

# THE MOODY PARK SUMMER BASKETBALL LEAGUE RULES

## JR.HIGH 2022

### **I. GAME RULES**

#### **A. GAME**

NO GAME IS SUBJECT TO START UNLESS FIVE (5) PLAYERS ARE PRESENT FROM EACH TEAM.

EACH TEAM IS ALLOWED A 10 MINUTE GRACE PERIOD ( **FOR THE FIRST GAME ONLY** ) , FIVE (5) MINUTE GRACE PERIOD IS ALLOWED ( **FOR THE SECOND AND THIRD GAME, 7:00 & 8:00** ) AFTER THE GRACE PERIOD IS OVER THE GAME IS DECLARED A FORFEIT

#### **B. BALL SIZE**

29.5 DIAMETER

#### **C. TIME**

RECREATION: FOUR (4) NINE (9) MINUTE QUARTERS RUNNING CLOCK

AAU: TWO (2) EIGHTEEN (18) MINUTE HALVES RUNNING CLOCK

CLOCK STOPS ON EVERY WHISTLE THE LAST 2 MINUTES OF THE 2<sup>ND</sup> HALF

IF A TIME GOES UP BY 20 POINTS AT ANY POINT IN THE GAME THE CLOCK WILL CONTINUE TO RUN UNTIL THE LOSING TEAM CUTS THE LEA TO 15 POINTS

**OVER TIME:** 2 MINUTES, CLOCK STOPS ON EVERY WHISTLE, AFTER THAT OVERTIME SUDDEN DEATH WILL BE APPLIED TO THE GAME

#### **D. TIME-OUTS**

FOUR (4) TIMEOUTS PER GAME: 2 - 60 SECONDS / 2 - 30 SECONDS

ONE (1) ADDITIONAL TIME OUTS PER OVERTIME

### **II. DEFENSE**

#### **A. RESTRICTIONS**

LEADING BY MORE THAN 20 POINTS, DEFENSE MUST BEHIND THE HALF COURT LINE , FAILURE TO FOLLOW THIS RULE WILL RESULT IN A FIRST TIME WARNING AND A SECOND TIME TECHNICAL ASSESSED TO THE TEAM

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### III. PLAYERS

#### A.PLAYING TIME

**RECREATION:** EACH PLAYERS IN REQUIRED TO PLAY ONE (1) FULL QUARTER, BEFORE ANY OTHER PLAYER PLAYS THERE SECOND QUARTER FAILURE TO FOLLOW THIS RULE WILL RESULT IN A FORFEIT

EX: IN THE FIRST (1<sup>ST</sup>) QUARTER ONE GROUP OF FIVE SHOULD PLAY, THEN IN THE SECOND (2<sup>ND</sup>) QUARTER ANOTHER GROUP OF FIVE SHOULD PLAY , THEN THE REMAINING TWO (2) SHOULD PLAY IN THE THIRD (3<sup>RD</sup>) QUARTER WITH ANY THREE THE COACH DECIDES TO PUT IN . (5-5-2 RULE)

IF A TEAM HAS LESS THAN 10 PLAYERS THE COACH CAN BEING TO SUBSTITUTE IN THE 2<sup>ND</sup> QUARTER, THE PLAYER THAT HAS ALREADY PLAYED IN THE 1<sup>ST</sup> QUARTER

NO PLAYER IS ALLOWED TO PLAY EVERY MINUTE OF THE GAME OR START FOUR (4) STRAIGHT QUARTERS ,UNLESS A TEAM ONLY HAS FIVE (5) PLAYERS AT THE GAME

**THERE IS NO PLAYING TIME RULE FOR THE AAU DIVISION**

#### B. FOULS

A PLAYER IS DISQUALIFIED ONCE THEY HAS REACHED FIVE (5) PERSONAL FOULS

#### C. LATENESS

NO PLAYER HAS TO BE ADMITTED INTO THE GAME IF THEY COME AFTER THE 4 MINUTE MARK IN THE SECOND QUARTER. A PLAYER CAN BE ADMITTED INTO THE GAME AT THE 4-MINUTE MARK OF THE SECOND QUARTER AND IT WILL COUNT AS THE QUARTER FOR THAT PLAYER. IF THE PLAYER ARRIVES AFTER THE 4 MINUTE MARK IT IS AT THE DISCRETION OF THE COACH.

### IV.TEAM RULES

#### A. ROSTER

RECREATION: EACH TEAM MAY NOT EXCEED TWELVE (12) PLAYERS ON THEIR TEAM AT ANY ONE POINT OF THE SEASON

EX: 6- EIGHTH (8<sup>TH</sup>) GRADERS AND 6- SIXTH (6<sup>TH</sup>) GRADERS

4- EIGHTH (8<sup>TH</sup>) GRADERS, 4- SEVEN (7<sup>TH</sup>) GRADERS, 4- SIXTH (6<sup>TH</sup>) GRADERS

NO TEAM CAN HAVE ALL EIGHTH GRADERS

THE RULE ABOVE ONLY APPLIES TO ALL TEAMS ENTERING THE RECREATION DIVISION OF THE LEAGUE , NOT TO TEAMS THAT ARE DRAFTED

ALL ROSTERS ARE TO BE FINALIZED BY THE FOURTH GAME OF THE REGULAR SEASON

EVERY TEAM IS SUBJECT TO ADD OR LOSS PLAYERS AT THE DISCRETION OF LEAGUE OFFICIALS

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IF A PLAYER QUILTS THE TEAM AT ANY POINT OF THE SEASON , THE COACH IS ABLE TO REPLACE THAT PLAYER WITH APPROVAL FROM LEAGUE COMMISSIONER

ANY PARENT OR GUARDIAN CAN REQUEST A TEAM CHANGE DUE TO A CONFLICT WITH ANY PLAYER OR COACH ON HIS PREVIOUS TEAM.

IF A PLAYER FROM A PREVIOUS TEAM SIGNS UP AFTER THE START OF THE LEAGUE, THAT PLAYER IS NOT SUBJECT TO RETURN TO THAT TEAM IF THEIR PREVIOUS TEAM HAS A FULL (12) TWELVE MAN ROSTER

### **B. PLAYOFF ELIGIBILITY**

A PLAYER MUST PLAY FOUR (4) GAMES TO BE ELIGIBLE FOR THE PLAYOFF, UNLESS MEDICALLY EXCUSED OR SPECIAL CIRCUMSTANCES WHICH MUST BE APPROVED BY A LEAGUE OFFICIAL

ANY MEDICALLY EXCUSED PLAYERS MUST SHOW DOCTORS NOT AT THE POINT OF RETURN

ANY MEDICALLY EXCUSED PLAYERS MUST BE ON THE ROSTER BY THE END OF THE SECOND WEEK OF THE LEAGUE (**JUNE 17TH, 2022 AT 11:59PM**)

IF A PLAYER IS PLACED ON A TEAM WITH LESS THAN FIVE (5) GAMES REMAINING IN THE SEASON , THAT PLAYER MUST BE PLAY TWO (2) GAME TO BE ELIGIBLE FOR THE PLAYOFFS

## **VI. TEAM CONDUCT**

### **A. COACHES & PLAYER**

TWO (2) TECHNICAL FOULS – EJECTION FROM GAME AND A ONE (1) GAME SUSPENSION

FLAGRANT ACTION BY A PLAYER OR COACH – AUTOMATIC TWO (2) GAME SUSPENSION

**THESE RULES ARE AT THE DISCRETION OF LEAGUE OFFICIALS AND/OR THE REFEREES**

### **A. UNIFORMS**

LEAGUE UNIFORM MUST BE WORN AT ALL GAMES, NO PLAYER IS NOT ALLOWED TO PLAY WITH AN ALTERED SHIRT INCLUDING BUT NOT SUBJECT TO SLEEVE-CUTTING, WRITING NAMES ON SHIRTS, ETC. BASKETBALL SHIRTS MUST BE WORN. A PLAYER WHO FAILS TO ABIDE BY EITHER RULE WILL NOT BE ALLOWED TO PARTICIPATE FOR THAT GAME AND WILL RECEIVE A TECHNICAL FOUL. **IF A SHIRT IS ALTERED IN ANYWAY THAT PLAYER MUST PAY A REPLACEMENT SHIRT FEE.**

### **B. LOSING AND/OR FORGOTTEN A SHIRT**

IF A PLAYER COMES WITHOUT A SHIRT THE TEAM WILL BE ASSESSED A TECHNICAL FOUL, THE PLAYER WILL BE ALLOWED TO PLAY THAT GAME ONLY WITHOUT THEIR SHIRT

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## **C. BENCH RULES**

EACH TEAM IS ALLOWED TWO (2) LEAGUE CERTIFIED COACHES AND PLAYERS ON THE BENCH ONLY

**ZERO TOLERANCE POLICY IS ALWAYS IN AFFECT**

**THE NATIONAL FEDERATION OF HIGH SCHOOL BASKETBALL RULES WILL BE FOLLOWED WITH THE EXCEPTIONS OF THE RULES DISPLAYED ABOVE**