

MONTGOMERY BASKETBALL ASSOCIATION

2011-2012

Boys and Girls Rookie and High School Divisions

Rules and Regulations

REGULATIONS

1. Playing Time:
 - a. Four, 8-minute quarters split into two, 4-minute periods, each with a running clock **except** during:
 - o Timeouts
 - o Injuries
 - o Foul shots
 - o Last **2** minutes of the game (Stop clock on every whistle)
 - b. **30** seconds between each period; **2** minutes at halftime
 - c. **3** timeouts per team for the entire game.
 - d. Overtime:
 - o In the event of a tie at the end of regulation, there will be a 2-minute overtime period. (Clock stops)
 - o Jump Ball win starts the overtime (alternate possession thereafter)
 - o Each team allowed one timeout during overtime.
 - o If the game is still tied at the end of the first overtime, the game then goes into "Sudden Death" overtime.
 - o Jump Ball to start the "Sudden Death" overtime. First team to score wins. (No clock needed)
2. Player Time:
 - a. Each player must play at least one period of each quarter. *****The only exception is for medical reason as determined by the referee*****
 - b. No player may play 2 periods more than any other player on his or her team during any part of the game.
 - c. Each player should start at least one game during the season.

RULES

1. Violations:
 - a. The referee will stop play on a violation and quickly explain to the player what he/she did wrong.
 - o 5-second lane violations will be called.
 - o Non-shooting fouls will be called, recorded and explained to players.
 - b. Possession will not change for violations in the 1st half of the game. Possession will change for violations in the 2nd half of the game. This applies to the 1st half of the season only. Violations occurring during the 2nd half of the season will result in possession change for the full game.
2. No 3-Point shots. All shots will be worth 2 points only.
3. One and One goes into effect on the 7th team foul in each half. Two foul shots will be awarded on the 10th team foul.
4. During a foul shot, a total of 6 players (3 offensive including the shooter, and 3 defensive) set-up around the box. All other players must remain outside of the 3-point line. On the release, the 5 players may step in for the rebound, the shooter and the players outside of the 3-point line may not go in for the rebound until after ball hits the rim.
5. Players will be ejected from the game by the referee for the following reason(s):
 - o **6** Personal Fouls
 - o Unsportsmanlike Conduct (Possible next game suspension or league expulsion depending on severity)
 - o 2 Technical Fouls (Possible next game suspension or league expulsion depending on severity).
6. Players must check-in at the scorer's table at the start of each playing period. Failure to do so may result in a charged timeout.
7. Defense: Half-court **man-to-man Defense only**. Pick up players at front-court hashmarks. **No Overt Double-Teaming** outside of the lane and top of key.
 - o First offense will receive a warning
 - o Second offense will result in a delay of game (2 technical shots and the ball out of bounds)
8. **No Backcourt Pressure**
9. Head Coaches are responsible for controlling their assistant, team, and their fans.
10. Each team must supply either the scorekeeper or timer 15 minutes prior to the start of the game.

THESE RULES MAY NOT BE CHANGED WITHOUT THE CONSENT OF THE PRESIDENT AND THE COMMISSIONER

MONTGOMERY BASKETBALL ASSOCIATION

2011-2012

Boys and Girls College Divisions

Rules and Regulations

REGULATIONS

1. Playing Time:
 - a. Four, 8-minute quarters split into two, 4-minute periods, each with a running clock **except** during:
 - o Timeouts
 - o Injuries
 - o Foul shots
 - o Last **2** minutes of the game (Stop clock on every whistle)
 - b. **30** seconds between each period; **2** minutes at halftime
 - c. **3** timeouts per team for the entire game.
 - d. Overtime:
 - o In the event of a tie at the end of regulation, there will be a 2-minute overtime period. (Clock stops)
 - o Jump Ball win starts the overtime (alternate possession thereafter)
 - o Each team allowed one timeout during overtime.
 - o If the game is still tied at the end of the first overtime, the game then goes into "Sudden Death" overtime.
 - o Jump Ball to start the "Sudden Death" overtime. First team to score wins. (No clock needed)
2. Player Time:
 - a. Each player must play at least one period of each quarter. *****The only exception is for medical reason as determined by the referee*****
 - b. No player may play 2 periods more than any other player on his or her team during any part of the game.
 - c. Each player should start at least one game during the season.

RULES (PIAA)

1. The 3, 5, and 10-second violations will be effect.
2. 3-Point shot will be in effect. (3 foul shots awarded when fouled in the act of shooting a 3 pointer).
3. One and one goes into effect on the 7th team foul in each half. Two foul shots are awarded on the 10th team foul.
4. During a foul shot, a total of 6 players (3 offensive including the shooter, and 3 defensive) set-up around the box. All other players must remain outside of the 3-point line. On the release, the 5 players may step in for the rebound, the shooter and the players outside of the 3-point line may not go in for the rebound until after ball hits the rim.
5. Players will be ejected from the game by the referee for the following reason(s):
 - o 5 Personal Fouls
 - o Unsportsmanlike Conduct (Possible next game suspension or league expulsion, depending upon the severity)
 - o 2 Technical Fouls (Possible next game suspension or league expulsion depending on severity)
6. Players must check-in at the scorer's table at the beginning of each period. Failure to do so may result in a charged timeout.
7. Defense: Half-court **man-to-man defense only**. Pick up players at half-court. **No Overt Double-Teaming** outside of the lane and top of key.
 - o First offense will receive a warning
 - o Second offense will result in a delay of game (2 technical shots and the ball out of bounds)
8. Backcourt pressure is not permitted in quarters 1 through 3 (must pick up at half court). Backcourt pressure will be allowed in periods 4a and 4b, unless a team is leading by 10 points or more. Man-to-man defense must be applied once ball passes half court.
9. Head coaches are responsible for controlling their assistants, team and their fans.
10. Each team must supply either the scorekeeper or the timer 10 minutes prior to the start of the game.

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MONTGOMERY BASKETBALL ASSOCIATION

2011-2012

Boys and Girls Pro Divisions

Rules and Regulations

REGULATIONS

1. Playing time:
 - a. Four, 8-minute quarters with the first three quarters being split into two, 4-minute periods. Running clock **except** during:
 - o Timeouts
 - o Injuries
 - o Foul shots
 - o Last 4 minutes of the game (Stop clock on every whistle)
 - b. 30 seconds between each period; 2 minutes at halftime
 - c. 3 timeouts per team for the entire game. (NOTE: You cannot save ALL three timeouts for the second half. If no timeouts are used in the first half, you will lose one timeout and can only carry over two timeouts into the second half.)
 - d. Overtime:
 - o In the event of a tie at the end of regulation, there will be a 2-minute overtime period (Clock stops)
 - o Jump ball will start the overtime (alternate possession thereafter)
 - o Each team allowed one timeout during overtime.
 - o If the game is still tied at the end of the first overtime, the game then goes into a "Sudden Death" overtime.
 - o Jump ball to start the "Sudden Death" overtime. First team to score wins. (no clock needed)

2. Player time:
 - a. Each player must play in at least one period of each of the first 3 quarters. *****The only exception is for medical reason as determined by the referee*****
 - b. No player may play 2 periods more than any other player on their team during any part of the game, including the start of the fourth quarter.
 - c. No player may play the entire game unless there are only 5 players.
 - d. Each player should start at least one game during the season.
 - e. Free substitution during the fourth quarter and overtime periods.

RULES (PIAA)

1. The 3, 5, and 10 second violations will be in effect.
2. Three-point shot will be in effect. (3 foul shots awarded when fouled in the act of shooting a 3- pointer)
3. One and one goes into effect on the 7th team foul in each half. Two foul shots are awarded on the 10th team foul.
4. During a foul shot, a total of 6 players (3 offensive, including the shooter, and 3 defensive) set-up around the box. All other players must remain outside of the 3-point line. On the release, the 5 players may step in for the rebound, the shooter and the players outside of the 3-point line **may not** go in for the rebound until after ball hits the rim.
5. Players will be ejected from the game by the referee for the following reason(s):
 - a. 5 Personal fouls
 - b. Unsportsman-like Conduct (Possible next game suspension or league expulsion depending on severity)
 - c. 2 Technical fouls (Possible next game suspension or league expulsion depending on severity).
6. Players must check-in at the scorer's table at the beginning of each period. Failure to do so may result in a charged timeout. Players substituting during the fourth quarter or overtime period must report to the scorer's table and wait to be signaled in by the referee.
7. Defense: Any defense is permitted (see exception in #8 below). Double-Teaming is permitted.
8. Boys Pro: Backcourt Pressure is permitted by a team unless they are up by 10 points or more. Girls Pro: Backcourt Pressure is permitted by a team in the last 2 minutes of the game only, unless they are up by 10 points or more.
9. Head coaches are responsible for controlling their assistant, team, and their fans.
10. Each team must supply either the scorekeeper or the timer 15 minutes prior to the start of the game.

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