MID-MONMOUTH BASKETBALL LEAGUE 2024-2025 GAME RULES

For all MMBL Divisions, the following guidelines apply: National Federation High School Basketball rules shall prevail with the following exceptions and/or modifications to accommodate the age of players and/or facilities available to participating organizations.

MMBL is broken into 2 seasons. Fall for U11, U12, and U13, and Winter for U8, U9, and U10. A player cannot be part of 2 rosters in the same season (Fall/Winter). A player may be rostered on a team in 2 separate seasons. For example, a U10 Fall player may also play on a U11 Winter team, providing they meet the league criteria.

AGE/GRADE REQUIREMENTS

For the 2024-2025 season age/grade requirements for teams are:

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| TEAM | BORN BETWEEN | | |  | Exception |
| Boys U8 | 8/1/15 | and | 7/31/16 | or | Born 7/1/15-7/31/15 and in 3rd Grade |
| Boys U9 | 8/1/14 | and | 7/31/15 | or | Born 7/1/14-7/31/14 and in 4th Grade |
| Boys U10 | 8/1/13 | and | 7/31/14 | or | Born 7/1/13-7/31/13 and in 5th Grade |
| Boys U11 | 8/1/12 | and | 7/31/13 | or | Born 7/1/12-7/31/12 and in 6th Grade |
| Boys U12 | 8/1/11 | and | 7/31/12 | or | Born 7/1/11-7/31/11 and in 7thd Grade |
| Boys U13 | 8/1/10 | and | 7/31/11 | or | Born 7/1/10-7/31/10 and in 8th Grade |
| Girls U8 | 8/1/15 | and | 7/31/16 | or | Born 7/1/15-7/31/15 and in 3rd Grade |
| Girls U9 | 8/1/14 | and | 7/31/15 | or | Born 7/1/14-7/31/14 and in 4th Grade |
| Girls U10 | 8/1/13 | and | 7/31/14 | or | Born 7/1/13-7/31/14 and in 5th Grade |
| Girls U11 | 8/1/12 | and | 7/31/13 | or | Born 7/1/12-7/31/12 and in 6th Grade |
| Girls U12 | 8/1/11 | and | 7/31/12 | or | Born 7/1/11-7/31/11 and in 7th Grade |
| Girls U13 | 8/1/10 | and | 7/31/11 | or | Born 7/1/10-7/31/10 and in 8th Grade |

Towns may allow players to “play up” and have younger players play on older teams. Under no circumstances may a player who is older than the birthday range play on a younger team.

RESIDENTIAL REQUIREMENTS

Players are required to play for:

1. the town in which their parents pay residential property taxes.
2. In the event of a multi-home family, players will be required to play for the town where they attend school (report card rule).
3. Should there be a scenario where “B” applies and the player attends a Private School, the issue should be raised to the MM Board for review.

An exception to the eligibility rule has been put in place to allow smaller towns that have trouble fielding full teams at certain age groups to allow more kids to play.

* If a Mid Monmouth town (TOWN A) does not have enough kids to form a specific team.
* And there is another NON-mid Monmouth town (TOWN B) that feeds into their same High School
* TOWN A may fill their kids with players from TOWN B, provided that they DO NOT CUT ANY KIDS FROM TOWN A.
* This rule only applies where TOWN B does not have any MMBL teams. It cannot be used for 2 neighboring towns that play Mid-Monmouth to “combine” a single team at an age level. Even if this means both towns will not have a team at that age level.
* Once a player enters the league through this exception, they may ONLY play for the town they initially chose to play for. If there are multiple Mid Monmouth towns that feed to the same high school from TOWN B, the player is not free to move between the various Mid Monmouth towns during their “career”. They may only play for the initial town they chose to play for.

To avoid cancellation and rescheduling of games, a player is allowed to play on an older team as a “fill-in” player. In order to qualify as a fill in, the player must be YOUNGER than the team they are filling in for and appear on the roster for a younger team in the same town. This accommodation only applies to regular season games. Under no circumstances can a player fill in for a playoff game, even if this will result in forfeit.

The final eligibility requirement is that players must sign the electronic league waiver form and appear on the team’s official roster. League officials will create the team rosters from waiver forms that have been submitted. Players who have not signed the waiver and are not on the roster will not be allowed to play, even if they meet all other eligibility requirements.

Each team shall have one (1) head coach and up to two (2) assistant coaches on the bench each game. Both head coach and assistant coaches may be changed throughout the season as long as designated coaches have submitted the appropriate registration forms.

The Home Team must have basic first aid supplies and ice or an ice substitute at all games.

The home team shall provide responsible people (preferably adults) to administer the time clock and score book. These individuals are assuming the role of Administrative Game Official. The Home team scorebook will be the official scorebook. The visiting team is encouraged to have a responsible person sit at the scorer’s table. The referee is always in charge of the table and can ask people to leave or have scorekeepers replaced.

All individuals seated at the scorer’s table are restricted from coaching, cheering and/or making comments to either referees, coaches and players while the game is in progress except as is required by their duties.

The Home Team shall have a copy of the Game Rules in the Scorebook at the scorer’s table. In addition, all coaches are encouraged to have a copy for every game.

The penalty to a team who uses an ineligible player shall be to forfeit all games in which the illegal player took part. If a team inserts a player(s) into a game when their name is not in the official scorebook, the penalty will be only 1 technical foul for administrative mistakes or a maximum of 2 foul shots.

A game must start within fifteen (15) minutes of its scheduled starting time. The penalty for failure to appear in time to start the game shall be to charge the non-appearing team with a forfeit. Additionally, the non-appearing team shall be responsible for the payment of the referees’ fees if the referees were not advised in advance of the non-appearance. A team must have five (5) players to start the game

If both teams have a similar color jersey, it will be the responsibility of the home team to have an alternate color shirt. Coaches are urged to check with their opponents in advance of a game to determine the uniform colors, directions to the gym and confirm game dates and times.

There is no minimum playing time guaranteed to any player.

Game duration for each game shall be four (4) seven (7) minute stop time quarters for U11, U12, and U13. Game duration for each game shall be four (4) six (6) minute stop time quarters for U8, U9, and U10. At the conclusion of the first half, five (5) minutes should be put on the clock for halftime. If both teams are out of their half-time huddles earlier than 5 minutes, the referees may start the 2nd half sooner. When another game follows, five (5) minutes should be put on the clock and the subsequent game must begin promptly but should not start prior to its scheduled time unless all coaches agree.

A seven (7) minute running time “5th “quarter will be played prior to regular game (not after the regular game) if at least one (1) of the two (2) coaches wishes to play it. There will no foul shots or pressing during the 5th quarter. The 5th quarter will have no bearing on the outcome of the game and personal fouls are not counted.

If there is a tie at the end of regulation play, a three (3) minute overtime period is played, and these 3-minute overtime periods will continue until there is a winner. An overtime period will begin one (1) minute after the end of the preceding quarter or period. Each team will get one additional 30-second timeout per overtime period in addition to timeouts remaining at the end of regulation. Foul shot bonus rules will continue from the 4th quarter including fouls in the last minute. OT is treated as a continuation of the last minute of the game.

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| 4 or more 4th quarter fouls OR 1 or more fouls in the last minute of the 4th quarter | All OT fouls are double bonus |
| 3 or less 4th quarter fouls AND NO fouls in the last minute of the 4th quarter | 2nd foul of OT is double bonus |

Ball is a 28.5 women’s college basketball for all except:

* Boys U12 & Boys U13 play with a standard Men’s Ball

Expectation is 2 IAABO Referees per game.

Each player is permitted five (5) personal fouls in a game. A player is ejected from the game upon receiving their 5th personal foul. A technical foul also counts as a personal foul.

The free throw shall be taken from the free throw line except as follows:

* Boys U8 and Boys U9 must start behind the line but can jump over the line, but the shooter cannot be the first to touch the ball AND may not aggressively go to rebound the ball.
* Girls U8 and Girls U9 free throw is from 1st hash inside free throw line. The shooter may jump over this line. The shooter cannot be the first to touch the ball AND may not aggressively go to rebound the ball.

The three-point shot will be in effect for all divisions provided the gym is properly lined.

In accordance with the new NFHS Rules adopted in August of 2023, fouls will now be counted by quarter instead of each half. On the 5th team foul in each quarter, 2 foul shots will be awarded for all fouls. There is no more “1 & 1”. In addition, in the 4th quarter, 2 shots will be awarded after the 2nd team foul in the last minute of the game. Overtime is a continuation of the 4th quarter. The fouls do not reset.

Two (2) full one-minute time-outs and two (2) 30-second timeouts per game. For 30 second timeouts the teams will remain standing. For full timeouts the teams may sit on the bench. The home team is asked to have a stopwatch to properly track the full time out. The length of the time out should be 1 minute from the time the referee signals time out.

Full Court Pressing is allowed for the entire game except for the fifth quarter. Please note the following rules for the following divisions:

* Boys U8, Girls U8 and Girls U9 can only press the last 2 minutes of the 4th quarter, and in the entire overtime session.
* Boys U9 can only press the last 3 minutes of the 4th quarter, and in overtime.
* Boys U10 and Girls U10 can only press the last quarter, and in overtime.

A Friendship Rule due to the score will also discontinue the press. During this time neither team can press. The rule will be applied as follows:

* Boys U8 and Girls U8 and Girls U9 – No pressing if a team leading by a differential of at least 15 points and the team leading must defend in the paint area.
* Boys U9, Boys U10 and Girls U10 – No pressing if a team leading by a differential of at least 20 points and teams must defend at the 3-point line. Please note that neither team may press at this level in the 4th quarter when the point differential is 20 points or greater.

There are times during games at various age levels when pressing is not allowed per the rules above. In the instances when there is not pressing allowed, and the defensive team secures a rebound, the team that was on offense must drop back and cannot put any pressure on the team that has just secured the rebound. If the team who is required to drop back puts any type of pressure on the team with the ball, whether inadvertent or not, the team, at the referee’s discretion, may be warned. Any future violations, as determined by the referee, will result in a technical foul. The technical foul will not be charged specifically to any player. It will be a bench technical.

League format and tiebreakers:

In an attempt to create more competitive games and less blowouts, the league will have an unbalanced schedule moving forward.  The details will vary based upon the number of teams in an age group, but for an example we will use a 24 team age group.  The 24 teams are seeded based upon the previous year's results in a straight (not snake) assignment, and broken into 4 "equal" divisions of 6 teams. Division A has teams A1-A6, B has B1-B6, C has C1-C6, and D has D1-D6.  Each team plays the other 5 teams in their own division (A1 plays teams A2-A6), and then plays 2 similarly ranked teams from each of the other  3 divisions (A1 and A2 play B1,B2,C1,C2,D1,D2), (A3 and A4 play B3, B4,C3,C4,D3,D4), (A5 and A6 play B5,B6,C5,C6,D5,D6).

At the end of the regular season each division (A-D), plays a small single elimination divisional playoff round to get each division down to 4 teams.  With 6 team divisions in this example, the 1st and 2nd place regular season get a bye into the league playoffs, while 3rd place plays 6th place, and 4th place plays 5th place.  The winners of those 2 games also advanced to the league playoffs.  Each team then sends 4 teams to the league playoffs, resulting in the same 16 teams that have always participated.

When there are an uneven number of teams for each division, the last “row” of the fill in will always work from D back to A. So, if there were 26 teams the last 2 teams will be D5 and C5 (not A5 and B5).   
  
When there are new teams added to the division, some research will be done to best determine what “row” they belong in, but in most cases, they will be added to the “middle rows”. For example, team A3 or A4 and not as team D6.

Teams within a division will be seeded for Byes to playoff or play in games based upon.  
  
1. Division Points with 2 points per division win and 1 point per non division win 2. Overall Record  
3. Head to Head Game  
4. Division Record  
5. Best Win (Team that beat team with most Wins)  
6. Total Wins by opponents (Total number of Wins for all opponents faced during season)  
7. Pull from Hat

As teams will only have 1 head-to-head game, any tiebreaker for two teams will always be broken by head to head. When more than 2 teams are in the tiebreaker, Division Record and Best Win will be used to isolate teams both up (put them through), or down (eliminate them). If 2 teams have a division record of 4-2 and the 3rd team is 3- 3, then the 3-3 team is eliminated, and head to head breaks the tie for the two 4-2 teams. If 1 team is 4-2 and 2 teams are 3-3, then the 4-2 team gets the highest seed, and the 3-3 teams break the tie on head to head.

In addition, the 4 division winners will be seeded 1-4 (using same tie breakers as above). The division for the 1 seed and 4 seed will play on one half of the bracket, while the divisions for the 2 and 3 seeds will play in the other half. This is done to make sure the 2 best regular season teams will meet in a final game if they make it and not a semi-final matchup. Tie breakers for this process will be:

1. Overall Record  
2. Head to Head Game(s)  
4. Best Win (Team that beat team with most Wins)  
5. Total Wins by opponents (Total number of Wins for all opponents faced during season)  
6. Pull from Hat

Sportsmanship

All players and coaches shall shake hands at the conclusion of each game.

In the event that a coach or assistant coach is ejected from a game they will incur a one game suspension. Referees will be required to write up a summary of the ejection and send to Harry Grau and Dave Birnbaum. If the coach elects to appeal the suspension, they may write up their own summary of events which should be sent to the town trustee and to Dave Birnbaum. Dave will determine who to speak with and involve in the decision-making process as to how the suspension should be enforced and handled. Dave Birnbaum’s decision on the matter will be final. It should be specifically noted that the coach being “correct” about what he would not stop arguing about is not grounds for having the suspension removed. If a coach coaches multiple teams, the suspension is for the next game for the team from which he was ejected from the game. If his next game is before the suspension can be communicated to the league (for example there are back to back games or the appeal of the suspension is still being looked into), the coach may coach the next game until the suspension is finalized.

Paperwork and Roster changes:

Every team must submit a roster to the league. If the appropriate paperwork is not submitted, or if it is not submitted in good order within one week of the start of the season, the individual team will not be eligible for the playoffs.

Regarding roster additions: Teams for the Fall season may add to their roster up to and including December 10th. Teams for the winter season may add to their roster up to and including February 1st. Please note – roster changes must be submitted in writing to the league. If the changes are not submitted to the league, and the player participates, the player will be considered illegal and subject to the rules above.

NEW RULES FOR 2024-2025

* Creation of divisions for unbalanced schedule will not be in a snake format
* Teams will be awarded 2 points per division win and 1 point per non-division win for the purpose of division seedings, play-in games, etc.
* All players must fill out league electronic waiver form and appear on team roster to be eligible.