

## Marlboro Recreation Basketball Rules

- All games will consist of two 20 minute halves with running time. Halftime will be three minutes.
- Clock stops:
  - during all time outs
  - on every whistle during the last two minutes of the game
  - on the first foul shot...the clock will then be re-started on the second foul shot when the player is handed the basketball by the referee, except in the last two minutes of the game when the clock will start after the second foul shot is rebounded if missed, or is put back into play if it is made.
  - **the clock will stop for 20 seconds during substitutions at the 10 minute mark of the first half and the 12 minute and 4 minute marks of the second half.**  
This is not a time out and the clock re-starts after 20 seconds.  
If teams needs more time they must call time-out.
- Each team will have four full time-outs per game and one additional time-out per overtime period.
- Overtime periods will be two minutes and the clock stops on every whistle. There are no maximum number of overtimes. **Overtime is considered an extension of the 4 minute Free Play Session. (Coach's discretion on substitution)**
- Three point shots are allowed in every division.
- **Fouls**...players foul out of a game on their fifth personal foul.  
On the 10<sup>th</sup> team foul in each half, **or the 3<sup>rd</sup> team foul in the last 2 minutes of each half**, one and one is in effect. (If the first foul shot is made than a second foul shot is granted).
- Any player ejected for two technical fouls or **coach assessed two technical fouls**, will be suspended for the next scheduled game, including playoff games. A coach's technical fouls are cumulative. If you get a tech in 1 game and a tech in another you get suspended 1 game. Coaches are required to report technical fouls to the Coordinators and Scorekeepers will report all technical fouls to the league.
- Man to man and zone defenses will be permitted in all divisions.
- No defense will be allowed in the backcourt until:
  - boys 3<sup>rd</sup> -last minute of the game
  - boys 4<sup>th</sup>, 5<sup>th</sup>, 6<sup>th</sup> -- last two minutes of the game
  - boys 7<sup>th</sup> – **last four minutes of the game**
  - boys 8<sup>th</sup> through 12<sup>th</sup> -- pressing allowed for the entire game
  - girls 3<sup>rd</sup>/4<sup>th</sup> -- last minute of the game
  - girls 5<sup>th</sup>/6<sup>th</sup> – last two minutes of the game
  - girls 7<sup>th</sup>/8<sup>th</sup>—last two minutes of the game
  - girls 9<sup>th</sup> through 12<sup>th</sup> – pressing allowed for the entire game
  - **If the whistle stops play due to defense in the back court when such defense is not allowed, the whistle will result in a delay of game warning. The second such infraction in the game will result in a technical foul with a foul shot and possession of the ball being awarded to the other team.**
- If a team is leading by 15 points or more, no backcourt defense will be allowed by the team that is leading.

- We will attempt to make-up games that are cancelled due to weather or our inability to use the school gyms. Coaches should check with their Division Coordinators.
- All teams make the playoffs.

- **Playing time...**

**Short Version**

**Playing Time 10 - 8 & 1, not in the last 4 minutes**

10 consecutive in the 1<sup>st</sup> half

8 consecutive in the 2<sup>nd</sup> half

1 rested 8 or 10 minute session in either half

Teams with 6 players must rest each player for 5 consecutive minutes.

**Details...**

The 1<sup>st</sup> Half consists of two 10 minutes segments

The 2<sup>nd</sup> Half consists of three segments (8 minutes, 8 minutes & a 4 minute Free Play segment)

**Mandated Substitutions:**

- Every player must **play** 10 consecutive minutes in the first half **and** 8 consecutive minutes in the second half, unless injured.
- All players must **rest** at least one complete segment in the first **or** second half.\*\*\* This means every player will **rest** at least 10 consecutive minutes in the first half **or** 8 consecutive minutes in the second half.
- A player's consecutive minute playing time or rest must take place in one of the 1<sup>st</sup> half's two 10 minutes segments. A player cannot play or rest 5 minutes in each segment to satisfy the consecutive minutes or mandatory play/rest rule.
- In the second half a player's consecutive minute playing time or rest must take place in one of the 8 minute segments prior to the 4 minute Free-Play.
- These **Mandated Substitutions** will be made at the 10 minute mark of the first half and the 12 minute and four minute marks of the second half. This is not a timeout, the clock will stop for 20 seconds so be prepared with your substitutions – if additional time is needed a timeout must be called.
- **In the event of an injury:** 1. All playing time/rest rules must still be adhered to; be aware of who you are subbing into the game so as not to violate the rest time rules. 2. The injured player can re-enter game as soon as ready with the time missed due to injury considered towards the consecutive minute playing time rule.
- Teams with 10, 9, 8, or 7 players must adhere to 10 - 8 & 1 rule - exception is if a team has only 6 players which would then require that each player rest for at least five consecutive minutes.
- Players must play their consecutive playing time in each half regardless of how many personal fouls they receive. There are no substitutions for players in "foul trouble" during their consecutive playing time slot. If a player commits their fifth foul during any part of the game, they are disqualified.
- If a player arrives late, he/she must still sit out an entire playing session. However, if a player arrives after the game begins, he/she may sit out the entire first playing session and fulfill the rest time. If the player arrives after the first quarter is over, their rest time is deemed to be fulfilled.
- Boys 11<sup>th</sup> and 12<sup>th</sup> grade will have free substitutions for the entire game. However, it is the coach's responsibility to administer this rule fairly and give each player an opportunity to play a reasonable amount of time. If, for any reason, a player is eligible to play and is in

attendance at the game, but does not play due to the coach's failure to put the player in the game, the coach will be removed from the program.

**\*\*\*Travel Player Sportsmanship Requirement:**

Marlboro Basketball Association Travel Players will be required to sit a 10 minute segment in the 1<sup>st</sup> half in order to satisfy the playing time requirement. Additionally, Marlboro Travel Players will be removed from any game in the 2<sup>nd</sup> half when their team is ahead by 20 or more points.

• **"Pool Players"**

A Coordinator can assign or approve a "pool player" to a team to avoid forfeits or so a team can field 6 players for safety reasons. A Coordinator can assign/approve a player from another team (with a rating of 3 or lower) to play in a game and the game will count in the standings. Coordinators must be notified and approve any pool players prior to their participation. The opposing coach will be notified by the coach and/or coordinator with as much notice as possible.

The "pool player" should have already played in his or her game if that game is on the same day. The most important issue is that all games be played with a referee.

**A Pool Player cannot be used during the last week of the season.**

***Playing time rules must be followed without exception. Coaches are responsible for adhering to this rule which is designed to give all of our players in our recreation league a fair opportunity. Coordinators will be responsible for monitoring playing time rules.***

***Violations may result in forfeits and/or suspensions.***