

MARGATE BASKETBALL LEAGUE

LEAGUE MANAGEMENT

ADMINISTRATIVE RIGHTS

The League Administrator shall retain the right at any time to amend, change, delete or enact any change(s) that are beneficial to the success of the league.

COMMUNICATION

- a) We ask parents/guardians to communicate any team-related concerns to the team coach first, then, if necessary to any City staff member.
- b) Coaches should direct players concerns with the parent first and if problems persist, contact city staff immediately thereafter.
- c) Please direct all other concerns directly to City staff or to the League Administrator.

GAME OFFICIALS

Game officials will have complete authority over the game, players, and spectators. Refusal of ejected players, coaches, or spectators to leave the court within a 2-minute time limit, the game will constitute as a forfeit.

GAME RULES

CLOCK STOPPAGE

The clock stops...

1. During a Technical foul shot, and restarts on the inbound.
2. During a team time-out
3. During a Referee time-out
4. During a Player Injury
5. During shooting a foul (in the last 2 minutes) of the second half, and on the whistle and remains stopped while the teams' line up for the foul shot. The clock restarts when the shooter receives the ball by the official.
6. Any whistle by the official during the last two-minutes of the 2nd half
7. Other – at any time deemed necessary by the official

RUNNING CLOCK BY DIVISION

ALL Divisions – 32 minute (running clock), 4 minutes each substitution

TIMEOUTS/ HALFTIME

- Each team will have three (3) 30-second timeouts per game
- One (1) minute timeout for each overtime period
- Unused timeouts will not carry over into overtime
- Three (3) minute halftime for all divisions

OVERTIME

- a) 4 – minutes in all divisions
- b) In overtime games, teams can play any desired rotation of players.

DOUBLE OVERTIME

- a) If the game goes to double OT- teams can play any desired rotation of players.
- b) IF OT 2 ends in a **tie** the game will result in a **tie**.

PLAYING TIME

Mandated Minimum Playing Time for each player

- Each player should be in at least every other rotation for the first three quarters. (No player should be on the bench for more than 2 rotations in a row)

Late Arrival Playing Time for each player

- Any player that arrives after the game has started MUST first check-in at the substitution table to have their time logged in appropriately.

Player Participation Rule Exceptions for each player

In the event that a player's behavior may affect their playing time, the Head Coach must inform staff of the behavior and from there schedule

1. Player meeting
2. Player/ Parent meeting
3. Admin/ Player/ Parent meeting

- A player who has already played in the game and refuses to play later in the game shall be replaced by the next player in the rotation established at the beginning of the game.

SUBSTITUTIONS

- a) Substitutions shall take place at the 4 minute mark of each quarter
- b) A coach shall not huddle with the players when making a substitution unless the coach calls for and receives a timeout simultaneous with the substitution.

INJURED PLAYER SUBSTITUTION

- a) Coach may replace an injured player with the next # of the rotation.
- b) Injured player may resume play on his next designated time on the substitution form if the player has not been ruled out of the game.
- c) In the event that an injured player cannot continue to play the rest of the game, the coach will fill the player's position within the normal substitution rotation.

FULL COURT PRESS & BACK COURT VIOLATIONS

Game Officials shall issue warnings for Full Court Press/Backcourt Violations. When possible, play will continue. The offensive team will get the ball back on any steals or turnovers caused by the defensive team who violates a no-press rule.

You can press man-to-man in the last 2 minutes of each half. (if you're not up by more than 10 points)

TEAM POSSESSION OF BALL

- The start of every game and every overtime period shall begin with a Jump Ball.
- The League shall then use the Alternating Possession Rule.
- Possessions governed by the Game Officials only.

TEAM BENCH/ BENCH AREA/ COACHES' BOX

1. The Head Coach, Assistant Coach and players of the team are permitted to sit on the team bench. *City Staff has sole discretion to designate/enforce "spectator free" areas.
2. A Head Coach OR the Assistant Coach can stand or walk anywhere within the boundaries of the designated Coaches box while one is to remain seated on the team bench throughout the game, except during timeouts.
3. Any Coach who violates this rule shall be subject to a minimum of a technical foul assessed by the Game Official.
4. The League Administrator shall have the sole right to require any Coach to remain on the team bench during any part of any game.

Regulation Foul

1. Shooting foul (in act of shooting)

-results in 2 free throws.

-A foul on a 3 pt attempt will result in 3 free throws

TECHNICAL FOULS

1. Any player or coach charged with two technical fouls in a game will be ejected from the game and must sit out the team's next scheduled game.
2. Any coach, player, or parent that threatens an official with physical harm will be ejected from the game, and asked to leave the grounds. Depending on the severity of the incident a suspension may occur.
3. Technical fouls will constitute 1 point, (1) free throws and the ball.

UNIFORM RULES

- a) League provided jersey is to be worn every game.
- b) Lost jerseys must be replaced by the player at the player's expense.
- c) Players without a jersey on game day must sit out the game. Should the city supply the player with a jersey, a 2-shot technical will be enforced at the start of the game.
- d) Jerseys must be tucked inside the players shorts at all times during the game. (Any player who fails to observe this rule shall be subject to a technical foul, and ultimately suspension from that game.)
- e) A player may wear other garments under that jersey providing the garment does not create any confusion with the opposing team uniforms.
- f) No jewelry what so ever is allowed on the court

Medical Injuries

All injuries are taken seriously and will be treated as such. If an injury occurs during practice and/or games, the coaches may advise you if further evaluation is recommended. If parent or guardian is not present at a practice or game and the injury required medical attention, 911 will be contacted and a designated staff member or coach will accompany the player to the medical facility until a parent or guardian arrives. On your child's registration form, it is important that you inform us if your child has a pre-existing condition (i.e. allergies, medications, physical impairments, etc.). The league will notify your child's coach of the condition.

Rain-outs and Weather

- The safety of the players, coaches, officials and spectators is the primary concern during inclement weather. Once a game has started, city staff members with the assistance of game officials will remove players from the courts if conditions become unsafe.
- If directed to do so, please find a safe shelter until instructed to return to the playing field or told that the game has been canceled. All games may be called off upon the presence of lightning.
- If a game is canceled due to weather or other unforeseeable circumstances, all efforts will be made to reschedule. However, with time restraints/scheduling conflicts, some games may not be made up.

Thor Guard Lightning Detection System

At our facilities, you will be warned by our Thor Guard Lightning Detection System. One 15-second horn will blast, and a strobe light located on the roof of the Game Room building will begin flashing, indicating suspension of all activities. You should immediately take shelter. Games may resume only after three 5-second blasts of the horn are sounded and the strobe light stops flashing which will indicate that the area is all clear. The city cannot guarantee the effectiveness of the warning system.

Program Contact Information

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