

# Mt. Olive Basketball Association - Varsity Boys

## League Rules & Game Procedures

1. **HANDSHAKE:** Each game will start with the referees calling coaches and captains for handshake and then referees will address the captains.
2. **PLAYING TIME:** Games will be played in four six-minute periods with clock stoppage on dead balls. All players must play a minimum of three full Segments (three “half” periods) per game.
  - To accomplish this, you must substitute all players on the bench at the “Three-minute mark” of the FIRST SECOND AND THIRD period. Provided that substitutions have been made in accordance with all the rules set forth in this entire outline then Quarter 4/OT will be played without stoppage at the midway point and free substitutions will be used for competitive balance, instruction, and to expedite gameplay.
  - Any of the coaches, scorekeeper(s) and referees can point out it’s time for “Midway substitutions” in the first two periods.
  - NOTE: Subbing a player out towards the end of the first segment of a period so the player is on the bench to sub back in during the second segment goes against the intent of the rule and will result in a technical foul if the offending coach had been warned by the referee or opposing coach but chooses to proceed to attempt to have a player sit less than his required time in that period. WINNING MAY BE IMPORTANT BUT FAIR PLAY IS PARAMOUNT!!!
  - To accomplish this, if you have between 7-10 players you must have each player sit at least one “complete segment” during any one of the first THREE periods.
  - The honor system will be in place. The opposing coaches can easily monitor who has sat on the other team as well, but full cooperation is expected from every coach. The score keeper will not be keeping track. It is simple to monitor; whoever does not come out in the first quarter must sit once in the next two quarter.
  - If there is a violation that only becomes known after the end of the third period the opposing coach must show proof that he or a team representative (bookkeeper or statistician, etc...) has been keeping track of play time for both him and the opposing team.
  - PENALTY – If the violation is proven, the referee will direct the offending coach to make the player(s) sit out for the first three minutes of the 4<sup>th</sup> quarter and the offending “head coach” will be assessed a technical foul resulting in two

shots and possession of the ball at the start of the next period. The offending player can only be subbed back into the game at a regular stoppage of play after the 3:00 mark of the fourth period.

- Exception: if a team only has 5 players for the duration of the game (does not mean 5 remaining if any have fouled out).
- **DEFENSE:** Man to Man defense only, unless team has only 4 players, then zone defense is allowed. 1<sup>st</sup> violation of zone defense is a warning g, 2<sup>nd</sup> is a technical foul
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- **FOULS:** 5 per player/ 5<sup>th</sup> team foul per qtr- double bonus

### **PLAYING TIME (Continued):**

– Subbing rules amended to accommodate matching the opponent's bench who may have fewer players. For instance, if one team has 8 and another 9, the team with 9 can sub their players as if they only have 8 players. If both teams have the same number of players, then regular subbing rules apply. Details will be reviewed at coaches meeting.

3. **FULL COURT PRESS:** Will be allowed for the entire game except by a team that is winning by 15 points or more. (The exception would be in an instance where the losing coach requests to play against the press to give his team more experience trying to break a press. The winning coach does not need to comply to the request to continue to press however.)
4. **TIME-OUTS:** Coaches are permitted four timeouts per game, and divided into two timeouts per half. One timeout will be allocated per team in each overtime.
5. **TECHNICAL FOULS:** After consulting the head referee who sees technical fouls as part of the game, we will follow these guides:
  - Technical fouls because of abusive or gross unsportsmanlike conduct or a flagrant foul will not be tolerated, and the offending PLAYER OR COACH can be ejected from the game and the league. Regardless of ejection, this must be reported to the head referee and the league president by the scorekeeper.
  - Technical fouls of any other nature must be reported to the board and the head referee for review but will not automatically result in suspension from the league unless there is a continuous pattern.
  - Two upheld technical fouls will result in a one game suspension.
  - More than two upheld technical fouls will result in further disciplinary action which could be as severe as being ejected from the league.
6. **OVERTIME:**
  - The first overtime will be played for 3 minutes to determine a winner. The second OT will be played for 2 minutes.

- If at the end of the first overtime, there are less than 5 minutes left before the top of the next hour there will be a shoot-out. \*
- \*Due to the time constraints, we must finish the games within 50 minutes to allow the next team time to warm up and so we can finish the day ON TIME.
- The shoot-out will be a best of 3 foul shots. The shooters must have been on the court at the end of the game. Each takes one shot. Last possession goes first. Both teams will shoot at the “Clock end” of the gym and alternate shots. Participating players will stay at half court and wait their turn to shoot. Shooting ends once a mathematical winner is determined for example: 2 shots made vs zero shot. No need for either team to shoot the third shot. If a tie remains continue the formula for players 4 then 5.
- If tied after the fifth shot, a 6<sup>th</sup> player from the respective benches will be used and so on.
- If a team only has 7 players and another has 9, the team with 9 can reset to his original shooters after his 7<sup>th</sup> player and does not need to utilize his full bench if there is still a tie after the 7<sup>th</sup> set of shots.
- The points will be added to the final score. ○ Play-offs will play overtimes at three minutes per period until a winner is determined.

#### **4. FORFEITS:**

Forfeit time is 15 minutes. Each team must have at least 4 players to start a game but can decide to forfeit. The team with 4 players can play a zone defense the entire game if a 5<sup>th</sup> player never joins in the first half. The other coach DOES NOT HAVE TO PLAY WITH 4 PLAYERS.

- In the event of a forfeit, the officials and score keeper will have the time off until the next game and the remaining coach(es) and players can play “pick up” or use the gym to practice until 45 minutes past the hour at which time the next two teams will have possession of the court to warm up.

#### **STANDING TIE-BREAKERS:**

1. Head-to Head Record
2. Total Points Allowed
3. Total Points Scored

#### **Coaches Conduct:**

-Coaches are expected to lead with respect and sportsmanship

-Unsportsmanlike behavior will result in a warning, followed by a potential action by the MOBA Board if behavior continues

All other safety and general basketball rules will be observed.