

**MONTGOMERY BASKETBALL ASSOCIATION**  
**2016-2017**

**Boys and Girls Rookie and High School Divisions**  
**Rules and Regulations**

**REGULATIONS**

1. Playing Time:
  - a. Four, 8-minute quarters (“Regulation Time”) split into two, 4-minute periods (each, a “Period”), each with a running clock **except** during:
    - Timeouts;
    - Injuries;
    - Foul shots; or
    - Last **2** minutes of the game (Stop clock on every whistle).
  - b. Intermissions: **30** seconds between each Period; **2** minutes at halftime.
  - c. **3** timeouts per team during Regulation Time.
  - d. “Overtime”:
    - In the event of a tie at the end of regulation, there will be a 2-minute Overtime period. (Clock stops at timeouts, injuries, foul shots and every whistle).
    - Jump ball win starts the Overtime (alternate possession thereafter).
    - Each team allowed one timeout during Overtime.
    - If the game is still tied at the end of the first Overtime, the game then goes into “Sudden Death” Overtime.
    - 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 exceptions are (i) for medical reasons as determined by the referee or (ii) if otherwise requested by such player’s parent or guardian\*\****
  - b. No player may play 2 Periods more than any other player on his or her team during any part of the game (which, for the avoidance of doubt, shall include any Overtime period(s) played).
  - c. Each player must 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.
    - 5-second lane violations will be called.
    - Non-shooting fouls will be called, recorded and explained to players.
  - b. Possession will not change for violations in the 1<sup>st</sup> half of the game. Possession will change for violations in the 2<sup>nd</sup> half of the game. This applies to the 1<sup>st</sup> half of the season only. Violations occurring during the 2<sup>nd</sup> half of the season will result in possession change for the full game.
2. No 3-point baskets. Any successful shots taken beyond the 3-point line will be scored only as 2-point baskets.
3. One and One goes into effect on the 7<sup>th</sup> team foul in each half. Two foul shots will be awarded on the 10<sup>th</sup> 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. Lane violations will be enforced.
5. Players will be ejected from the game by the referee for the following reason(s):
  - **6** Personal Fouls
  - Unsportsmanlike Conduct (Possible next game suspension or league expulsion depending on severity)
  - **2** Technical Fouls (Possible next game suspension or league expulsion depending on severity).
6. If required by the referee, 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.

**THESE RULES MAY NOT BE CHANGED WITHOUT THE CONSENT OF THE COMMISSIONER**

7. Defense: Half-court **man-to-man Defense only**, which shall mean:
  - The defense shall pick up players at front-court hashmarks.
  - A defender must stay within a generous arm's length of the offensive player he is actively guarding to the extent reasonably practicable.
  - The offense has 5 seconds to get ball across the front-court hashmarks after they cross half-court.
  - After the offense passes the front-court hashmarks, the defense can pick-up players to the half-court line on the same possession.
  - **Help defense and a resulting double-team of an offensive player is permitted in the lane only. No overt double-teaming** is permitted outside of the lane, and any such violation will result in the following:
    - First offense will receive a warning
    - Second offense will result in a delay of game (2 technical shots and the ball out of bounds)
8. **No Backcourt Pressure.** The only exception is if there is less than 30 seconds left in the game and the ball is inbounded from the front-court to the back-court. In this case, after an inbound player touches the ball, the defense can then go into the back-court and pressure the offense.
9. Head Coaches are responsible for controlling their assistant, team, and their fans. Only the Head Coach can speak to the referee at any time during the game. No other person is permitted to speak to the referee during or after the game. Technical fouls will be awarded at the sole discretion of the referee for violations of this rule.
10. Each team must supply either the scorekeeper or timer 15 minutes prior to the start of the game.

**MONTGOMERY BASKETBALL ASSOCIATION**  
**2015-2016**

**Boys and Girls College Division**  
**Rules and Regulations**

**REGULATIONS**

1. **Playing Time:**

- a. Four, 8-minute quarters ("Regulation Time") split into two, 4-minute periods (each, a "Period"), each with a running clock **except** during:
  - o Timeouts;
  - o Injuries;
  - o Foul shots; or
  - o Last **2** minutes of the game (Stop clock on every whistle).
- b. Intermissions: **30** seconds between each Period; **2** minutes at halftime.
- c. **3** timeouts per team during Regulation Time.
- d. "Overtime":
  - o In the event of a tie at the end of regulation, there will be a 2-minute Overtime period. (Clock stops at timeouts, injuries, foul shots and every whistle).
  - 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 exceptions are (i) for medical reasons as determined by the referee or (ii) if otherwise requested by such player's parent or guardian\*\****
- b. No player may play 2 Periods more than any other player on his or her team during any part of the game (which, for the avoidance of doubt, shall include any Overtime period(s) played).
- c. Each player must start at least one game during the season.

**RULES (PIAA)**

1. The 3, 5, and 10-second violations will be in 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 7<sup>th</sup> team foul in each half. Two foul shots are awarded on the 10<sup>th</sup> 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. If required by the referee, 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**, which shall mean:
  - o For Boys, defense shall pick up players at half-court. For Girls, defense shall pick up players at the front hash-mark.
  - o A defender must stay within a generous arm's length of the offensive player he is actively guarding to the extent reasonably practicable.
  - o **Help defense and a resulting double-team of an offensive player is permitted in the lane only. No overt double-teaming** is permitted outside of the lane, and any such violation will result in the following:
    - First offense will receive a warning
    - 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). For Boys, man-to-man backcourt pressure will be allowed in periods 4a and 4b, unless a team is leading by 10 points or more. For Girls, man-to-man backcourt pressure will be allowed in period 4b only, unless a team is leading by 10 points or more.
9. Head Coaches are responsible for controlling their assistant, team, and their fans. Only the Head Coach can speak to the referee at any time during the game. No other person is permitted to speak to the referee during or after the game. Technical fouls will be awarded at the sole discretion of the referee for violations of this rule.
10. Each team must supply either the scorekeeper or the timer 10 minutes prior to the start of the game.

**THESE RULES MAY NOT BE CHANGED WITHOUT THE CONSENT OF THE COMMISSIONER**

**MONTGOMERY BASKETBALL ASSOCIATION  
2015-2016**

**Boys Pro and Senior Divisions  
Rules and Regulations**

**REGULATIONS**

1. Playing Time:
  - a. Four, 8-minute quarters (“Regulation Time”) with the first three quarters split into two, 4-minute periods (each, a “Period”), each with a running clock **except** during:
    - o Timeouts;
    - o Injuries;
    - o Foul shots; or
    - o Last **4** minutes of the game (Stop clock on every whistle).
  - b. Intermissions: **30** seconds between each Period; **2** minutes at halftime.
  - c. **3** timeouts per team during Regulation Time.
  - d. “Overtime”:
    - o In the event of a tie at the end of regulation, there will be a 2-minute Overtime period. (Clock stops at timeouts, injuries, foul shots and every whistle).
    - 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 of the first 3 quarters. ***\*\*The only exceptions are (i) for medical reasons as determined by the referee or (ii) if otherwise requested by such player’s parent or guardian\*\****
  - b. No player may play 2 Periods more than any other player on his or her 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 must 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. 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 **7<sup>th</sup>** team foul in each half. Two foul shots are awarded on the **10<sup>th</sup>** 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. If required by the referee, players must check-in at the scorer’s table at the beginning of each period. 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. Failure to do so may result in a charged timeout.
7. Defense: Any defense is permitted. Double-Teaming is permitted.
8. Backcourt Pressure is permitted unless they are up by 10 points or more.
9. Head Coaches are responsible for controlling their assistant, team, and their fans. Only the Head Coach can speak to the referee at any time during the game. No other person is permitted to speak to the referee during or after the game. Technical fouls will be awarded at the sole discretion of the referee for violations of this rule.
10. Each team must supply either the scorekeeper or the timer 15 minutes prior to the start of the game.

**THESE RULES MAY NOT BE CHANGED WITHOUT THE CONSENT OF THE COMMISSIONER**