

Memphis Athletic Ministries

An affiliated ministry of the Memphis Leadership Foundation

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BASKETBALL RULES

All games under the jurisdiction of MAM will be played under current National Federation of High School Rules, with the following modifications.

	Length of	Basket	Free Throw	Lane	3 Point	Full Court	Pull Back
Division	Quarters	Height	Line Dist.	Violations	Goals	Press	Rules
8 and under	6 minutes	8.5 feet	9 feet	5 seconds	None	None	Inside FT line extended, more than 10 point lead
10 and under	6 minutes	8.5 feet	12 feet	3 seconds	None	None	Inside FT line extended, more than 10 point lead
All Others *	7 minutes	10 feet	15 feet	3 seconds	Yes	Yes	Inside 3 point line, more than 20 point lead

*Eligible age for others is up to and including age 18 & still in high school, age determined as of MAM league first game

Additional Rules for ALL Divisions

1. Overtime- there is no overtime.
2. Halftime- five minutes in length.
3. Timeouts- each team receives three (3) -one minute time outs per game.
4. All players foul out on the fifth (5) foul.
5. Player name in books- technical fouls will be given if an eligible players' name is not in the scorebook.
6. Eligible players- the only players eligible to play in a game are the ones on the beginning roster provided to MAM plus approved additions
7. All players and their parents must sign a Player Registration Form for the player to be eligible to play.
8. The general principle of MAM leagues is to allow the players present at a game site to play a game even if a team doesn't show up, a team is late or a team has less than five players. Acceptable methods of dealing with each of the situations is as follows: **one team not present:** 1) the team present can play an inter-team game or 2) an earlier team can stay over and play the team present; **one team is late:** the teams can play each other provided the game ends at least 10 minutes before the start of the next game; **one or both teams have less than five players:** a scrimmage between available players can be played. The referees present must work all scrimmage games at the request of the site coordinator. All scrimmage games must end at least 10 minutes prior to the start of the next game. The site coordinator is responsible for ending scrimmage games on time.

PLEASE NOTE: EACH TEAM SHOULD BRING 2 BALLS; REFEREES WILL SELECT THE GAME BALL FROM THE TEAM BALLS; GYMS WILL NOT SUPPLY BASKETBALLS.

Basketball Size

All girls and all Youth divisions are to use the 28.5 ball. All others will use regulation size balls unless MAM determines otherwise.

Site Coordinator

Pre-game the site coordinator will lead a prayer and a short devotion for the players plus give a behavior expectation talk to the fans. Post-game the site coordinator will lead a prayer. All league participants are encouraged to participate. Also, site coordinators- along with the official game book- have the final word on all game and gym matters.

Eligibility

No one can play unless a Player Registration Form has been completed/signed by the parent. Players can be added during the season with MAM approval.

Gender Divisions

Generally, Girl/Boy Teams will be in separated leagues, but co-ed play will be allowed in boys divisions only in order to have enough teams within a division.

Playing on More Than One Team/ Participating In Other Leagues

A player may play on more than one team provided the player is on the roster supplied to MAM prior to the season. Teams participating in another league are eligible to play in MAM league.

Warm-up

Teams may warm-up from the end of the previous game to the scheduled start time of their game. If the previous game runs late, the teams may be allowed three minutes of warm-up time. Any team arriving at or after scheduled start time of game will get NO warm-up time.

Defense

With the exception of the restrictions listed in the box on the first page, a team may employ any type of defense including pressing in the backcourt.

Tournament

There is no tournament.

Jerseys

The two teams playing in a game should wear contrasting jersey colors. If two teams have the same jersey color, the game will still be played; an undershirt should match the jersey but if it doesn't the player will be allowed to play. In the event that a rostered player does not have a jersey/numbered shirt, that player will still be allowed to play. No technical fouls will be awarded for jersey violations.

Jewelry

Earrings, necklaces, watches, rubber bands, hair balls, any metal object, or any pierced body parts on either boys or girls are not permitted. However, if a player has had a recent piercing, a band-aid must be worn completely over the piercing.

Clock Operator/Scorekeeper

The league pays for a clock operator and scorekeeper; if the clock operator or the scorekeeper are not present, the Home team will supply the clock operator while the Visiting team will supply the scorekeeper. The official book will be the final say on all game matters.

Bench Technical Fouls

The coach must leave the gym if a second technical is called on the bench.

Bench Behavior

Only one designated head coach is allowed to stand and direct play during the game. As with TSSAA rules, the coach's box is designated as the area from the bench to the sidelines and 3-4 chairs in length. All players must remain seated. No spectators are allowed to stand behind a team's bench or behind the scorekeeper table.

Crowd Control

The referee and the site coordinator are both empowered to require spectators to leave the gym if they believe it is warranted. The site coordinator also has the authority to verbalize behavior expectations to anyone or everyone in the gym at any time.

Game Rescheduling

No game rescheduling will be allowed by individual teams. In the event a problem occurs and your team won't be able to attend a game, contact MAM immediately.

Referees

The league pays for two referees except in games played in 8.5 foot goal division which only have one referee. In the event one referee does not show up, the game will be conducted with one referee.