

Montvale Rec Boys - Rules Summary

	Division 3rd/4th	Division 5th/6th	Division 7th/8th
Rule of Balance	All Players must play 1/2 the game	All Players must play 1/2 the game	8 or more player, each player plays 1.5 quarters; if you have less then 8 players, each player plays 2 quarters
Best Player On Each Team	Must Sit the 2nd Q - at the 10 minute mark	Must Sit the 2nd Quarter	
Dress Code	No jewelry	No jewelry	No jewelry
Minimum # Players To Start Game	4	4	4
Call Ups	If you have 6 players no call ups; if 5 or less player must be of equal talent level of the best player missing; Coordinator make final decision	If you have 6 players no call ups; if 5 or less player must be of equal talent level of the best player missing; Coordinator make final decision	If you have 6 players no call ups; if 5 or less player must be of equal talent level of the best player missing; Coordinator make final decision
Call Ups Within Grade	If you have 6 players no call ups; if 5 or less player must be of equal talent level of the best player missing; Coordinator make final decision	If you have 6 players no call ups; if 5 or less player must be of equal talent level of the best player missing; Coordinator make final decision	If you have 6 players no call ups; if 5 or less player must be of equal talent level of the best player missing; Coordinator make final decision
Game Results	Regular Season Game Has No Bearing For Playoff positioning	Regular Season Game Has No Bearing For Playoff positioning	Regular Season Game Has No Bearing For Playoff positioning
Game Results - Website Posting	Done by Coordinator - Final Score Only, No Player Results	Done by Coordinator - Final Score Only, No Player Results	Done by Coordinator - Final Score Only, No Player Results
Fouling Out	5 Fouls and Out	5 Fouls and Out	5 Fouls and Out
Penalty / 1 and 1	On the 7 th foul per half, 2 shots at 10	On the 7 th foul per half, 2 shot at 10	On the 7 th foul per half, 2 shot at 10
Defensive Pressure	No defense until half court is crossed; press the final 2 minutes of each half and the last minute of overtime. No team may press if they are winning by 10 points or more	No defense until half court is crossed; press the final 2 minutes of each half and the last minute of overtime. No team may press if they are winning by 10 points or more	May press at any time during the game
Defense -Zone / Man to Man	1Q Zone/2Q MTM/3Q Zone/4Q Coach's decision	Coach's decision	Coach's decision
Time Per Quarter	20 Minutes Running	20 Minutes Running	20 Minutes Running
Clock Stoppage	Last 2 minutes per ½; injuries; timeouts; referee's delay	Last 2 minutes per ½; injuries; timeouts; referee's delay	Last 2 minutes per ½; injuries; timeouts; referee's delay
Overtime	Only 1; 2 minutes in length; clock stops for all whistles	Only 1; 2 minutes in length; clock stops for all whistles	Only 1; 2 minutes in length; clock stops for all whistles
Jump Ball/Possession	Start of game, Alternate	Start of game, Alternate	Start of game, Alternate
Backcourt violation	10 seconds	10 seconds	10 seconds
Timeouts	4 Per Game, 1 minute each; 1 in OT	4 Per Game, 1 minute each; 1 in OT	4 Per Game, 1 minute each; 1 in OT
Technical Fouls	2 per game and ejection	2 per game and ejection	2 per game and ejection
Ejections	2 and then expulsion	2 and then expulsion	2 and then expulsion
Referees	No Arguing With; Focus On Your Players	No Arguing With; Focus On Your Players	No Arguing With; Focus On Your Players
Three Pointers	Not allowed	Allowed all game	Allowed all game
Free Throw Line	2 feet in front of Line	Free Throw Line, can't land over the line	Free Throw Line
Basketball Rim Height	10'	10'	10'
Scorekeeper & Clock	One parent must be provided by each team	One parent must be provided by each team; if out of town team comes in, Montvale must provide the scorer & timer	One parent must be provided by each team
Keeping The Score & Fouls During Each Real Game	Every Game	Every Game	Every Game
If Refs don't show	Coach or Asst Coach must Ref	Coach or Asst Coach must Ref	Coach or Asst Coach must Ref
Double Teaming	Not allowed	Coach's Decision	Coach's Decision
Travel Team Players	Must participate in 70% of all MAL practices/games to play travel	Must participate in 70% of all MAL practices/games to play travel	Must participate in 70% of all MAL practices/games to play travel