

RULES

- **Minis** defense must play a zone. NO MAN--TO-- MAN/ TRAPPING OR PRESSING. Pressing is permitted the last 30 seconds of each half.
- **Minor** division defense will be played according to high school rules with the exception of no pressing until the last minute of each half.
- **Minis** and **Minor** Division will be played with a girl's ball (28.5).
- **Minis** will play on 9 foot baskets Minor boys & girls will play on 10 ft. baskets.
- No backcourt defense in the **minis** allowed other than the last 30 seconds of each half, defense must allow players to establish themselves over half court meaning defense must stay within 3 point arc until players cross half court.
- **MINIS** only: During first half of the season, double violation rule; team has two Violations (travel, double dribble...) before losing possession of ball. Referee or coach shall instruct player or players of their violation in order to teach them the game.
- **MINOR BOY DIVISION ONLY**-- foul shooting must be done from 15 feet away, no exceptions. Player may jump over line once shot goes off.
- **MINIS & MINOR GIRL DIVISIONS**-- foul shooting will be done from 12 feet away. Player may jump over the line once the shot is released.

JUNIOR, SENIOR, VARSITY DIVISIONS

- Pressing allowed during the entire game. (High School rules)

OFFICIALS

- Only referees & head coaches will be permitted to approach the scorer's table.
- Score & Time keepers are part of the officials/referees during the game. No coaching from the scorer's table is tolerated.
- The scorebook at scorer's table is the official book of the game being played.

GAMEPLAY

- All divisions will play 8 minute quarters.
- All divisions will receive 2 time outs per half: no carry overs. The 4 minute mark will be a substitution only.
- Overtime rule for ALL divisions will be 3 minute period(s) with 1 time out; no carry overs. No game shall end in a tie.
- Each coach decides which 5 players he/she wants to start the game. After 4 minutes of each quarter (exception of 4th quarter) you must insert those players that are on your bench. Any player can begin the quarter providing bench is cleared at 4 minute mark (exception 4th quarter).

- The fourth quarter is played by whomever the coach decides. The coach may substitute in the fourth quarter at their discretion. However, the coach should make every attempt to try and play all players in 4th.
- If a player gets injured during their “4 minutes”, they lose their time and the player who is substituting for them will not have that time held against them.
- If a player receives a direct technical foul, they are automatically substituted and forfeit their playing time within that time slot. The substituted player does not have that playing time held against them.
- The Signal/Buzzer for 4 minutes should be given at stoppage or slow point of game. There is no automatic signal in the fourth
- Coaches not adhering to the above rules, by not playing players an adequate amount of minutes will be notified of such violation by a M.T.Y.B. Board member. Games will be forfeited if coach does not play players adequate amount of time.
- Coaches with multiple violations of the above rules can be removed from their coaching position by the M.T.Y.B. board.
- Players missing their in--town games are not permitted to play travel unless the board approves.
- Player must attend practice posted on website that was scheduled by league over an added or changed practice.

GAME START

- A forfeit will occur 15 minutes past the scheduled start time, unless previously agreed upon by the scheduler.
- The delayed game will begin as soon as both teams have 5 players within the 15 minute time frame.
- No re--scheduling without the approval of the board or both teams take a loss.
- Failure of coach, assistant coach or acting coach to show up:
- A parent may coach the team to start the game (providing they have a Meghan’s Law badge & concussion certificate), but game must start at proper time.
- Head coach will be brought before the board for explanation.
- A game is considered a forfeit if a team cannot field 5 players to start the game within 15 minutes of scheduled start time.

COACHING

Duties of Head Coach

- Set a good example for the members of his/her team.
- Be responsible for the conduct of their team members while at games and practice in any school facility.
- Control of the spectators behind & across from their bench to the best of their ability.
- Stress sportsmanship to team members at all times.
- Teach proper fundamentals of basketball to team members.
 - a) Fundamentals should be taught for the first 20--30 minutes of each practice.
 - b) Fundamentals are defined as dribbling, passing, shooting, footwork (proper Stances, triple threat position), rebounding, court awareness (top of key, wings, Hi or Low Post, etc.)
- Respect the Gentleman's Agreement not to run up the score. There is no point rule for pressing. It is generally agreed upon, that between 15--20 points should be a guide for coaches to stop.
- Alert the board or email league if a player has missed 2 straight games.
- Attend coaches meetings and end of year award banquets.
- Promptly attend all games & practices, also help clean up or set up gym.
- Make parents aware of website usage & game/practice times.
- Stay at Gym until all players on their team have a ride or way home. Do not leave players unattended at schools.
- Coaches will refrain from berating referees, players or parents during games. Sportsmanship must be upheld during games and practice. Constant yelling at referees will not be tolerated. Please coach your team to the best of your Ability and allow the referees to call the games.

ALLSTAR WEEKEND

- Teams are selected at the end of the season by their coaches.
- All--Star teams will play a game at the end of the season.
- The Minis division will not have All--Star teams. They will have a pizza party during all- star weekend.
- During half time at the all--star games, there will be shooting contests for all divisions except minis. The same player may not shoot for both shoot outs or shoot and play in the game. This is to allow more players to be involved.
- Player must be present 15 minutes before game begins to play in all--star game or will be replaced with another player decided by the board.