



2024 - 2025 *18U Boys Basketball Rules*

NFHS Rules governing basketball will apply with the following exceptions:

3 POINT SHOT Will be used at all levels.

GAME BALL Men's Regulation 29.5

GAME TIME Game time will consist of two - 20 minute halves with the last 2 minutes of each half being Stop-Time (exception- see Excessive Lead below).

FORFEITS If the team fails to show up on time or is short players:
The team is given a 10 minute grace period. If they do not have 4 players by then, a forfeit is declared.
If the team shows up within the 10 minutes, the time remaining on the clock is the time left in the first half.

OVERTIME Over-time will consist of one - 2 minute stop time period (one additional time out per team, no carry over). If it is tied after the one OT period, the game will result in a tie.

TIME-OUTS 2 per half - no carryover, time-outs may be called by a coach or player.

LATE PLAYER A player arriving late who has not been entered into the score book prior to the game WILL be allowed to be added to the score book as a legal player without penalty.

ROSTERS MUST be turned into the Municipal Athletics Office prior to the 1st league game. Changes or additions to rosters must be turned in by December 27, 2024.

COACHES (2 max) **Coach's shall remain seated on the bench at all times during the game with the following exceptions:**

- a) During a charged time-out, coaches may leave the bench to confer with players at or near the bench.
- b) In case of an injury, coaches may leave the bench to aid an injured player, provided they are beckoned on the court by an official.
- c) During an intermission, coaches may leave the bench to attend to their squads.
- d) Requesting a prevention or rectification of a correctable error (Rule 2-10) as specified under rule 5, Section 8, Item 4. (Responds to the scorer's signal to grant a coach's request that a correctable error be prevented or rectified. Such a request shall be presented while that ball is dead and the clock is stopped. The appeal to the official by the coach shall be presented at the scorer's table where a coach of each team may be present).
- e) Stand up to show approval for an exciting play in the game, when a basket is scored or an outstanding play takes place by a member of their team, and then must immediately return to the bench.
- f) The coach may stand up to call time-out when his/her team has the ball, whether the clock is running or not and signal, forming a "T", calling a time-out.

- g) Stand up to congratulate a player being substituted for.
- h) The coach may confer with personnel at the scorer's table regarding a timing error, scoring error, or alternating possession error. If an error is not prevented or corrected, the team will be charged with a time-out.
- i) A coach will be allowed to stand and confer with a player(s) whenever the clock is **not** running. Communication with the player(s) only, should be done in a positive manner and shall take place directly in front of where the coach was seated. When the clock starts following a throw-in or last missed free throw, the coach shall return to his/her seat. The officials will not delay a throw-in administration to permit a coach additional dead clock time to visit with player(s). This will allow coaches additional opportunities to stand up and instruct players while the clock is **not** running during the game.
- j) Disqualified player: Upon the head coach's notification of the disqualified player, the coach may stand and congratulate the disqualified player and walk the confines of his/her bench to select a replacement for the disqualified player. The rule states, a disqualified player must be replaced within 20 seconds from the time the coach is notified. Any unsporting acts on the coaches part are subject to being assessed a technical foul.

Penalties: First offense: warning, second & third offense: technical foul (Automatic 2 points put on the board plus possession of the ball to the non-offending team). NOTE - A single flagrant foul, the second direct technical foul or the third technical (any combination of direct or indirect) charged to the head coach results in disqualification, the coach is ejected from the game and will be suspended a minimum of one week. No exceptions!!!

TECHNICAL FOULS All Technical Fouls will result in two points automatically put on the board and possession of the ball will go to the non-offending team. NOTE - A single flagrant foul, the second direct technical foul or the third technical (any combination of direct or indirect) charged to the head coach results in disqualification, the coach is ejected from the game and will be suspended a minimum of one week. No exceptions!!!

EXCESSIVE LEAD If a team is ahead by 20 or more points, they **MUST** drop back to the 3 point line. There will be no stop clock as well for the last 2 minutes of the second and last half.

EJECTIONS **REGULAR SEASON – Will result in a minimum of a one (1) week suspension.** Municipal Athletics reserves the right to impose additional penalties as warranted based on the severity of each situation. In addition, any unsportsmanlike conduct deemed severe enough by the on-court officials may warrant an automatic ejection.

END OF SEASON TOURNAMENT – Any player, coach, or other person that has been ejected during a game will not be allowed to participate for the remainder of the EOST. Municipal Athletics reserves the right to impose additional penalties as warranted based on the severity of each situation.

DUNKING – No Dunking before, during, or after – the game, this includes hanging on the net. Player ejection is **AUTOMATIC** and will result in a minimum of one (1) week suspension. **NO EXCEPTIONS!!!** If a backboard is broken from someone dunking, that person and team will be responsible for all damages incurred and will be suspended until resolved.

HIGH SCHOOL PLAYERS PLAYING IN THE RECREATION LEAGUE

Players can **NOT** play in our recreation league if they are a B-squad, JV or Varsity player.

This includes Middle School players that have been moved up to higher levels.

Players playing on the 9th grade team **that play** against other 9th grade only teams are ok to play.

But if they play against anyone that has played B-squad or higher they are not eligible.

OFFICIAL SCOREBOOK: The assigned personnel working the clock will keep track of the score, personal fouls, team fouls and time outs – this will be the Official Scorebook. It is recommended each team keep a score book of their own as well.

UNIFORM: Jerseys of similar color with numbers on the back must be worn by all players. It is suggested that teams use reversible jerseys or bring different color pinnies in the event of similar jerseys.

NO JEWELRY can be worn. **Earrings CAN NOT be taped.** No wrist bands.

Acceptations **Medical Alert** and **Religious** bracelets/necklaces can be worn but must be covered or taped and or worn/pinned or taped under uniform. **No Exceptions.**

HEAD AND HAIR GEAR:

- No hats or head coverings, unless worn for religious or health reasons. Approved head coverings shall not be made of abrasive or hard materials; and must fit securely so that it is highly unlikely to come off during play nor flying or flopping around in a manner that it can harm or impair vision of other players.
- Karate-style bands that tie off in the back of the head and hang down are not permitted.
- Barrettes, bobby pins or beads in the hair? (see **Hair Adornment Guidelines**).

OFFENSIVE RULES:

- Once a team is ahead by 20 points, no more points will be shown on the scoreboard but will be awarded to that team on the books. When the opposing team gets within 20 points; the winning team will begin to see their points on the scoreboard.
- 3-point shots will be counted.

A maximum of two coaches per team allowed. They are the only ones allowed on the bench during the game. If a team wants a score keeper, they must sit on the spectator side. They cannot sit on the bench. If one of the two coaches on the bench are keeping score that is ok. Coaches' children will not be allowed to sit on the bench unless they are players on the team. No exceptions!!!