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# LARCHMONT MAMARONECK BASKETBALL ASSOCIATION (LMBA)

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## LMBA League Game Rules

Updated: January 2012

### Rules applying to all divisions:

#### 1. Arrival:

Teams should be at the gym 15 minutes prior to game time. Please don't arrive earlier, and please keep players from interrupting ongoing games.

#### 2. Starting time:

Games must start within 10 minutes after official starting time, or within 10 minutes after the end of the prior game if it runs late.

#### 3. Forfeits:

Teams must start with at least 4 players or forfeit. In the event of a forfeit, players may be offered from the other team for a practice game (with referee and scorekeeper).

#### 4. Shot clock:

No shot clock is to be employed.

#### 5. Playing time:

With 4 quarters and a mid-quarter substitution, the games are split into 8 half-quarters, or sections.

No player can play more than one section more than any other player, so:

If a team has 6 players, 4 must play 7 sections and 2 must play 6 sections.

If a team has 7 players, 5 must play 6 sections and 2 must play 5 sections.

If a team has 8 players, 8 must play 5 sections.

If a team has 9 players, 4 must play 5 sections and 5 must play 4 sections.

If a team has 10 players, 10 must play 4 sections.

If a team has 11 players, 7 must play 4 sections and 4 must play 3 sections.

If a team has 12 players, 4 must play 4 sections and 8 must play 3 sections.

If a player is injured, he is counted as having played that section; his substitute is not counted as having played that section. If a player shows up after the start of the 2nd quarter there is no requirement to play that player in the 1st half, but that player must play at least 2 sections in the 2nd half.

#### 6. Personal fouls:

Player is ejected on their 5th personal foul. If this would reduce number players available below 4, then player is not ejected, but fouled team receives 2 foul shots plus possession.

#### 7. Team fouls:

One and one bonus foul shots on 7th team foul per half. Two shot bonus on 10th team foul per half.

#### 8. Technical fouls:

Technical fouls will draw 2 foul shots and loss of possession. Technical foul counts towards a player's personal foul total. Player will be ejected on the 2nd technical foul in one game. Coaches who receive 2 technical fouls will be ejected, and will serve a one game (next game) suspension.

#### 9. Intentional fouls:

Intentional fouls will draw 2 foul shots and loss of possession.

#### 10. Flagrant fouls:

Flagrant fouls will draw 2 foul shots, loss of possession, and player ejection.

#### 11. Time outs:

Two 60 second team time outs allowed per half.

#### 12. Substitutions:

Clock will stop at mid-quarter dead ball situation for substitutions. Except in the event of injury, substitutions may only be made at this time.

**13. Overtime:**

Overtime lasts 3 minutes, with one additional time-out. Possession arrow governs first possession of overtime. Only one overtime during regular season games. In playoff games, additional overtimes will be played, but no additional time-outs.

**14. Referee review:**

The referee will review league rules and define defensive line with coaches before game.

**15. Appeals and Disputes:**

No post-game appeals or disputes of results will be held.

**16. Post-game handshake:**

Players and coaches will shake hands at mid court at the end of the game.

**17. Callup rules:**

i. Call ups are allowed if teams believe that they will be short players. Only call up a player if you think you will have 4 or less players.

ii. Maximum of 2 callups for a given game.

iii. You are only allowed to call up a particular player once.

iv. Coach must notify opposing coach that he is using a callup(s).

v. If a team has 6 regular players, callups are not allowed to play.

vi. No callups are allowed in playoff games.

**Rules which vary by division:****18. Time Rules:****Time and foul line rules for 4<sup>th</sup> and 5<sup>th</sup> Grade Divisions (4B, 4G, 5B):**

Nine (9) minute running-time quarters, except clock always stops for foul shots. In last 2 minutes of regulation or overtime, clock stops for all dead ball situations (i.e. when referee whistle blows). Clock also stops at mid-quarter dead ball situation for substitutions.

Foul shots will be taken 3 feet closer than the normal foul line.

**Time rules for 6<sup>th</sup> Grade and older Divisions (6B, 5/6G, 7/8B, 7/8G, HSB, HSG):**

Ten (10) minute running-time quarters, except clock always stops for foul shots. In last 2 minutes of regulation or overtime, clock stops for all dead ball situations (i.e. when referee whistle blows). Clock also stops at mid-quarter dead ball situation for substitutions.

**19. Defense Rules:**

**Defensive line** is defined to be a clearly defined line as close as possible to the top of the key. The referee and coaches will agree to what is the defensive line before the game. NOTE: Offensive team may not seek to delay game by holding ball behind defensive line. In such cases referee may allow defense to move beyond defensive line. See below for pressing rules, but no pressing allowed by a team that is ahead by 10 or more points.

**Defense Rules for 4B, 4G, 5/6G and 5B Divisions:**

Defense may pick up coverage at defensive line. Pressing allowed last 2 minutes of each half and overtime.

**Defense Rules for 6B, 7/8B, 7/8G and HSG Divisions:**

Defense may pick up at half-court. Pressing allowed last 2 minutes of each half and overtime.

**Defense Rules for HSB Division:**

No restrictions; full court defense allowed.