

## Mantua Basketball League – “Rules Aid” For Referees & Coaches

Rule/League	3-4 Boys & Girls	5-6 Boys & Girls 5-6
<b>Basket Height</b>	8 Feet	10 Feet
<b>Foul Shots</b>	2 Feet In front of the foul line	Normal foul line
<b>Lane violations</b>	5 Seconds	3 Seconds
<b>Backcourt Defense?</b>	Live ball ONLY	<ul style="list-style-type: none"> <li>● Live ball</li> <li>● Dead ball during the last 2 minutes of the game and OT (if within 10 points)</li> </ul>
<b>Zone Defense?</b>	NO	NO

### Participation Rule Summary

- Playing time should be distributed evenly. No player can play 4 quarters if all other players have not played 3 quarters. There is one exception to this rule:
  - If a team with more than 6 players is playing a team with 6 players or fewer, then the team with more players is allowed to play a single player all four quarters.
- If a team only has 4 players available, the opposing team will only play 4 players. Teams will not play 5 players against 4 players except as noted below.
  - A team has only 5 players and one player fouls out. The opposing team may play 5 players against 4 players in this situation.
  - If the team with 4 players has a lead of more than 10 points, the team with more players can play 5 players against 4 players.
  - Substitution rules will not be enforced against the team with more players.

Coaches are allowed to play more experienced players a greater amount of time in order to balance competition. Coaches are required to exercise discretion and ensure playing time is equalized throughout the season if a more experienced player gets more playing time in this scenario.
- Playing time limitations DO NOT apply to overtime.
- **SCORER RESPONSIBILITIES.** The scorer will use a consistent identifying mark (for example, a “/” to indicate player started quarter and an “X” to indicate player played an entire quarter). Any player that starts the quarter must finish it. There are three exceptions:
  - If a player is injured or disciplined (due to ejection or prior coordination with league director)
  - If a player is disqualified upon committing a fifth personal foul;
  - During the 4th quarter, a player may be substituted in an effort to equalize playing time. There are no limits to number of times a player may enter/exit game provided participation rules are met.

**NOTE:** If an injured player leaves the game but then returns in a very short time (under a minute), game officials may use their discretion in the application of this rule in counting a player’s participation for that quarter.

# of Players	Minimum # of Quarters/Player	Late Arrival
7, 8, 9, 10	MUST PLAY two per game  MUST SIT one per game  ALL QUARTERS MUST BE UNINTERRUPTED	During 1 <sup>st</sup> quarter—must play 2 <sup>nd</sup> quarter and 1 in second half  Before start of 3 <sup>rd</sup> —must play in second half  Before start of 4 <sup>th</sup> —coaches choice
6	3	Late players same as above

Note: If a team will have 6 or fewer players for the game, the coach should inform the officials so that they may inform the opposing coach of his/her right to play a single player for four quarters.

## **Substitution Rules and Procedures**

- Substitutions will be consistent with player participation rules (above). At the mid-way point of the 4th quarter ONLY, coaches may make substitutions on a dead ball or other stoppage of play, in an effort to equalize playing time.
- **Substitution Procedures** will follow the following sequence:
  1. Player(s) reports to the scorer's table and takes a knee so as not to obstruct the play on the court;
  2. At the next dead ball, the scorer/coach alerts the refs that a player substitution is being requested;
  3. A referee motions the player(s) into the game. The player(s) may NOT enter the game unless motioned into the game by a referee. Substitutions that occur during a timeout or between quarters do not require step c);
  4. An equal number of players exit the game.

NOTE: Substitutions are permitted around the midpoint of the 4th quarter only, on a dead ball, once acknowledged by a referee. Dead ball situations occur when the clock is stopped. Substitutions requested during free throws are executed immediately before the final free throw attempt (EXCEPTION: when the free throw shooter is being substituted for, the substitution takes place after the last free throw IF made, else no substitution is allowed at that time).

## **Backcourt Defense** – The phrase “No Backcourt Defense” is meant to be enforced as:

- Backcourt defense is allowed in the 5-6 leagues during the last 2 minutes of the game and overtime, as long as the defending team does not lead by 11 or more points. It is never allowed in the 3-4 leagues.
- When the “No Backcourt Defense” rule is in effect, the defensive team MUST allow the ballhandler to cross into the frontcourt with both the ball and both feet established before they are guarded. Defense may be played in the entire frontcourt area to deny passes from backcourt to frontcourt. In all cases, defensive teams should demonstrate good sportsmanship when up 11+.
- On an inbounds pass, the defensive team is not allowed to guard players or steal the ball when positioned in the back court.
- Violations of this rule result in the referee issuing a warning for the first infraction. A second infraction will result in a team technical foul.

## **Zone Defense and Help Defense** – No league for any age group will be allowed to utilize zone defense.

The phrase “No Zone Defense” is meant to be enforced as:

- Teams should not play zone defense – often identified by ALL players running down “to their spot” on defense.
- Generally, players must stay within arm's reach of their offensive player. NOTE: Defensive players are not required to stand next to or near an offensive player who chooses to stand away from the basket (defensive player not required to give up help defense position within the 3 point arc).
- Help defense (switching) is allowed if the primary defender has been screened off or beaten by the primary ball handler.
- Double-teaming is not allowed, except if the ball-handler is in the lane.
- Violations of this rule will result in a warning to the coach and awarding possession of the ball to the offensive team.

## **Timing, Timeouts and Overtime**

- Quarters are 6 minutes in length. Overtime periods are 2 minutes in length, time permitting.
- Clock stops on all whistles and resumes when the ball is touched inbounds.
- One (1) minute will be allocated between the 1st/2nd, and 3rd/4th quarters.
- Three (3) minutes will be allocated for halftime.

- Each team is allotted three (3), one (1) minute timeouts per game but not more than two timeouts in any half.
- During the regular season, additional timeouts may not be carried over from regulation play.
- Overtime periods shall begin with a jump ball.

### **Technical Foul Recording and Reporting**

- Referees are required to report all technical fouls to the League Commissioner and Head Referee who will inform the appropriate League Director. Table personnel should capture incident information as it happens so that the official can retrieve the information at the conclusion of the game for reporting.

### **Clock Operation Guidelines**

- Set Clock: Press [Clock Set] + [Numbers for Time ex. 0600] + [Enter]
- Start/Stop: Press Stop on every whistle. Press Start when official “chops” in with hand signal
- Score: Press [Home or Guest Score] + [+1/+2/+3]
- Fouls: Press [Home or Guest Score] + [+1].
  - o NOTE: At end of half, clear team fouls. Press [Home or Guest Foul] + [0] + [Enter]
- Correct Score:
  - o Option 1: Press [Home or Guest Score] + [-1/+1/+2/+3] until score is correct
  - o Option 2: Press [Home or Guest Score] + [Correct Score Number(s)] + Press [Enter]
- New Game:
  - o Option 1: Press [-1] until visitor/home scores AND period are correct
  - o Option 2: Press [Clear Game] + Press [Enter]