allowed at all times and can be picked up anywhere.
- Standard Individual 5 foul rule.
- 7 Team fouls per half - then 1/1 shooting. 2 free throws will be enforced after 10 fouls per half.
- 3 timeouts per half, no carryover
- 30 seconds in between each period break and 2 minutes for Half Time.
- 2 two and a half minute overtimes (OT) max with running time throughout (pressing allowed throughout) EXCEPT the last 30 seconds there will be stoppage time. One timeout added per overtime. Cannot use timeouts from 2<sup>nd</sup> half if they were not used.
- 30 second breaks between regular play and overtime and between 1<sup>st</sup> and 2<sup>nd</sup> overtimes, if applicable.
- **Each player present must play minimum of 2 periods or 16 minutes. It must be split evenly between the first and second half – i.e. one period the first half (or 8 minutes) and one period the second half (or 8 minutes).**
- This must be in the form of a whole period or half period ONLY (we will buzz at the 4 minute mark to allow substitutions). The first 8 minutes must be played in the first half. No other variations of this are allowed. Does not apply to overtime – you can play anyone you like.
- **NO player may play more than 4 periods unless there are less than 7 kids present.**
- We will be tracking to make sure each kid gets the minimum playing time. A violation of these rules may result in a forfeit and possibly other punishable measures by the commission. It's up to the respective coaches to ensure this happens.

- NO Hats, Gum or Jewelry allowed. Kippas allowed (and recommended). Kippas without clips not allowed.
- Uniforms (shirts we provide, shorts to each his own) must be worn, technical penalty will be assessed to those not wearing a uniform unless extraordinary circumstances – discretion of the commission and / or the referee. No pants or jeans but sweatpants are allowed.

**No Tolerance Rules (some below may seem severe but it is something we can not and will not tolerate).**

**Kids:**

- **There is NO cursing, berating, unsportsmanlike conduct and disrespecting of referees, coaches or other children allowed.**
- A child that does any of these is subject to receiving a technical foul (if game related) or subject to receiving a punishment (e.g., sitting a game etc..) by the commission in circumstances that are not game related.
- Anyone that receives two technical fouls is ejected from the game.
- One ejection in any season may result in the child being expelled from the league with no refund. Two ejections is an automatic expulsion – again with no refund.
- ANY physical infraction (fight) is an automatic ejection by ALL involved. Such an ejection may also result in an expulsion from the league.
- The commission allows itself to adjust (positively or negatively) any of the above based on their respective judgment – these are general guidelines.

**Adults (coaches or spectators):**

- **There is NO cursing, berating, unsportsmanlike conduct and disrespecting of referees, other coaches or children allowed.**
- Parents and spectators ARE NOT ALLOWED TO ADDRESS THE REFEREES.
- An Adult that does any of these is subject to receiving a technical foul (if game related) or subject to receiving a punishment (e.g., not being allowed to coach or being asked to leave or not show up to the gym) by the commission in circumstances that are not game related.
- Anyone that receives two technical fouls is ejected from the game.
- One ejection in any season may result in an expulsion as well as the CHILD being expelled. So the adult and the kid would be asked to leave. Two ejections is an automatic expulsion of the adult and the child.
- ANY physical infraction (fight) is an automatic ejection by ALL involved. Such an Ejection may also result in an expulsion from the league.
- The commission allows itself to adjust (positively or negatively) any of the above based on their respective judgment – these are general guidelines.

## MGBL PLAYOFF RULES ADDENDUM-2015-16

**ALL RULES REMAIN THE SAME EXCEPT AS FOLLOWS:**

### 2<sup>nd</sup> grade division

Teams with 7, 8, 9 and 10 kids must play each kid a minimum of one (1) quarter (8 minutes) and no kid can play more than 24 minutes. Every player must play at least 4 minutes in the first half and 4 minutes in the second half.

Teams with 6 kids - every kid must play at LEAST three (3) quarters (or 24 minutes) and no kid can play more than 28 minutes. Every player must play at least 4 minutes in each half.

**In last minute of the game - 10 SECOND RULE APPLIES WHEN BRINGING BALL UP TO TOP OF KEY. ONCE BALL CROSSES THE TOP OF KEY DEFENSIVE PRESSING IS ALLOWED. If you do not cross within 10 seconds then that results in a turnover to the opposing team.**

### 5<sup>th</sup>/6<sup>th</sup> grade & 7<sup>th</sup>/8<sup>th</sup> grade divisions

Switching to four (4) ten (10) minute quarters.

### Divisions (3<sup>rd</sup>-8<sup>th</sup>)

Teams with 7, 8, 9 and 10 kids must play each kid a minimum of one (1) quarter (10 minutes) and no kid can play more than 30 minutes. Every player must play at least 5 minutes in the first half and 5 minutes in the second half.

Teams with 6 kids - every kid must play at LEAST three (3) quarters (or 30 minutes) and no kid can play more than 35 minutes. Every player must play at least 5 minutes in each half

No special consideration if you have foul outs that result in 4 kids - you would still have to play with 4 kids.

To reiterate - "Minimum Playing Time" (as in the regular season) is defined as either a full consecutive 10 minutes or 2 installments of 5 minutes. **Not a minute here and a minute there** (except due to injury). Also, "Minimum Sitting Time" (as in the regular season) is defined as 2 installments of 5 minutes. **Not a minute here and a minute there** (except due to injury). **Once your minimums are met per player you can substitute freely.**

**If a player is injured or in foul trouble and has to be removed from the game, note that the player replacing them (even if for as few as a few seconds) counts as playing a FULL 5 minutes towards their maximum BUT NOT HIS MINIMUM. If the injured or foul trouble player has not played at least 3 minutes before exiting game, then he is deemed to have not played that 5 minute installment – meaning that shift will not count towards his minimum playing time.**

Pressing can start the last 2 minutes (instead of the last minute) of each half. All other pressing and man to man and zone pick up rules still apply.

Overtimes - play with any squad and there is no limit to overtimes – i.e. NO ties and you may press the entire time.