

MJCCA/BBYO 2012-2013 Teen Basketball Rules

Section 1 == LEAGUE ORGANIZATION

Article 1. The governing body of these leagues will be the MJCCA.

Article 2. All games will be played in accordance with the National Federation of State High School Association Rules unless superseded by local league rules outlined herein.

Section 2 == CAPTAIN RESPONSIBILITIES

Article 1. It is the duty of the manager to know the contents of these rules and to make all of his/her team members aware that they are to abide by these rules.

Article 2. It shall be the duty of the manager to inform all team members of the game schedule and any changes that may occur, as well as, any other information concerning your team or the league issued by the MJCCA or game officials.

Article 3. It is the duty of the manager to control the actions of all team members and to keep unauthorized people off the player's bench.

Article 4. Teams and managers may not agree to change scheduled game days or times with other teams.

Section 3 == PLAYER ELIGIBILITY

Article 1. Only one person who is a member of an accredited school team (ninth grade or above) is eligible to be on the court one at time.

Article 2. No person may be allowed to participate in both the MJCCA youth and teen basketball programs. Once a player participates in a game with a team in the teen league, that player cannot participate with any other teen league team in the same season within the MJCCA leagues. A player is officially listed on the roster of the team that he/she participates during the first game of the season.

Article 3. Players must be at least 14 years of age and no older than 19 years of age on September 1st, 2012.

Article 4. All players must be on the team roster form complete with address, phone number, date of birth, and **signature** to be eligible. Players who participate that are not on the roster will be considered ineligible and the offending team will forfeit said games. Players may be added to the roster until the 8th game of the season. Players wishing to be added to the roster must fill out all information on the team roster sheet prior to participating in a game.

Article 5. Players must participate in at least three (3) of their team's games in order to be eligible for post-season play. Exception: verification of illness or injury.

Article 6. All Players must be an active member of a BBYO chapter.

Section 4 == LINEUPS AND SUBSTITUTIONS

Article 1. A coach must submit a written roster to score keeper five (5) minutes prior to game time. The lineup **MUST** contain first and last names of all players with their jersey numbers.

Article 2. **All players must report to the scorer's table prior to entering the game.**

Substitutions will be allowed only on a dead ball and a player MUST wait until the official motions them onto the court. Failure to do so could result in a technical foul.

Article 3. There is a **ten (10)** minute grace period on the **first** scheduled game of the day/night only. If a team fails to place four (4) eligible players on the court at game time, the

game will be forfeited. If neither team can place four (4) eligible players on the court at game time, the game will be a double forfeit. On a team's third forfeit during the season, that team will be suspended from the program.

Article 4. Substitutions are every 4 minutes, except the last 2 minutes of the game, in which it will be open substitutions.

Section 5 == GAMES

Article 1. Teams may have at least five (5) minutes or until scheduled game time immediately following completion of prior game to warm up.

Article 2. Games will consist of two (2) twenty (20) minute halves. **The clock will run continuously except in the last two minutes of each half at which time, the clock stops on all whistles and for time outs.**

Article 3. **Any team that goes ahead or is leading by thirty (30) points in the last three minutes of the second half will be considered to have won the game and the game will be stopped at that point and deemed completed.**

Article 4. **If a team has a twenty (20) point or more lead, they will not be allowed to press in the backcourt.** They must run to the defensive end and allow the team that is trailing to advance the ball into the frontcourt. Violation of this rule will result in the offensive team being awarded the ball out of bounds. Repeated offenses will result in an unsportsmanlike technical foul.

Article 5. If a game is tied at the end of regulation, one (1) three (3) minute overtime period will be played. The clock will stop on all whistles in any overtime period. Additional overtime periods will be one minute (60 seconds) each. A jump ball will be administered to begin each game and overtime.

Article 6. Each player gets five (5) personal fouls. On the fifth foul, the player is disqualified from the game. Technical fouls count as personal fouls toward the maximum of five.

Article 7. **Each team will receive four (4) timeouts per game.** They may be used at any time. One additional full time out will be added for each overtime period. Unused time outs may be carried over into the overtime period.

Article 8. Teams will shoot a one and one on the 7th, 8th, and 9th team foul. Teams will receive two shots on the 10th and above team foul.

Article 9. Tie breaker for League Championships will be determined by a one game playoff. Tie breaker for tournament seeding will be determined by head to head competition, then hat pick.

Section 6 == CONDUCT

Article 1. **Each team must have a person 21 years or older on their bench throughout the entire game. The game will be forfeited if this rule is violated. MJCCA Staff is not permitted to represent your team as the adult on the bench.**

Article 2. **No more than three (3) non-players (coach, assistant, official scorer) will be allowed on the bench during the game.**

Article 3. Three (3) unsportsmanlike technical fouls charged against one team will result in the termination of that game and the offending team forfeiting the game.

Article 4. ANY PLAYER OR COACH WHO IS EJECTED FROM A GAME DUE TO UNSPORTSMANLIKE CONDUCT OR A FLAGRANT TECHNICAL FOUL WILL BE SUSPENDED FOR THE REMAINDER OF THE SEASON. Two (2) unsportsmanlike technical fouls against any player will result in ejection and suspension for the season. Players or

coaches ejected from a game must leave the gym (if necessary, the building) in a timely manner or the game will be forfeited.

Article 5. No display of unsportsmanlike conduct, profanity, or other misconduct will be tolerated in this program. A player, coach, or spectator may be ejected at any time without the benefit of being assessed a technical foul. Players, coaches, and spectators may be suspended from the facilities due to repeated unsportsmanlike behavior.

Article 6. The MJCCA reserves the right to stop and forfeit a game while in progress. The MJCCA may also suspend any player, coach, or team for due causes either before, during, or after a game if any such unsportsmanlike behavior occurs in any part of a MJCCA facility.

Article 7. Smoking is prohibited in all MJCCA facilities.

Article 8. Gambling is prohibited.

Article 9. Person(s) proven in possession or under the influence of alcohol or drugs WILL be suspended from program for the remainder of the season.

Article 10. A player may be ejected from a game without receiving a "technical foul."

Article 11. If a player, by virtue of a careless, reckless, or dangerous action, causes an injury to an opposing player, which results in the injured player missing games, the offending player will also be required to miss the same amount of games, even the whole season, if necessary.

Section 7 == UNIFORMS AND EQUIPMENT

Article 1. Players will wear jerseys provided by the MJCCA.

Article 2. Players may NOT share jerseys during the game.

Section 8 == PROTESTS

Article 1. The MJCCA only recognizes protests concerning player eligibility. If a team protests a player's eligibility, the burden of proof rests with the protesting team. The MJCCA is empowered to forfeit games based on ineligible players without the benefit of a protest from the other team.

Article 2. Teams found using ineligible players will forfeit all games in which that player has participated. A second offense of using an ineligible player will result in suspension of the entire team for the remainder of the season. **NOTE: If the first offense is flagrant (i.e., the use of multiple ineligible players or an ineligible player involved in an altercation), the league supervisor may suspend the entire team for the remainder of the season.**

HELPFUL HINTS FOR MANAGERS AND PLAYERS:

1. Arrange ahead of time for an adult to be on the bench for your games. 21 years or older.
2. Arrive in plenty of time for your games. Players must be on the court and ready to play at game time, not in the bathroom changing or in the parking lot or coming from another engagement.
3. If you know you are going to forfeit, please call Stephanie McCormick office at 678-812-4159, as soon as possible so that I can contact the other team and save them a trip to the game site.
4. Try and handle all disputes in an adult manner. Abusive language or other unsportsmanlike behavior can result in you being suspended from the program for the remainder of the season.

Acknowledgment of Receiving and Understanding MJCCA/BBYO Teen League Basketball Rules

I _____, acknowledge that I have received a copy of the winter 2012-13 Teen League Basketball Rules. I understand that I need to make sure **all** players and coaches on my team are aware of the rules and any penalties that may be enforced when said rules are violated in any manner.

Team Name