

**MARION YOUTH SPORTS ASSOCIATION OFFICIAL BASKETBALL RULES**

**LEAGUE AND TOURNAMENT GAMES**

1. The success of this program will greatly depend on how well coaches remain committed to the welfare of the kids in the program. REMEMBER KIDS COME FIRST.
2. The current year's official high school rule book will be used with these exceptions
3. In event of a tie at the end of regulation play, a 2 minute overtime period will be in effect for all leagues. A maximum of 2 overtime periods will be played to break a tie, after which a tie will be called. Teams will have 1 time out per overtime period. There will be 1 minute between overtime periods.
4. One and One free throws in all age groups will be awarded on the 7<sup>th</sup> personal foul of the half
5. On Tip Off a team can immediately advance to the goal and does not have to wait for the defense to set up.
6. Mercy Rule: If a team gains a lead of 18 points or higher the mercy rule will go into effect and the clock will then run continuously except for timeouts and free throws. If the lead falls under 18 points the rule stays in effect and the clock still continuously runs.

**Playing Time**

7. All players are required to play 2 full quarters in all age groups except for the 11-13 age group (see 11-13 rules). If a player does not play in the first quarter, he must start the 2<sup>nd</sup> quarter. If a child does not play 2 full un-interrupted quarters for any reason other than injury or illness, that team will forfeit the game, and the coach will be suspended for the following game. Decisions will be up to a MYSA board member, and will be final. If a player becomes ill or injured, the coach must notify the scorekeeper and the opposing coach immediately.
8. If one team has 2 or more players than there opposing team when the game starts the players then are only required playing 1 full quarter instead of 2.
9. A team needs to have at least 4 players present to start a game or it will be a forfeit.
10. If a player fouls out prior to playing 2 full quarters, the team will not be penalized.
11. If a player has committed 4 fouls prior to the start of the 4<sup>th</sup> quarter and has not played 2 full quarters, they must start the 4<sup>th</sup> quarter and play until either fouling out or the end of regulation.
12. If a player becomes sick or injured during the game and has not played 2 quarters, that player may or may not re-enter the game. If the player is unable to re-enter the team will not be penalized and the opposing coach will choose the replacement player.
13. Any player arriving after the start of the 2<sup>nd</sup> quarter will not be allowed to play.
14. The coach must register all players in the official scorer's book before each game and scratch off any players absent at the start of the 2<sup>nd</sup> quarter.
  - a. Note: there will be no adding players after the start of the game, so be sure to list our entire roster to start the game!!!!!!
15. Failure to abide by rules concerning playing time for any player shall result in immediate forfeit of the game, and the coach may be suspended for the following game. No exceptions!

## **Coach & Player Conduct**

16. There will only be 2 coaches allowed at the court side during the game. Also, any coach who enters the court during regulation play shall be assessed a technical foul (except during time outs or injured players)
17. Any coach who verbally abuses a referee before, during or after a game shall be assessed a technical foul and may be suspended from coaching the next game. (Also, remember verbal or physical abuse is against the law in Arkansas and is a class A Misdemeanor.)
18. Any coach receiving 2 technical fouls during a game shall be ejected from the game and will be suspended for the following game. (in that league only) Any coach suspended from two games in a season will not be allowed to coach before meeting with the MYSA board.
19. No player shall receive disciplinary action from a coach that affects playing time without prior approval of an MYSA board member.
20. Any player ejected from a game for any reason shall be suspended for the following game.
21. Any players suspended or expelled from school are ruled ineligible to play for the duration of the suspension or expulsion.

## **5&6 Rules ONLY**

5 & 6 YR OLD DIVISION

7 ½ ft Goals

Free throw line is at 9ft from out of bounds

27.5 size ball

5 minute quarters

2 minutes between quarters

4 minutes at half time

4 time outs per game (1 minute)

**NO FULL COURT PRESS**

1. Walking is allowed to a point but cannot be used to get advantage over defense to get off a shot.
  - a. Can't dribble – pick up ball and run thru defense - dribble shoot.
  - b. Can't dribble - fake pump to get defense to jump - dribble shoot
  - c. Can't run to goal and shoot without dribbling
  - d. If under goal cannot run around defender to shoot must dribble or pass
2. The 5 & 6 yr old age group coaches are allowed on the court to help direct and teach the kids but must stay out of the way of play, do not stand under goal when coaching defense and when coaching offense stay out close to half court.
3. In the 5 & 6 yr old league during free throws the players can line up at the bottom of the blocks to keep them from having to line up behind the free throw shooter.

## **5&6 rules**

1. When the offense passes half court they will have 5 seconds to set up their offense before the defense can come out past the 3 point line.
4. When the ball is in the possession of a team (offense) the other team (defense) MUST retreat to the area inside the three point line to play defense. The offensive team will have 10 seconds to get the ball pass half court line. When the team crosses half court the referee will begin a visual count for 5 seconds with his arm extended out or up. During this time the defensive team must stay behind the 3 point line. Once he drops his arm the defensive team may move out from the 3 point line and defend the ball anywhere. If the ball goes across the 3 point line before the 5 second count then the count stops and the defense can go out after the ball. If a player comes out after the ball before 5 seconds are up, the referee will call time and back the defense back inside the 3 pt line and reset the 5 second count.

**THERE IS NO FAST BREAK ALLOWED IN THESE LEAGUES!!!!**

5. At half time each team will be allowed to shoot one free throw per player, and the total points made will be added to their score. If one team has more players than the other, the teams with the fewer players will be allowed to let the necessary number of players shoot one additional free throw until both teams have shot an equal number of free throws. The coach with the fewer players will choose the first additional player, and the opponents coach will pick the next player to shoot and continue alternating until the necessary number of free throws has been taken to equal both teams.

## **7&8 Rules ONLY**

1. When the offense passes half court they will have **3 seconds** to set up their offense before the defense can come out past the 3 point line. **In the 4<sup>th</sup> quarter this rule in will be edited with under 1 min left in the game. (if you need to foul to pro-long the game you can come out and foul before the 3 seconds rule is up after the kid comes over half court)**

4. When the ball is in the possession of a team (offense) the other team (defense) MUST retreat to the area inside the three point line to play defense. The offensive team will have 10 seconds to get the ball pass half court line. When the team crosses half court the referee will begin a visual count for 3 seconds with his arm extended out or up. During this time the defensive team must stay behind the 3 point line. Once he drops his arm the defensive team may move out from the 3 point line and defend the ball anywhere. If the ball goes across the 3 point line before the 3 second count then the count stops and the defense can go out after the ball. If a player comes out after the ball before 3 seconds are up, the referee will call time and back the defense back inside the 3 pt line and reset the 3 second count.

**5. 3pts shots counts in second half**

**6. Halftime free throws will be 1ft in-front of regular foul line.**

**THERE IS NO FAST BREAK ALLOWED ON A DEF REBOUND.**

**IF A PLAYER STEAL OR A BLOCK SHOT ON DEF YOU CAN PUSH THE BALL!!!! If they are in front of the defense**

7 & 8 YR OLD DIVISION

**8 ft Goals**

Free throw line is at 12ft from out of bounds

28.5 size ball

5 minute quarters

2 minutes between quarters

4 minutes at half time

4 time outs per game (1 minute)

NO FULL COURT PRESS

1. In the 7 & 8 yr old age group coaches are allowed on the court in the 2<sup>nd</sup> and 3<sup>rd</sup> periods only but must stay out of the way of play, do not stand under goal when coaching defense and when coaching offense stay out close to half court.

## **9&10 rules ONLY**

9 & 10 YR OLD DIVISION

**10 ft goals**

28.5 size ball

10 minute qtrs, continuous clock

4 minutes at half time

5 time outs per game (1 minute)

**Full court press final 8 minutes of 4th quarter**

## **9&10 & 11 -13 combined rules**

1. On 9-10 and 11-13 age groups the only time the clock stops will be during time outs and the final 2 minutes of the second half
2. The only age groups that are allowed to Fast Break is in the 9&10 and 11&12 and if they do so then the defense can immediately play defense and not wait until they return to their side of the court. If the offense makes an attempt to push the ball up court the no pressing rule is waved
3. When a team establishes a 18 or more point lead that cannot maintain a full court press until their lead has fallen to 10 points or less. At that time they may again press.
4. **3 POINTS COUNT ALL GAME**
5. When the ball is an change of possession (Def. Rebound, steal) and the player covers and hold the ball the other team (defense) MUST retreat back to half court (Unless the last 8 min of the game) If the Off team pushes the ball you can pick up anywhere on the court

## **11-13 rules only**

11 - 13 YR OLD DIVISION  
10 ft goals  
29.5 size ball

10 minute qtrs, continuous clock  
4 minutes at half time  
5 time outs per game

**Full court press last 8 min of the 4<sup>th</sup> qtr only**

1. In the 11-13 age groups all players have to play 1 full uninterrupted quarter in the 1<sup>st</sup> half. Free substitution in the 2<sup>nd</sup> half but all players must play in the second half. PLEASE REMEMBER THIS IS FOR THE KIDS AND GIVE FAIR PLAYING TIME TO ALL.

### **MYSA RULE ADDENDUM**

1. Rule regarding practice and playing time.

If a player misses 2 consecutive un-excused practices that player may have their playing time eligibility assessed.

Process is as follows:

1. The Head Coach must first contact their league commissioner.
2. The League Commissioner will contact the parent of the player to investigate the absences from practice.
3. The League Commissioner will then make a ruling as to the playing time eligibility of the player.
4. The League Commissioner will then contact the player and his or her parents to inform them of their decision.
5. If the player is deemed ineligible due to lack of practice attendance, the player must then attend the practice prior to each game in order to remain eligible.

### **This is a case by case ruling by the MYSA league**

2. Rule regarding ejection from the game and/or gym.

If a Coach is ejected by a referee for a game infringement, the standard rule applies. (See MYSA game rules)

If a Coach is ejected by an MYSA Board Member or representative that Coach will be suspended from coaching ANY AND ALL MYSA functions until the Board meets and makes a permanent decision regarding his status as a coach in MYSA.

The MYSA Board meets the first Sunday of every month. At that time it will take the matter under consideration for reinstatement of said coach. (Unless a Special Meeting is necessary)

3. In any MYSA game, the official score book is the official outcome regardless of what is displayed on the scoreboard. However, after the Head Referee leaves the playing area the game is over. There will be no changes made to the outcome of the game regardless of any discrepancies between the scoreboard and the score book.
4. To reiterate rule #2: MYSA officials HAVE the authority and WILL do whatever it deems necessary to ensure it does what is in the best interest of the league and the children playing in the league. No MYSA board member or representative can be overruled except by a majority vote of the MYSA Board at its monthly meeting. A board member present at any function has final say in any situation at any function.