

MSBL Summer Basketball League Rules (updated 5/26/11)

Commissioner-Brian Duross 215-704-7603

Bigkahuna3131@comcast.net

Objective:

To teach the fundamentals of basketball, good sportsmanship and develop a sense of teamwork in a way that is fun for the players, coaches, and families. All participants and spectators must follow the code of ethics. Misconduct will not be tolerated and violators will be subject to expulsion from the league.

Games:

1. All players on the roster must play an equal amount of time each game. This is summer league, players can't learn if they don't play.
2. Coaches will lead their team through the sportsmanship line, shaking hands, at the end of the game. (Mandatory for players and coaches).
3. Each game will consist of (2) 20-minute halves. It is a running clock until **the last minute** of each half. Clock stops only for timeouts and shooting fouls. Halftime will be five minutes long. In case of a tie at the end of regulation, there will be (1) 2-minute overtime period. If tie remains, repeat 2-minute OTs until a winner is declared by score.
4. Two (2) time-outs per half, 1 minute in duration. One additional in overtime.
5. Games will start with a jump ball; Possession arrow will be used for the remainder of the game. Overtime will also start with a jump ball.
6. Personal fouls will be kept at score table. The 7th team foul per half will result in a one-and-one foul shot throughout half. Two shot fouls only on shooting fouls and intentional fouls. 5 personal fouls allowed per game.
7. Coaches and referees will make sure the games start on time. Coaches will be responsible for a scorekeeper and timer for each game. One from each team.
8. Forfeits will occur if the game does not start within 5 minutes of the scheduled starting time. If there is a forfeit, there will be a scrimmage game played, but will not exceed 5 minutes prior to second game starting time. A team may start or end a game with 4 players. A team may at no time have only 3 players on the court.
9. Technical fouls: all technical fouls will be reported by officials to League commissioner immediately after the game. Technical fouls are cumulative. 2 technical fouls during the summer league will be a one game suspension. The 3rd technical is a disqualification from the MSBL. Anyone serving a suspension, player, fan or coach is not permitted on the premises during their suspension.
10. THE WINNING TEAM coach will text or email the score after the game to bigkahuna3131@comcast.net or 215-704-7603. Exact score is important because of possible tiebreakers.
11. No spectators are allowed in the area between the courts. Only players, coaches, referees, score table personnel and league officials are allowed in that area.
12. Standings and scores will be updated continuously during the league season on the league web site <http://worcestertwp.com/leagues.htm>
13. Weather Issues: Please check email or website. Updates will be posted as quickly as possible and email blasts sent as soon as possible. After 5:30pm, weather-related issues will be decided by the on-site commissioner and officials. The on-site commissioner will be instructed to text or call head coaches if time permits. The league will do as much as possible to notify coaches in advance.

Game Defense:

All divisions – man or zone is permitted without limit.

Full court press:

3/4th grade - None

5th-6th grade division- last 2 minutes of **2nd half only.**

All other divisions: full court press allowed last 10 minutes of 2nd half.

Press rules: No press allowed if up by 15 points. If lead drops to 9 points or less, press can be reinstated but again only to up 15.

Playoffs and Tiebreakers:

3/4 grade division: 1 vs 4 and 2 vs 3 winners meet for championship

5/6 and 7/8 grade divisions: Top 2 teams get a bye. 3 vs 6 and 4 vs 5. 1 plays lowest seed remaining, and 2 plays highest seed remaining from first round games. Winners play for championship.

Tiebreakers:

- 1) Record of Head to head competition
- 2) Record vs. teams in descending order (always starting with 1st place team)
- 3) Coin flip (for teams already assured playoff berth, just positioning needed)
- 4) If tie to get into the playoffs between two teams still exists after tie breaker 1 and 2, then the final tiebreaker is least amount of points allowed during the season.

Three and Four way tiebreakers:

- 1) Teams involved records against each other. Best record of teams involved advances.
- 2) If that puts one team in, the remaining teams follow above tiebreakers, if tie still exists, the commissioner will schedule a one game playoff. There will be no extra games for seeding purposes, only if needed to determine a playoff entry.