

CENTRAL MASSACHUSETTS YOUTH BASKETBALL LEAGUE
2011-2012 League Rules

1. Age Requirements

- 4th grade: Born on/after August 1, 2000
- 5th grade: Born on/after August 1, 1999
- 6th grade: Born on/after August 1, 1998
- 7th grade: Born on/after August 1, 1997
- 8th grade: Born on/after August 1, 1996

These requirements include a one year waiver to accommodate kids who have stayed back a year or started school a year late to play with their classmates. On an exceptionally rare, case-by-case basis, the league may grant a waiver to certain players that do not meet the age requirements. To do so, however, the player must be a “weaker” player that will not drastically affect the outcome of any games.

Players may, at their town’s discretion, play up a year (i.e. a 6th grader may play on the 7th grade team). No permission is required from the league. However, players may NEVER play down, even if they meet the age requirements (i.e. a young 7th grader may not play on the 6th grade team).

2. Residency Requirements

CMYBL is not an AAU program. Therefore, an Acton-Boxborough team should be made up of kids from Acton and Boxborough.

In cases where a near-by town does not support a travel team program, a town may at their discretion, invite kids to play for them. This is not a waiver to create a regionalized, AAU style team, with eight players from five different towns. It is merely our way of letting a few extra kids play basketball that may otherwise have to sit out for the season. If this policy is abused and you enter a powerhouse regional team, you will be instructed to correct it or face dismissal from the league.

3. Game Length

- 4th and 5th Grade: Two 13-minute halves. Stop clock.
- 6th Grade: Two 14-minute halves. Stop clock.
- 7th and 8th Grade: Two 15-minute halves. Stop clock.

4. Halftime

- All divisions: 5 minutes

5. Overtime

- All divisions: 3 minutes. Play as many overtimes as necessary to break the tie.

6. Time-outs

Four (4) time-outs per team, per game. These time-outs may be used at any time during the game One additional time-out awarded to each team per overtime period. Time-outs do accumulate and carry over into overtime.

7. Player Fouls

A player is disqualified on his/her fifth (5th) personal foul.

8. Bonus Free Throws

1 and 1 on the 7th team foul.

Double bonus (2 free throws) on the 10th team foul. Bonus resets at halftime but does not reset if the game goes into overtime.

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9. Free Throw Line

For 4th and 5th grade games and girls 6th grade games, it is suggested that the home team place a strip of tape at approximately 13.5' from the basket; 1.5' in front of the 15' free throw line. When attempting a free throw, all 4th and 5th grade players, and 6th grade girls are permitted to carry over to the 13.5' line following their shot. If there is not tape on the floor, this line can be "imaginary" at the referee's discretion. All shooters must begin their shot behind the regulation 15.0' line. Shooter may not carry past the 13.5' line and post players may not enter the key until the ball strikes the rim.

10. Defense Style:

4th and 5th grade: Man-to-man (M2M) defense only for the duration of the season.
6th, 7th and 8th grades: No restrictions on defense style.

Boys 4th and Girls 4th Grade Games "Defense Courtesy Rule"

Although it is NOT mandated by the league, it would benefit all players and "play" at this level if coaches would start their defensive stance at the 3 point line. Once the opposing team brings the ball over the half/mid court line, defenders are then free to defend M2M anywhere in the front court, including beyond the 3 point arc. If a team is pushing "fast breaking" the ball up the court, any defensive player is allowed to play defense "to stop the ball" until the offensive player picks up his/her dribble, and/or the rest of the defender's team catches up with the offensive play. At that time each defensive player must defend one opponent player e.g. M2M. Defensive help may be used to stop dribble drive penetration.

Please see the document titled "**CMYBL: 2010 – 2011 Man-to-man versus Zone Defense Rules Sheet**" for a complete overview on defense style.

11. Full Court Press:

4th & 5th grade: Man-to-man full court press permitted during the last 3 minutes of each half ONLY, as well as during any overtime period(s). Press limit is 6 points.

6th grade: Full court press permitted all season. No restriction on defense style. Press limit is 10 points.

7th and 8th grade: Full court press permitted all season. No restriction on defense style. Press limit is 12 points.

Please see the document titled "**CMYBL: 2010 – 2011 Full Court Press Rules**" for a complete overview on full court press.

Coaches are responsible for ensuring that the legal defense style and press rules are being played by their team. These are not necessarily enforceable rules by the referees.

12. Basketball Size:

Boys 4 / Boys 5 / All Girls: 28.5" Women's Regulation Collegiate Basketball
Boys 6 / Boys 7 / Boys 8: 29.5" Men's Regulation Collegiate Basketball

13. Scorekeeper / Clock Operator:

Each team must provide a scorebook and scorekeeper who will sit at the scorer's table during the game. Each gym must provide a clock operator and an acceptable scoreboard for games.

14. Referee Fees:

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For 7th and 8th grade level games, each team is responsible for paying one referee \$40 cash prior to the start of the game. If only one game official (7th/8th), each team pays the official \$30 each. For all other games, 4th-6th grades, each team must pay one official \$35.00 in cash prior to the start of each game. In the unlikely event that only one referee shows up, each team is responsible for paying the single referee \$25.00 cash prior to the start of the game.

15. Spectator Fees:

Each program (town) is permitted to charge a spectator fee. The league does not discourage nor endorse this practice.

16. Conduct Issues:

All conduct issues, including technical fouls, ejections, unruly spectators, unsafe gym sites, suspected cheating, and flagrant fouls will be reported to the CMYBL Conduct Board for review. Failure to comply with Conduct Board sanctions may warrant suspension or dismissal from the league. Any individual ejected from a game for reasons other than receiving five personal fouls is suspended from attending the next CMYBL game.

17. Order of Hierarchy:

The commissioner of the league is Josh Hammer (D1, D1A, East) and Daryl Rupp (D2, B4, G4, West). Each individual program (town) has a program coordinator who deals directly with the commissioner. Coaches should first deal with their program coordinator for dispute resolution. Parents and players should first deal with their coach for dispute resolution.

18. Other:

All additional rules are in accordance with the current season's High School Federation Basketball Rules Book.