

# **A.Y.B.A.**

## **MIDDLE SCHOOL LEAGUE RULES**

### **2011-2012**

#### **GAME RULES**

1. Four (4) ten minute quarters.
2. Running time except for official time outs. (Time outs will be one minute)
3. The clock will stop on all whistles in the last thirty (30) seconds of the first 3 quarters and stop time for the final 2 minutes for the 4th quarter. Stop time for the final 30 seconds of overtime periods.
4. Three (3) time outs per regulation game, with no more than two (2) per half. One time out only per overtime period. Time outs are not cumulative.
5. Overtime periods will be two (2) minutes. The last thirty seconds (30) will be stop time on all whistles.
6. After the sixth team foul in a half it will constitute a 1 & 1 foul shot (shoot on the seventh foul). The tenth team foul per half will constitute a two shot foul for the remainder of the half or overtime period.
7. Two technical fouls on a player or coach will result in the ejection from the game and gym. The second offense will result in ejection from the game, gym and a one game suspension. A third offense will result in suspension from the league. If a coach receives a technical he/she and assistant must coach seated at the bench.
8. No pressing by a team when it is ahead by twenty (20) points or more.
9. No full court defense except for the last three (3) minutes of the fourth quarter and any overtime period(s). No full court defense if ahead by 20 points or more.
10. One head coach and one assistant coach will be allowed with the team during the game.
- 11. Make all players aware that they must have an unaltered league uniform shirt for all games. Any player who has an altered (shortened, decorated, etc.) uniform shirt will not be able to participate in any game until a new one has been purchased by that player at their own expense.**

#### **NOTE:**

**PLEASE MAKE SURE BOTH COACHES GO OVER THE RULES WITH THE OFFICIALS BEFORE THE START OF EACH GAME. NO CHANGING OF THE ABOVE RULES. THE OFFICIAL'S RULING IS FINAL.**

#### **PLAYING TIME RULES**

Coaches shall endeavor to play all players as equal playing time as possible throughout the game. Subject to the official's discretion, play will stop on or near the 5 minute mark of each quarter for substitutions. Aside from an injury/illness or a player fouling out, this will be the only substitution for each quarter.

1. Coaches are required to play all players as equal playing time as possible throughout the game.
2. Each player is required to sit one (1) uninterrupted quarter within the first half of play, unless the team has more than 10 players.
  - 2a. Teams with more than 10 players will be allowed to sit players for an uninterrupted quarter in the second half. All other rules apply to the team.
3. If a team has 6 players or less, rule #2 does not apply.
4. Each player is required to play within the first half of play.

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5. Subject to the official's discretion, play will stop on or near the 5 minute mark of each quarter for substitutions. Aside from an injury/illness or a player fouling out, this will be the only substitution for the first 3 quarters.
6. All players must be seated on your teams bench before the start of the game. Any player arriving late for the start of the game, but prior to the start of the second quarter shall be required to sit an additional quarter. Whether they arrive with 9 minutes or 1 minute left to play in the first quarter, they will be required to sit an additional uninterrupted quarter. The missing of the 1st quarter due to tardiness cannot be used as the players commitment to sit. Rule #4 does not apply for a late arriving player.
7. If a player must leave a game early due to other commitments, the quarter they miss can be used as their uninterrupted quarter **if the opposing coach and head Referee is notified before the game begins.**
8. Overtime: coaches are permitted to play the personnel of their choice for the 2minute overtime.
9. Coaches are required to meet with the Head Referee and exchange their rosters before the start of each game. This will insure opposing coaches that all players are present before the start of the game. It is the responsibility of the coach to inform the opposing coach and Head Referee when a late player has arrived.
10. In the event that a player fouls out or is injured, the coach shall substitute any player not designated to sit during that quarter. The designated player may be used if he/she is the only remaining player on the bench.

#### **ENFORCEMENT OF THE PLAYING TIME RULE**

Referees will enforce the Playing Time Rule throughout the year at each individual school location via **Technical Fouls**. However, for the first **2 weeks** of the season, they will not hand out Technical Fouls for violation of this rule. Instead they will work with the coaches if they observe that a coach has deliberately or non deliberately broken this rule. **Starting with week 3 (GAME #3)** and continuing on throughout the playoffs, coaches will receive Technical Fouls for this action. There will be no warnings given so please be prepared and insure all kids get the playing time they deserve.

Referees will report all Technical Fouls given out each week and throughout the year to the Board of Directors for review on a weekly basis. Each case will be reviewed individually at that time. AYBA can suspend a coach or player for the next scheduled game if it sees fit.

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A "**PLAYING TIME WORKSHEET**" WAS HANDED OUT TO ALL COACHES. WE RECOMMEND COACHES UTILIZE THIS TOOL TO ASSIST WITH SUBSTITUTIONS AND ADHEREING TO THE NEW "**PLAYING TIME RULES**" WHICH ARE STATED ON THE LOWER PORTION OF THE PAGE. THIS WORKSHEET AND ALL RULES ARE AVAILABLE FOR DOWNLOAD FROM THE [ATTLEBOROYOUTHBASKETBALL.COM](http://ATTLEBOROYOUTHBASKETBALL.COM) WEBSITE.

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**HAVE A GREAT SEASON**