

Merrimack Valley Youth Basketball Rules

1. Games for the 4th, 5th, 6th, 7th, and 8th grades will consist of two 16 minute, stop time halves.
2. The 3-Point line WILL be in effect for the 5th, 6th, 7th and 8th grades.
3. The bonus foul-shooting rule (1+1), will take effect on the 7th foul of each half. Two shots will be awarded on the 10th foul.
4. Teams are allowed 5 full time-outs per game; one, (1) full time-out in each overtime. Time-outs left over from regulation do not carry over.
5. Each overtime period will be 3 minutes long, stop time for all grades. Fouls for free throw purposes will carry over from the second half.
6. Players will foul out when they commit their fifth foul in a game. Technical fouls count as personal fouls for this purpose and also count as team fouls.
7. Teams should arrive no earlier than 30 minutes before the scheduled start of the game.
 - A) If a team is not present without notification 10 minutes after the scheduled start time, that team will forfeit the game.
 - B) In the event the teams choose to reschedule the game, the team at fault shall be responsible for the cost of the rescheduled game. The Grade coordinator will decide the team at fault.
8. The home team will obtain and pay two board-certified officials per game. The officials must wear a referee uniform with a patch indicating they are board-certified, unless they are a college certified official.
9. Rosters must have a minimum of 10 players and a maximum of 15 players. If a player plays up a grade and is identified as being on the roster submitted by his town coordinator before the first scheduled game of the year, he will not be able to be added to another roster during the year. Players may play up a grade but are not allowed to play down. A player may only be included on the roster of one team. No player will be allowed to play for more than one team. All rosters must be provided with the complete content and within the time table established by the league. Teams that do not submit rosters with the complete content or within the prescribed timetable will be subject to sanctions imposed by the league, which may include loss of games played without proper rosters.
10. Each team is allowed to have 3 coaches. Only one coach may stand at any one time, unless it is for spontaneous celebration or instruction. This does not include table personnel.
11. All teams are strongly encouraged to play every player that dresses for a given game.

12. If a team is unable to schedule a makeup game within two weeks of the original game, or prior to the end of the season date, then the opposing team can volunteer use of their gym for the game, but the original team must pay for the cost of the rescheduled game.

All games must be played by the end of season date as set by the league. If game(s) are not played the game(s) will be considered a loss for each team, however, the league has the ability to review all circumstances.

13. In the 7th and 8th grade games, if a team is up **20** or more points then, the team **CANNOT** press full court. For the 5th and 6th grade games, the same applies at **15** points, for the 4th grade it is **10** points. That team MAY press at half court. The first violation will be a warning, and subsequent violations will be two shots and the ball at half court. Anyone on the court at the time of the violation may shoot. The Officials have some discretion to call this violation.

14. Teams must enter their team's results on the website within 24 hours. This will ensure a correct and updated tally of the league standings.

15. No player is to be older than the age shown for their grade by September 1st of that year. Any player found to be older than this age will have their team forfeit all the games that this player has played in. This player will also be ineligible to play in any further games of that season.

- a. 4th Grade- Cannot be 11 years old before September 1st
- b. 5th Grade- Cannot be 12 years old before September 1st
- c. 6th Grade- Cannot be 13 years old before September 1st
- d. 7th Grade- Cannot be 14 years old before September 1st
- e. 8th Grade- Cannot be 15 years old before September 1st

16. All players are to be permanent residents of the town they play for. If a player is found to be living in another town, the team will forfeit all the games that this player had played in. This player will also be ineligible to play in any further games of that season. Appeals need to be sent to the executive board. We will be strongly enforcing this.

- a. Contact the league Compliance officer to apply for a waiver. **DEADLINE: NOVEMBER 1ST**
- b. Exception to residency requirement: If a player's parent/guardian is an employee of a school district in a different town(hereafter referred to as alternate town) than their residency and the player attends school in the alternate town, then the player will be permitted to play for the alternate town. Teams must submit information as a waiver request with full information regarding the parent's name, position in the school district and the specific school the player attends prior to submitting roster.

17. There will be an entrance fee per player to be paid prior to your first MVBL scheduled game. If a team does not pay its fee by January 1st, this team may not be allowed to play in playoffs, and furthermore, this team may also be suspended from the league the following year pending a review by the E-Board.

- a. All checks must be made payable to: Merrimack Valley Youth Basketball.
- b. Teams must provide adequate insurance coverage.

18. The playoffs will be single elimination. **No re-seeding.**

19. If two or more teams have the same record: first tie-breaker is head to head. Second tie-breaker will be determined by the win/loss record with the teams that finished with a better record than their own within the division. Third tie-breaker will be the lowest 'points allowed' during the games played involving the tied teams'. That team shall be declared the winner of the tie breakers. Fourth tie-breaker is a coin toss by the E-Board president. Note: Points scored in no way will have a factor in determining standings.

20. All communities must address a code of conduct with coaches, parents, spectators, Officials and players. The league expects that communities will take prompt and decisive action to address conduct issues. The Executive Board reserves the right to add penalties in the interest of the safety of participants in the league.

21. Technical Fouls. Any player and/or coach, who receive a third technical foul of the year, shall be suspended for one game. Any player and/or coach, who receive a fourth technical foul, shall be suspended for two games. A fifth technical foul will be a three game suspension plus a review by the E-Board. Therefore, any and all technical fouls shall be reported to the grade coordinator via email. The grade coordinator shall keep track of all technical fouls. If a player or coach is suspended, the player or coach is also suspended from the next MVBL game. The opposing coach will contact the grade coordinator to report the name and number of the player or coach who received a technical foul. In return, the grade coordinator, upon a player or coach's third or more technical, will notify the opposing coach and town coordinator of the suspended player or coach to make sure the suspension is enforced. If suspension is ignored, the team will continue to forfeit its games until the suspension is served.

22. If anyone in attendance is ejected from the game, that individual will be banned from attending the next league game. The opposing coach will contact the grade coordinator to report the name and number of the player, coach or spectator ejected. In return, the grade coordinator will notify the opposing team of the ejected player, coach or spectator to make sure the suspension is enforced. If the suspension is ignored, the team forfeits. A second ejection will result in immediate suspension, subject to the review of the Merrimack Valley league board. The review will take place within 7 days of the ejection. At which time, the board will recommend a suspension of, at a minimum, one game, but could lead to additional games or suspension leading up to and including the whole year. The decision of the Merrimack Valley BOD shall be communicated to that town's coordinator.

The MVBL reserves the right to ban any player, coach or fan from the MVBL.

23. A player will be ejected upon receiving their 2nd direct technical foul. A coach will be ejected upon receiving their 2nd direct technical foul or their 3rd indirect technical foul. A head coach could receive an indirect technical foul due to actions of bench personnel.

24. The **4th Grade** will have defensive and press limitations as follows:

a. Must play man-to-man defense with no double team, no zone defense allowed. It is important that the coaches meet prior to the game and explain the rule to the Officials. Coaches must do their best to enforce this rule.

b. **4th grade Teams can only press the last 2 minutes of the game.** Pressing in overtime is allowed. No pressing with a ten (10) point lead.

c. **A 28.5 ball will be used.**

d. Foul shots: Must start behind line but may jump over without penalty; no continuation.

e. No three point shots.

25. The **5th Grade** will have defensive and press limitations as follows:

a. Must play man-to-man defense with no double team, no zone defense allowed. It is important that the coaches meet prior to the game and explain the rule to the Officials. Coaches must do their best to enforce this rule.

b. **5th grade Teams can only press the last 4 minutes of each half.** Pressing in overtime is allowed. No pressing with a fifteen (15) point lead.

c. A full size ball will be used.

d. Fouls shots must be taken behind the line. If a player steps over the line, it is a violation.

26. The league will use the executive board to review any issues, which are not covered by these rules.

27. Except as previously noted, this league will follow the rules of the official National Federation of State High School Association basketball for the current year.