

# **MAYFIELD BASKETBALL ASSOCIATION (MBA)**

## **GIRLS LEAGUES RULES**

**2011-2012 Season**

### **Administration**

#### **Management of the MBA Program**

1. The operation of the MBA Youth Basketball Program is under the umbrella organization of MARC (Mayfield Area Recreation Council with active support from Mayfield Village Parks and Recreation, Mayfield City Schools, Varsity Coaches, Volunteer Parents and Adults and the communities of Mayfield Village, Mayfield Heights, Highland Heights and Gates Mills.
2. Parents who sign up their son or daughter in the 3<sup>rd</sup> through 8<sup>th</sup> grade program do so with the knowledge that MARC & Mayfield Village establishes all policies and regulates the MBA as part of their overall program.
3. MARC and Mayfield Village Parks and Recreation Department shall organize the league with Varsity Coaches, parent and adult coaches, assign league officials and scorekeepers, prepare Schedules, train coaches, and in general, conduct the business of the league.

## **PLAYING RULES**

The following playing rules will be in effect for the 2011-2012 Mayfield Basketball Association (MBA) Youth Basketball season. Playing rules that are established in writing help make the games run smoothly, insure fair playing time for all players, and eliminate any concerns or disputes. MARC, (Mayfield Area Recreation Council), Mayfield Village Parks and Recreation and League Supervision reserve the right to amend or add rules during the 2011 - 2012 season as needed. If any adjustments are made to the rules ample time will be given.

#### **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 3<sup>rd</sup> through 8<sup>th</sup> grade boys and girls. 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. 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.

### Clock and Game Length

- Play to begin if both coaches and official are ready to start early and both agree.
- The girl's 6<sup>th</sup>-8<sup>th</sup> grade league will consist of (2) twenty minute periods.
- 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 and will start when player receives ball for 2<sup>nd</sup> 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 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.
- 5.) 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 after her 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 three 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

- Man-to-Man defense
- Full Court Press –last 3 minutes of each half unless up by 15 points or more.

### 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:

- A. Every player should play as equal an amount of time as possible.
- B. Every player must receive "**reasonable**" playing time in each half.
- C. Every player must sit out part of each half.
- D. Every player should receive the opportunity to play at critical times when the game is on the line.
- E. Every player should be given the opportunity to start at least one-third (3) of their team's games.
- F. We encourage coaches to discuss with each other prior to game, playing time allocation and any specific (match ups) that will benefit both teams.
- G. Playing time allocation may be altered when necessary to promote program policies and goals (**coaches must discuss in advance any such alteration with league officials**).

### Offense

6<sup>th</sup> – 8<sup>th</sup> graders 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.
- 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 to start the game. If a team has 3 players when play begins, this will be considered a forfeit but teams can play for "fun".

### Responsibilities of Coaches and Parents

It is our expectation that all coaches and parents will follow the guidelines and intent of our league policies and the N.Y.S.C.A. Code of Ethics. The playing rules have been established to promote and further the objectives stated therein – please abide by the rules and please do not try to twist them or use them to get a competitive advantage.

Let's have fun, learn the fundamentals and enjoy playing.

**GOOD LUCK!**