


Marlboro Basketball
Game Management

Players on Team- SJ Dylan Brandon Josh Randy Mark Alex Phillip Rich

**On
Floor**

1 st Qtr	2 nd Qtr	3 rd Qtr	4 th Qtr.	Free Play 4 Minutes
SJ	SJ	SJ	Alex	SJ / Mark
Dylan	Randy	Dylan	Randy	Dylan / Phillip
Josh	Mark	Josh	Mark	Josh / Randy
Alex	Phillip	Alex	Phillip	Alex
Richie	Brandon	Richie	Brandon	Richie / Brandon
<u>On the Bench / Resting</u>	<u>On the Bench / Resting</u>	<u>On the Bench / Resting</u>	<u>On the Bench / Resting</u>	
Mark	Dylan	Mark	SJ	
Phillip	Josh	Phillip	Josh	
Randy	Alex	Randy	Dylan	
Brandon	Richie	Brandon	Richie	
Defense Richie Dylan SJ Josh Alex	Defense Mark Brandon SJ Randy Phillip	Defense Dylan Richie SJ Josh Alex	Defense Mark Brandon Randy Alex Phillip	

**Every
Player's
Name must
appear in
This section**

Defense

Rule Reminders

Clock

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

10 consecutive in the 1st half

8 consecutive in the 2nd half

1 rested 8 or 10 minute session in either half

Marlboro Travel Players must sit a 10 minute segment

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

Fouls

1 and 1 on **ten** team fouls per half or

3rd team foul in the last 2 minutes

- Clock stops on every whistle in the last 2 minutes
- On the first foul shot and restarts when the player is handed the basketball by the referee; except in the last 2 minutes- the clock restarts after the 2nd foul shot is rebounded if missed or inbounded if the shot is made.
- Clock stops for 20 seconds for the pre-set substitution times
- OT is 2 minutes - Clock stops on every whistle. 1 additional time out.

General- 4 timeouts per game – 1 additional in OT.