



MAM Basketball League Rules

All games will be played under current National Federation of High School rules with the following exceptions:

- **Clock:** Two 20-minute halves with running clock, except the last two minutes of each half when the clock will stop on free throws and out of bounds. Halftime will be five minutes in length.
- **Overtime:** If a game ends in a tie after regulation, teams will play a single two-minute overtime period. Overtime clock will stop on all dead balls. If the score is still tied after that period, the game officially ends in a tie.
- **Timeouts:** Each team receives two one-minute timeouts per half. In the event of an overtime period, each team will have one 30-second timeout per overtime period. No timeouts will carry over from regulation.
- **Foul Out:** All players foul out on the fifth foul.
- **Defensive Pull Back:** If a team is up by 20 points, that team cannot full court press. They will receive a warning on the first incident and a technical foul on the coach for the second incident.
- **Basketball Size:** All girls and boys in the 1st – 6th grade divisions are to use the 28.5 ball. All others will use regulation-size basketball balls.
- **Site Coordinator:** Before the game, the site coordinator will lead a prayer and a short devotion for the players plus give a behavior expectation talk to the fans. The site coordinator will also lead a prayer post-game. All league participants are encouraged to participate. The site coordinator, along with the official game book, have the final word on all game and gym matters.
- **Eligibility:** No one can play unless they are on the official roster turned in at the beginning of the season. Players can be added during the season with MAM approval.
- **Player Name in Books:** Technical fouls will be given if an eligible players' name is not in the scorebook.
- **Playing on More Than One Team:** A player may play on more than one team provided the player is on the roster supplied to MAM prior to the season. During the playoffs, a player can only play on one team per division.
- **Warm-up:** Teams may warm-up from the end of the previous game to the scheduled start time of their game. If the previous game runs late, the teams may be allowed three minutes of warm-up time. Please allow the previous game's teams to pray before starting warm-ups. Any team arriving at or after the scheduled start time of the game will NOT get warm-up time.
- **Jerseys:** The two teams playing in a game should wear contrasting jersey colors. If two teams have the same jersey color, the game will still be played. An undershirt should match the jersey, but if it doesn't, the player will be allowed to play. In the event that a rostered player does not have a jersey/numbered shirt, that player will still be allowed to play. No technical fouls will be awarded for jersey violations.
- **Clock Operator/Scorekeeper:** The league provides a clock operator and scorekeeper. If the clock operator or the scorekeeper is not present, the home team will supply the clock operator while the visiting team will supply the scorekeeper. The official book will be the final say on all game matters.
- **Bench Behavior:** Only one designated head coach is allowed to stand and direct play during the game. All players must remain seated. The coach must leave the gym if a second technical foul is called on the bench.
- **Crowd Control:** The referee and the site coordinator are both empowered to require spectators to leave the gym, if they believe it is warranted.
- **Game Rescheduling:** No game rescheduling will be allowed by individual teams. In the event a problem occurs and your team won't be able to attend a game, contact MAM immediately.
- **Referees:** The league provides two referees. If one referee does not show up, the game will be conducted with one referee.