

2016 MSSP Basketball Rules

Current CHSAA rules will be used in conjunction with the following:

- 1. LEAGUE:** Spirit of the Game: MSSP stresses sportsmanship and fair play. Competitive play is encouraged, but never at the expense of respect between players, adherence to rules, and the basic joy of play.
- 2. SCHOOLS:** Participants/players are NOT permitted in the schools, locker rooms or outside the gym without a coach or parent supervision. Failure to comply with this rule could result in team suspension from the league. Teams are encouraged to change before leaving for away games.

GAME REGULATIONS:

- All games will consist of 2-20 minute halves. It is a possibility that games times are reduced due to gym time conflicts.
- Half-time will last five minutes (unless games are running behind).
- Full court press is only allowed within the last 2 minutes of the **game** if the score has a difference of 10 or less. If the defense presses when they are not supposed to the ref will blow the whistle to kill the play, the team on offense will have to inbound the ball again and the defense will be told to get on their side of the court.
- If a team is leading by 15 or more points, at any time during the game, that team must pass the ball at least 3 times to three different players after crossing half court, before attempting a shot, if they do not pass 3 times the basket scored will not count. This rule will go away once the point difference is 10 or less.
- No overtime; games will end in a tie during the regular season. Tournament games will have OT to determine winner.
- If the teams are wearing the same color uniforms, the home team will wear pennies.
- Five minute warm-ups are allowed between games.
- The clock will run and only be stopped for timeouts.** In addition, stop clock will be in effect during the final two minutes of the game **only** if the score differential is 10 or less.
- Two, one-minute time-outs are allowed per half.
- Each player is allowed 5 personal fouls.
- Bonus shots will be awarded as follows: 1 and 1 at 7 fouls and 2 at 10 or more
- Teams **MUST** remain grade specific. Low enrollment will require a team to be composed of 7th/8th grade players.
- Teams need to provide a roster with each player's jersey number to the opposing coach/scorekeeper prior to each game. Home schools are responsible for tracking/recording player/team fouls.

Scoresheets must be submitted to home team agency coordinator following all games. Signature required by both coaches

- Players lined up in the key are allowed to move on free throws once the ball is released from the shooters hand. No one else.

PLAYING TIME:

- ***ALL PLAYERS MUST BE GIVEN EQUAL PLAYING TIME DURING GAMES***.** The goal is to play all players as much as possible.

| # of players | Min/Max % | Min/Max playing time | |
|--------------|-----------|----------------------|---------------|
| | | 20 min halves | 16 min halves |
| 10 or less | 50% / 75% | 20m / 30m* | 16m / 24m* |
| 11 to 15 | 33% / 50% | 13m / 20m | 11m / 16m |

- Substitutions may be done at a dead ball. It is very important that you get the officials attention before subbing.**

PLAYER AND COACH CONDUCT:

- All participants, coaches and spectators both on and off the court, will be assessed a technical foul and/or asked to leave the facility for the following: unsportsmanlike conduct, arguing with, yelling at or belittling the officials, foul language and any unsuitable behavior. Additional penalties will be at the discretion of the Coach or MSSP Director.
- Any player assessed a technical foul during the game must be removed from the game for a minimum of 5 minutes of game time. If a player receives two technical fouls in a game or during the season, they will be suspended for 1 game, which will be the next scheduled game.
- Technical fouls will result in awarding the opposing team 2 points and possession of the ball at half court. Any technical during a game will need to be recorded by the home team coach(es) and reported to their direct MSSP Coordinator by the following day.
- All players not in the game must remain on the bench at all times.
- Flagrant fouls and/or aggressive physical contact will NOT be tolerated; it will result in immediate ejection from the game.
- MSSP t-shirts are NOT to be altered in any way. Participants will NOT be allowed to participate with an altered t-shirt. Players are not allowed to participate in games without an MSSP t-shirt. Players caught exchanging MSSP t-shirts will be disqualified from the games.
- Shirts **MUST** be tucked in. Athletic shorts/pants only. No jeans permitted.
- Chewing gum and/or wearing jewelry of any sort (bobby pins, hard hair clips, etc.) are NOT permitted and will result in a personal foul for that player. Soft hair material accessories only.
- Appropriate gym shoes are required (non-marking soles).
- Participants/players are NOT permitted within the schools, locker rooms or outside the gym without a coach or parent supervision. Opposing players may not enter a facility's restroom/locker room at the same time without adult supervision. Failure to comply with this rule could result in team suspension from the league.
- Coaches/teams are responsible for cleaning their bench area following each game.

OFFICIALS:

- Officials will be provided by Dewlaney's Sports Officials and have the authority to ask spectators/players/coaches to leave the facility if they are not abiding by rules.