

# MIDWEST TRAVEL BASKETBALL LEAGUE RULES 2016-2017

Games will be played at:

**Kenston High School (Auxiliary gym)**

9500 Bainbridge Rd.  
Chagrin Falls, OH 44023

**Kenston Middle School**

17425 Snyder Rd.  
Chagrin Falls, OH 44023

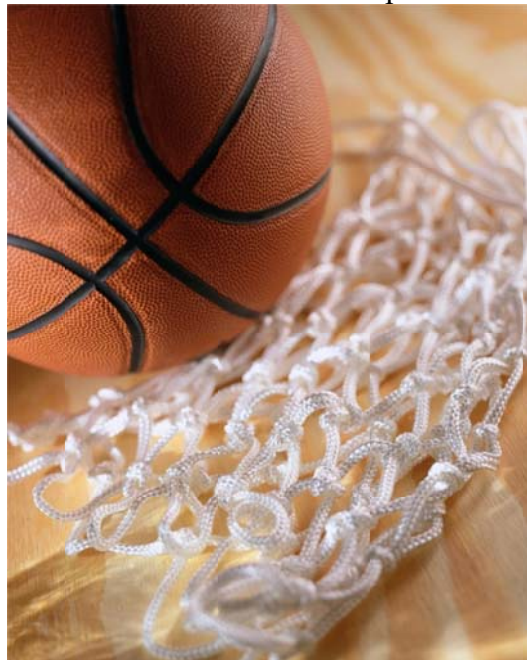
**Kenston Intermediate School**

17419 Snyder Rd.  
Chagrin Falls, OH 44023

**Timmons Elementary School**

9595 East Washington St.  
Chagrin Falls, OH 44023

All gym locations are located on the campus of Kenston schools



Contacts:



Jennifer Ingram – Director  
440-591-9011  
**Midwest Travel Basketball League**  
League Rules

The following playing rules will be in effect for the Midwest Travel Basketball League season. The purpose of these rules is to make the games run smoothly, ensure fair play for all players, and eliminate any controversies or disputes. The MWTBL and the League Director reserve the right to amend or add rules during the season as needed – proper notice of any such changes will be provided. Updated league rules will always be posted on the league website [www.mwtbl.com](http://www.mwtbl.com)

Ohio High School Athletic Association rules will govern the playing of this league except for the following:

1. Game Schedules:

GAME SCHEDULES CAN CHANGE. It is the responsibility of each and every coach to know your game schedules. Please check your schedule on the MWTBL website on a weekly basis. Pay special attention to game time and location.

2. Timing of Games:

- A. Teams should report to their assigned gyms 30 minutes prior to the scheduled start time of their game.
- B. Each team will have 5 minutes to warm-up, on the court prior to their game. A game may start early if both coaches and officials agree.
- C. A 10-minute grace period will be in place for all games. Any team failing to show up within 10 minutes from the scheduled start time will forfeit.
- D. Games shall consist of four (4) periods of eight (8) minutes duration, running clock with a five (5) minute break at half time. The clock will stop on all shooting fouls in addition to **EVERY WHISTLE IN THE TWO MINUTES OF EACH HALF** and at the referee's discretion.
- E. The clock will run continuously in the last minute of the game if one team is ahead by 15 points or more. If the differential goes under 15, the clock stops for all whistles once again.
- F. If a game is tied at the end of regulation, a two-minute overtime will be played. Fouls will carry over. If still tied after the first overtime, a second overtime will commence in a "sudden victory" format where the first team that scores wins. The winning point can be a field goal or a free throw.

3. Fouls:

- A. Boys entering the 3<sup>rd</sup> grade are allowed to start 2 feet in from the foul line.
- B. Boys and Girls grades 4 and 5 are to shoot at the regulation foul line but are allowed to jump over the line.
- C. A player will foul out after his/her fifth foul in a game.
- D. The "one-and-one" rule will be in effect beginning with the seventh team foul of each half.
- E. The "double bonus" rule will be in effect beginning with the tenth team foul of each half.
- F. Fouls in the second half carry over into overtime.
- G. The scorer's tabulation of individual and team fouls is official and final.

4. Timeouts:

- A. Each team will receive two 45-second timeouts per half. Unused timeouts in the first half do not carry over into the second half and unused timeouts in the second half do not carry over into overtime.
- B. Each team will receive one 45 second timeout for each overtime period.
- C. The scorer's tabulation of timeouts is official and final.

5. Defenses:

- A. For 3<sup>rd</sup>, 4<sup>th</sup>, 5<sup>th</sup> and 6<sup>th</sup> grade: only "man-to-man" defense is permitted in the first half. No zone defenses are permitted in the first half. Players are required to be within the proximity of the person they are guarding. *A player is not considered in an offensive position outside the*



*3 point arc. This league does not require a player to develop poor defensive habits because an opponent is running isolation plays.*

- B. A player may leave his/her person to:
- Defends against another player driving to the basket, but then must recover  
**(TEAMS ARE ALLOWED TO PLAY HELPSIDE DEFENSE)**
  - Stop a break away

Violations will result in a warning. A second occurrence will result in a technical foul (one shot plus the ball). Please note, the technical foul will not be charged as a team foul or a personal foul on the violator.

- C. Full court pressing is not permitted in the first half (grades 3-6). Teams must pull back beyond the half court line immediately after each basket or change of possession and must allow the other team to cross the center line. Violations will result in a warning. A second occurrence will result in a technical foul (one shot plus the ball). Please note, the technical foul will not be charged as a team foul or a personal foul on the violator.

**D. 2<sup>ND</sup> HALF DEFENSIVE RULES-**

Pressing 6<sup>th</sup> grade: Permitted in the second half and overtime, pressing 4<sup>th</sup> and 5<sup>th</sup> grade: Permitted in the fourth quarter and overtime. 3<sup>rd</sup> grade pressing will be allowed the last 4 minutes of the 4<sup>th</sup> quarter and overtime. Any team with a 15-point or more lead cannot press under any circumstances. Violations will result in a warning. A second occurrence will result in a technical foul (one shot plus the ball). Please note, the technical foul will not be charged as a team foul or a personal foul on the violator.

- **3<sup>RD</sup> GRADE TEAMS MAN TO MAN 3<sup>RD</sup> QUARTER UNTIL THE LAST 4 MINS OF THE GAME AND OVERTIME**
- **4<sup>TH</sup> AND 5<sup>TH</sup> GRADE TEAMS MAY PLAY ZONE AND HALF COURT TRAP**
- **6<sup>TH</sup> GRADE FULL BASKETBALL**

6. Eligibility:

- A. Players cannot be in a grade higher than the grade level of their team.  
B. Eligibility requires the player to be a resident of the community and/or school district.  
C. Any team caught playing with an ineligible player will forfeit all games that he/she played in.  
D. A player may not play on two teams in the same grade level. A player is eligible to play “up” a grade level, but never “down”.

7. Playing Time:

- A. Teams can decide if they wish to play five players in the first quarter and five different players in the second quarter, or they can split into 4-minute intervals during the first half of the game. If both teams have 10 players, each player must play 8 minutes in the first half.  
B. If any team has less than 10 players, coaches can use their discretion to play one or more players “extra minutes” providing no player plays more than 12 minutes in the first half of the game (this rule does not apply to a team that has only 5-6 players).  
C. If teams have more than 10 players, coaches can work in additional players as long as individual players do not play more than 8 minutes the first half of the game.  
D. Playing time in the second half and overtime is at the discretion of the coach.

8. Offense:

- A. Possession in the backcourt will be established when a defensive player has taken possession of the ball. Referees will determine possession on close calls in the backcourt. Once possession has been established in the backcourt, the defensive team must release full court pressure (6<sup>th</sup> grade first half only, 3<sup>rd</sup>, 4<sup>th</sup> and 5<sup>th</sup> grade quarters 1-3). 1<sup>st</sup> offense is a warning. 2<sup>nd</sup> offense (or more) is a technical foul (one shot and the ball).



9. Bench Conduct:

- A. Only members of the team and coaching staff (maximum three coaches) shall be on the bench or in the bench area. All players not in the game must remain seated on the bench during play.
- B. Substitutions must be requested by a member of the coaching staff. Players about to enter the game shall be seated next to the scorer's table and wait for the scorer or referee to signal them into the game.
- C. Coaches, parents and players shall focus their energies on player participation, team play and sportsmanship. Coaches, parents and players shall not engage in unsportsmanlike conduct, especially towards the referees and scorers.
- D. Any coach, player or parent who is ejected from a game may not attend that team's next league game.

10. Tie-breakers:

- A. 1<sup>st</sup> – Head to head competition (does not apply when 3 or more teams are tied)
- B. 2<sup>nd</sup> – Point differential (maximum 15 points per game)
- C. 3<sup>rd</sup> – Least points allowed

11. Playoffs:

- A. Regular season results will determine the seeding of teams for the playoffs.
- B. The number of teams in each division will determine the format of the playoffs
- C. To be eligible for playoffs, the player must have played in at least four (4) regular season games. A coach may petition the league for situations where a player did not meet the required number of games (ie. Injury).
- D. Championship and runner-up awards will be presented to the 1<sup>st</sup> and 2<sup>nd</sup> place teams in the tournament.

