

MOUNTAINTOP YOUTH BASKETBALL LEAGUE RULES

www.leaguelineup.com/MYBL

REV. 13 — 10/2022

ANTI-DISCRIMINATION STATEMENT

The Mountain Top Youth Basketball League (MYBL) program and activities are open to all persons regardless of race, sexual orientation, gender status, religion, color, national origin, age or handicap. If anyone believes he or she has been subjected to discrimination, he or she may file a complaint alleging discrimination.

Please reply in writing to:

Mountain Top Youth Basketball League, c/o Director of Basketball Operations/Office for Equal Opportunity
P.O. Box 202, Mountain Top, PA 18707

THIS IS A RECREATIONAL LEAGUE! WE WANT THE KIDS TO HAVE FUN AND LEARN.

RULES APPLICABLE TO ALL LEVELS (*Unless noted, PIAA rules will apply.*) (**Most recent changes shaded**)

ROSTERS/FOUL SHEETS: Team rosters with player numbers are MANDATORY for every game. NO EXCEPTIONS. The game does not move forward without one from each team, except for Biddy.

CROWD CONTROL/GAME CONCERNS: Any concern regarding players, coaches, referees, parents, or spectators will be handled in the following manner:

- An officials' time out will be called. An even numbers of coaches from both teams, and game officials will relocate to somewhere out of the hearing range of players and parents. From there, the issue will be discussed in an appropriate manner (remember EVERY kid is watching your move), then the game will proceed.
- Any protest or incident shall be brought to the MYBL Board by contacting any board member.

DEROGATORY STATEMENTS: Discriminatory or derogatory statements and vulgarity in any form by a player, parent, coach, or referee, are unacceptable! MYBL has a zero tolerance.

- Our definition of "zero tolerance" is that any substantiated report of an incident will result in some type of penalty. Penalty may range from, but not limited to: a Letter of Caution, suspension, or dismissal.

QUARTER LENGTH: EIGHT (8) minutes, including Biddy.

BREAKS IN PLAY: There are ONE MINUTE breaks between quarters, except halftime, which is THREE (3) MINUTES. Keep games moving and end on time or early to allow the next game to begin on time (reduce break durations as appropriate).

GAME CLOCK: The time clock runs non-stop: EXCEPT for the last MINUTE of EACH QUARTER OF THE GAME (and overtime), FOUL SHOTS, TIMEOUTS and EXTREME DELAYS e.g., injury)-use your best judgement. If a team is winning by twenty (20) points or more in the second half, the time clock will ONLY stop for TIMEOUTS and EXTREME DELAYS.

TIMEOUTS: Timeouts can be called by coaches OR players. There are THREE (3) 60-second (full) timeouts per team, per game. Teams will be allowed ONE (1) additional 60-second (full) timeout per overtime period played. Timeouts DO carryover into overtime (and from overtime to overtime).

OVERTIME: The overtime period (if necessary) will be TWO (2) minutes. NO overtime period is allowed in Biddy. Only one (1) overtime period is allowed. Games CAN end in a tie. Although substitutions are not required, coaches are encouraged to use all players in the overtime.

PLAY TIME: All players must play a minimum of eight (8) minutes in the first half and eight (8) minutes in the second half of each game. If a team has six (6) or more players, EVERY player must sit one four (4) minute period. In the event of a violation, coaches will work with game officials and league officials to determine a solution/penalties.

SUBSTITUTIONS: A brief break in play will be called by the officials near the four (4) minute mark of each quarter. This break should take no more than 30 seconds. Except for an injury, substitutions may only be made at the midpoint and end of each quarter.

GAME PERSONNEL: It is the home team *Coach's Responsibility* to get a scoreboard operator for each game and the visiting team *Coach's Responsibility* to get a person to track fouls and timeouts. These folks are volunteers too, please show them respect and appreciation.

BASKET SELECTION: First half: teams shoot at basket furthest from its team bench. Second half: teams shoot at basket closest to its team bench. Teams should warm-up at the basket they will be shooting at.

MERCY RULE: If a lead is greater than twenty (20) points, the score is not to show a differential of greater than twenty (20) points (use good sportsmanship judgment).

FOUL OUT RULE: On the FIFTH (5th) personal foul, the player is out of the game. If the team then has less than five (5) players, the game continues and that team play with four (4).

BONUS SITUATIONS: On a team's SEVENTH (7th) team foul per half, the opposing team will begin to shoot "one and one's" per foul. On a team's TENTH (10th) team foul per half, the opposing team will begin to shoot two free throws per foul. All fouls count toward a team's foul count.

BACK-COURT: For games played at the elementary schools, the back-court rule will not be used. For games played on a regulation sized court (high school/middle school), regular back-court rules will apply.

TEN SECONDS: For all games, the mid-court line will be used. The offensive must advance the ball to the front court within ten seconds.

POSSESSION ARROW: Start of game (and beginning of each overtime) will be the only "jump ball". The direction arrow is awarded to the team that LOST the jump. The arrow determines possession for each successive held (jump) ball and the arrow is changed when the ball is inbounded. If there is no held (jump) ball before a quarter ends, the ball goes in the direction of the arrow to start the next quarter.

JEWELRY RULE: No jewelry (e.g., watches, necklaces, earrings, rings, etc.) may be worn during games. No unapproved clothing/attire is allowed on the court.

RULES SPECIFIC TO BIDDY DIVISION PLAY (Pro and Amateur): Basket height- EIGHT (8) feet

Primary Objective: Have our Biddy kids have FUN & get basic exposure to basketball fundamentals.

In the spirit of making sure ALL the kids have fun we want ALL games to be evenly matched. If the teams are uneven, coaches are encouraged to divide the teams up in an effort to have the most evenly matched teams.

Secondary Objectives: It is up to the COACHES to MAKE SURE all the kids...

- Dribble up the court at least once.
- Shoot the ball at least once.
- Make a basket at least once, if possible.

Teams should...

- ...play team defense, having a basic understanding of a zone.
- ...make 2-4 passes before shooting.
- ...line ALL kids up on the foul line at the end of the game and have every kid shoot a foul shot or two for the PARENTS to CHEER and support their child.
- ...make sure kids have the best experience possible.
- ...not let anyone get caught up in winning and losing.
- ...make sure there is no rough play that may lead to injury.

GAME BALL: Teams have the option to use a 27.5 or 28.5 inch basketball as the game ball.

PRESSING: Defense is restricted to within the three-point arc. The arc is a plane and not a line.

VIOLATIONS: Violations (e.g. traveling, double-dribbles, etc.) will be explained and the ball will remain with that team for the entire season. Loss of possession will only occur when the ball goes out-of-bounds.

FOUL LINE: Coaches will work with game officials to determine a suitable line for each individual player.

RULES SPECIFIC TO 3rd and 4th GRADE DIVISION PLAY: Basket height- NINE (9) feet

GAME BALL: The 28.5 inch basketball will be used as the game ball.

PRESSING: FIRST HALF OF THE SEASON: Defense is restricted to MID-COURT, and MID-COURT ONLY, and teams may NOT press. NOTE: During a time where pressing is not allowed, should a fast-break occur, the defense may immediately play defense in an attempt to slow down the fast-break; however, they may not obtain a steal until the ball crosses the mid-court line.

SECOND HALF OF THE SEASON: Defense is restricted to MID-COURT until the offense advances the ball across the MID-COURT line. After the ball crosses, defensive players may follow into the backcourt. Teams may only "press" in the LAST TWO (2) MINUTES of EACH HALF and ALL of overtime UNLESS they hold a twenty (20) or more point lead. NOTE: During a time where pressing is not allowed, should a fast-break occur, the defense may immediately play defense in an attempt to slow down the fast-break; however, they may not obtain a steal until the ball crosses the mid-court line.

VIOLATIONS: FIRST HALF OF THE SEASON: Violations (e.g. traveling, double-dribbles, etc.) will be explained and the ball will remain with that team. SECOND HALF OF THE SEASON: regular rules (loss of possession) will apply.

THREE-POINTERS: ARE allowed at any time.

FOUL LINE: The foul line will be two (2) feet closer to the basket from the regulation line. Shooters will only be penalized if they run toward the basket before the ball hits the rim or jump over the line by a good margin.

RULES SPECIFIC TO 5th AND 6th GRADE DIVISION PLAY: Basket height- TEN (10) feet

GAME BALL: For the boys' division, the 29.5 inch basketball will be used as game ball. For the girls' division, the 28.5 inch basketball will be used as the game ball.

PRESSING: Defense is restricted to MID-COURT until the offense advances the ball across the MID-COURT line. After the ball crosses, defensive players may follow into the backcourt. Teams may only "press" in the LAST FOUR (4) MINUTES of EACH HALF and ALL of overtime UNLESS they hold a twenty (20) or more point lead.

NOTE: During a time where pressing is not allowed, should a fast-break occur, the defense may immediately play defense in an attempt to slow down the fast-break. However, they may not obtain a steal until the ball crosses the mid-court line.

THREE-POINTERS: ARE allowed at any time.

GIRLS' DIVISION ONLY: The foul line will be two (2) feet closer to the basket from the regulation line.

RULES SPECIFIC TO MIDDLE and HIGH SCHOOL DIVISION PLAY: Basket height- TEN (10) feet

GAME BALL: If all participants are male, the 29.5 inch ball MUST be used. If not, the 28.5 inch ball CAN, but is not required to be used.

PRESSING: Teams may "press" at any time during the course of the game UNLESS they hold a twenty (20) or more point lead. In this case, defense must be picked up at MID-COURT.

NOTE: During a time where pressing is not allowed, should a fast-break occur, the defense may immediately play defense in an attempt to slow down the fast-break; however, they may not obtain a steal until the ball crosses the mid-court line.

THREE POINTERS: ARE allowed at any time.

CLASSIC PLAYOFF RULES:

All rules from regular season play are applicable to the MYBL "Classic" tournament play.

Exception: The number of overtime periods is unlimited. All games must have a winner.

RULES OF CONDUCT AND SCHOOL FACILITIES

- This league cannot exist without the use of the Crestwood School District facilities. Gym time is a privilege earned by responsible behavior. Players, coaches, parents, siblings and spectators must respect school property.
- Non-player siblings can attend practices but should remain with a legal guardian during practice time and at all times during games.
- Each person is responsible for cleaning up spills and trash. Repeated misconduct or disruptive behavior may result in expulsion from the MYBL.
- Please try to set examples of good sportsmanship for your players and parents and show appreciation and respect for the referees.
- CLEAN UP (trash, cans, bottles, and chairs). This is the responsibility of the teams and the league.

GENERAL INFORMATION/REMINDERS

- It is the COACH'S responsibility to maintain order and discipline at BOTH games and practices. NO ONE is permitted in the halls or any other part of the school buildings other than the gyms. *Dribbling is allowed only in the gyms.* Please ensure that all school property (even items not related to basketball) are not moved, altered, abused or damaged.
- This has been MYBL's philosophy over the years: The MYBL is strictly an instructional and "for fun" league. It is a recreational league. Children get lots of playing time regardless of their skill level. There are no league standings. The most on the line is bragging rights for the kids, and we want it to remain that way. Many of the players come into our leagues, particularly the younger ones, with little or no experience. They have no idea how the game is played and many can barely dribble the ball. They need support and encouragement. So have some fun! Remember that we are representing our community by demonstrating good sportsmanship.
- Please do not let parents just drop children off at the schools on their scheduled practice night. Periodically the schools may close for an unknown reason, or the coach may not show up for another reason. Ensure an adult is present to supervise the children, or in the event that no one is present, provide children a ride home.