

2025 MPRB Youth Basketball Tournament Rules:

The MPRB plays by NFHS rules with the following modifications:

- BALL SIZE:** 11U Open, 12U Open and All Girls' Leagues – 28.5 Women's regulation ball
13U Open, 14U Open, 16U Open and 18U Open – Men's regulation ball
- GAME TIME:** (2) 20 Minute running time halves - last 1 minute of each half is stop time.
- If either team is ahead by 20 points or more during the last 1 minute of the second half, the clock will be running time. During running time, the clock will only stop during time outs.
 - If at any time during the last 10 minutes of the game a team leads by 40 points or more the game will continue but the score will no longer be kept.
- HALF TIME:** 3 Minutes
- TIE GAMES:** 2 minute overtime period with the last minute being stop time. If still tied at the end of overtime, a jump ball will be administered at half court and first team to score wins.
- TIME OUTS:** 3 per game during regulation. Each team will receive 1 timeout during overtime. Unused timeouts during regulation do not carry over to overtime.
- FREE THROWS:** 11U Division: 12 feet All Other Divisions: 15 feet (Shooter may not cross the line until the ball hits rim.)
- LANE RESTRICTIONS:** 11U Division: May occupy the lane for up to 5 seconds. All Other Divisions: 3 seconds **JERSEYS:** Each team must have the same color uniforms with a number.
- TECHNICAL FOULS:** Technical fouls will carry a penalty of 2 points plus the ball. A coach or player who received 2 technical fouls in a game will be ejected from the game.
- EJECTIONS:** Any player or coach ejected in a game, will be suspended for the remainder of the tournament.
- BENCH RULE:** The NFHS rule will apply. A coach's box will be used for 16U and 18U leagues only. Only certified coaches are permitted on the bench.
- PRESSING:** **PRESSING: (11U, 12U, 13U)** – Each player is responsible for guarding and moving with one offensive player. This requires the defensive player to move according to the offensive player's movements with or without the ball in the full or half court. If an offensive player with the ball advances past their defensive player, another defender may rotate to guard that offensive player. Defense must fall back to half court when ahead by 20 or more.
-All divisions may player to player press unless they are ahead by 20 pts or more.
- Zone Defense Restriction (11U, 12U, 13U ONLY):** Zone defenses of any kind are prohibited in both full and half-court defense. The defensive player must stay on the same side of the court as the offensive player, divided by the rim line. Violations: 1st occurrence is a warning; intentional disregard of this rule may result in bench technical fouls.
- FORFEIT RULE:** At least 4 players must be on the floor at the scheduled game time, or the game shall be declared a forfeit. Eligible players may be entered in the scorebook after the start of the game without penalty.
- JEWELRY RULE:** Players must remove all jewelry before participating.
- COACHES BADGES:** All coaches must be certified and are required to wear their badge in order to be on the teams bench.

PARTICIPATION RULE:

High School Eligibility: Any player that is listed on a high school roster for the current calendar year season (9th grade-Varsity) is ineligible to compete in MPRB Youth Winter Basketball. Violation of this rule will result in immediate disqualification of violating team from regular season and/or playoff games as seen by league director.

NO DUNKING: Dunking is not allowed at any level of MPRB Youth Basketball. A player that dunks in warmups and/or the game will be assessed a technical foul and will be ejected from the game.

18U: All 18U players must check in at the scores table using a School ID, Park Pass, or Driver's License.