

MOUNDSVIEW BASKETBALL ASSOCIATION
2011/2012 IN-HOUSE LEAGUE RULES GRADES 5th - 8th

Policy: Minnesota State High School League rules governing play shall be followed as closely as possible. There are several exceptions and modifications noted in the following Sections.

Section I. REFEREES

Referees have been selected and trained by the Mounds View Basketball Association (MVBA). They are empowered by the MVBA to interpret and enforce the rules. They are the final authority at the game.

Section II. CONDUCT OF SPECTATORS, PARENTS, PLAYERS, AND COACHES

The MVBA believes strongly that we are not only developing better basketball players but also better people. In that regard, as parents, coaches and players we must all show respect for our teammates, officials, and the parents, players and coaches of the teams we are competing against. All parents, players and coaches are required to sign a Code of Conduct form, which outlines the expectations that the MVBA has for its program participants.

At and during games, referees have the authority to declare a "victory by forfeit" for the unruly or abusive behavior of a spectator, parent, player or coach, including but limited to those noted on the Code of Conduct. Before forfeiture is declared, the referee will follow these procedures:

Step 1: Warn the offender(s). The referee will advise the coach to warn his/her players, parents or spectators of the unacceptable behavior. The referee will identify, to the coach, the offensive behavior.

Step 2: Assess a bench technical foul. The referee will identify, to the coach, the offensive behavior.

Step 3: If the behavior continues, the referee will declare a forfeit.

Coaches are reminded that they are not allowed on the court unless invited by the referee to attend to an injured player, to be advised of a rule interpretation or to set the offense/defense at the beginning of a period. Violations may result in a Bench Technical Foul. (See Section VII Fouls - TECHNICAL FOULS)

Section III. PLAYING TIME

Coaches will ensure that all players receive **equal playing time as much as possible**, including situations where a team has an uneven number of players for an eight period game. **There should not be a situation where players play more than one additional period compared to their teammates.** Attached to these Rules is an example of how coaches should allocate playing time if this situation exists. Referees will monitor for compliance, if necessary.

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Substitutions: Substitutions should not be made during the middle of a period other than in case of an injury. When making substitutions, every effort should be made to rotate all players such that players do not consistently play in consecutive periods. The equal playing time requirements apply to both regular season and playoff games. Substitutions should not be made during the middle of a period other than in case of an injury.

Section IV. PERIODS OF PLAY

RUNNING TIME: ----- Each game will consist of eight (8) five (5) minute RUNNING TIME periods. There will be a one (1) minute break between periods 1-4. There will be a three (3) minute half time break at the end of period four. There will be a one (1) minute break between periods 5-8.

There will be stop time on fouls ONLY during the last two minutes of the game.

The breaks between periods are only to move players on and off the floor. These are not time outs. If play is being delayed, in the opinion of the referee, the referee will announce that the ball is in play and the clock will start.

Section V. OVERTIME

Should an overtime period be required because the score is tied at the end of regulation play, timing and scoring will be accomplished as follows:

A. First Overtime Period:

- The first overtime period will be three (3) minutes in length.
- There will be a one (1) minute break between period 8 and the first overtime period.
- Possession for the first overtime period will be determined by the possession arrow at the end of regulation play.
- There is one time-out per team for each overtime period played
- If the score remains tied at the end of the first overtime period, a second "Sudden Death" overtime period will be played.

B. "Sudden Death" Overtime Periods: If a second or subsequent overtime period is required because the score remains tied at the end of the first overtime period or subsequent overtime periods, play will continue until one team scores.

- Each sudden death overtime period will be three (3) minutes in duration.
- There is one time out per team for each overtime period played
- If there is no score in the second overtime period, additional periods will be played until a winner has been determined.
- Each subsequent overtime period will be separated with a one (1) minute break. Play for each sudden death overtime period will begin with a jump ball.
- Coaches may re-set their player rotations for equal playing time at the beginning of each overtime period.

Section VI. DEFENSES

Grades 5-6:

Grades 5-6 are required to play a man-to-man defense. Man-to-man defense means guarding within approximate arms-length. **No zone defenses are permitted.**

Double-teaming is permitted.

When an "illegal defense" infraction is called, the referees will follow the these procedures:

Step 1: -- The offending coach and bench will be advised of the infraction. This will constitute the first warning. This will be the only warning a team will receive for the entire game.

Step 2: -- Second and all subsequent violations will result in an illegal defense foul assessed against the offending team. Each violation after the first warning will result in the offended team receiving an automatic bonus point and the ball out-of-bounds.

Pressing:--- No pressing in the 1st half (periods 1-4)

Pressing will be permitted only in the 2nd half (periods 5-8) when the score differential is less than fifteen (15) points. A team that is fifteen or more points ahead may NOT press until the score differential is less than ten points. Violations of this will be considered an illegal defense foul and will be charged according to the procedure for such action as noted above.

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Grades 7-8:

Man-to-man and zone defenses are permitted in grades 7-8.

Double-teaming is permitted in grades 7-8.

Pressing:

Pressing will be permitted only when the score differential is less than fifteen points. A team that is fifteen or more points ahead may NOT press until the score differential is less than ten points. Violations of this will be considered an illegal defense foul and will be charged according to the procedure for such action as noted above.

Section VII. FOULS (for 5-8th grade)

Players may foul out of a game. Any player that commits five (5) fouls will be required to sit the remainder of the game.

- A. **Personal Fouls:** A personal foul is committed when, in the opinion of the referee, physical contact with an offensive player by a defensive player occurs. A player that creates an advantage by physical contact will be

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called for a personal foul. Any contact with an offensive player by a defensive player attempting to steal the ball is a personal foul. All such infractions will be called by the referee. Incidental contact that does not create an advantage is part of the game and will not be called as a personal foul.

- B. **Shooting Fouls:** A player fouled in the act of shooting shall be awarded free throws as follows:
- If the field goal was made, the field goal will count and the shooting team will be awarded one (1) free throw.
 - If the field goal was not successful, the shooting team will be awarded two (2) free throws.
- C. Intentional or Technical Fouls -- The offended player shall be awarded two free throws and the offended team will be awarded the ball out of bounds.

Section VIII. BONUS FREE THROWS

Shots will be awarded based on the following criteria:

- **A team that commits more than six fouls in the 1st half** (periods 1-4) or in the 2nd half (periods 5-8) and beyond shall be penalized by awarding the offended team a bonus free throw (one and one) on the 7th, 8th and 9th foul.
- **A team that commits more than nine fouls in periods the 1st half** (periods 1-4) or in the 2nd half (periods 5-8) and beyond shall be penalized by awarding the offended team two free throws for every foul over the nine foul limit.

Section IX. TIMEOUTS

Each team will permitted one (1) time out per half. These are non-cumulative and are one (1) minute in duration. The clock will stop for a time out.

Again, substitutions should not be made during the middle of a period other than in case of an injury

Example Playing Time Chart

Number of Periods each Player to participate

| | | Players at game | | | | | |
|---|----|-----------------|---|---|---|---|---|
| | | 10 | 9 | 8 | 7 | 6 | 5 |
| Players participating in each Period | 10 | 4 | - | - | - | - | - |
| | 8 | - | - | 5 | - | - | - |
| | 6 | - | - | - | - | - | - |
| | 5 | - | 4 | - | 6 | - | 8 |
| | 4 | - | 5 | - | - | 7 | - |
| | 2 | - | - | - | 5 | 6 | - |

Example: If a team has 7 players at a game, the coach should attempt to play 5 players in 6 periods and 2 players in 5 periods