MIDDLE SCHOOL GIRLS BASKETBALL RULES

*Rules are adapted from the NFHS Basketball 2019-2020 Rule Book. MPS Recreation reserves the right to change rules at any time.

Revised 07/22/19

**Sportsmanship** - Unsportsmanlike conduct may result in ejection from the contest. Officials, coaches, parent, players, and fans should always display leadership and sportsmanship qualities. Any players or coaches ejected from the game by game officials/staff for unsportsmanlike conduct will be suspended until their case is reviewed by the Youth Sports Office, in which the final disposition of the case will be made. Sports Coordinators are required to check with the Youth Sports Office prior to allowing the player, coach, or spectator in question continue participation in Youth Sports Activities.

- **Coaches** – A maximum of three (3) registered coaches are allowed on the team bench.
- **Spectators** - Spectators are to be seated on the opposite side the player’s bench at least 6 feet from the sideline.
- Sportsmanship will be considered in tie-break procedures.

**Tie Break Procedures** - The Youth Sports office will have full discretion in determining the position and placement of all teams. The following system *(In this Order)* will be used to determine league winners, tournament series, and/or position day placement:

1. Best League Record.
2. Highest Win Percentage.
3. Head to Head Competition (All teams must have played at least one team in the tie for this step to be considered).
4. Total points scored against teams in tie during regular season (Rewards Defense / If a match-up resulted in a forfeit, the forfeiting team will automatically lose the tie breaker).
5. Total points scored for teams in tie during regular season (Rewards Offense).
6. The team with the highest cumulative sportsmanship rating will be declared the winner (If Available).
7. The records/winning percentage of both tied teams will be compared against all common league opponents.
8. **ONLY FOR TOURNAMENT SERIES AND/OR POSITION DAY PLACEMENT:** If all things remain equal, then a coin toss will be administered by the Youth Sports Office. A team representative may attend the coin flip. Team listed first alphabetically will be heads on the coin.
9. If there is no league tournament series and/or position day scheduled, teams will be declared Co-Champions, Co-Second, etc.

**Facility Reminders** –

- Dogs are **NOT** permitted at any MPS/Milwaukee Recreation Building or Playfield.
- Smoking is prohibited during MPS/Milwaukee Recreation Youth Sports Activities (Including E-cigarettes)
- Weapons are **NOT** permitted at any MPS/Milwaukee Recreation Building or Playfield.

**Game Re-Scheduling/Cancellations** - All school sport coordinators, coaches, or applicable staff will be notified of any schedule changes or game cancellations via email. Revised schedules will be posted on the MPS Recreation Website: www.MilwaukeeRecreation.net
Section 1- Before the Game

Article 1 - Rules are adapted from the NFHS Basketball Rule Book and may be changed by the Youth Sports Office at any time to improve the safety and understanding of the game.

Article 2 - Rosters:
A. A copy of the team’s roster must be submitted to the Youth Sports Office one (1) week prior to the team’s first scheduled game.
   1. All rosters MUST BE TYPED.
   2. Names must be submitted onto Youth Sports Excel Roster Form (Found on MS Recreation Website)
   3. One copy to be submitted to https://tinyurl.com/ydy3jytp
   4. There is no roster limit, but only fifteen (15) trophies will be awarded to the first place team.

Article 3 – Eligibility:
A. Age/Grade Limits – Students may not exceed the age/grade limits as listed below. Age is determined as of September 1 of the current school year.
   15 years old and under/7th grade maximum
   15 years old and under/8th grade maximum

B. School Suspensions – Any student suspended from school must be reinstated prior to the close of school on the Friday before their next scheduled game to be eligible.

C. Grade Point Average (GPA) – Schools using the standards based report card please use published requirements for eligibility.
   1. A student must have a minimum 2.0 GPA in their previous mark period report card in order to participate unless the school standard is higher, in which case the school GPA requirement would prevail.
   2. Middle School athletic eligibility is determined by report card mark period GPA only; there are no provisions for recertification in the program.
   3. Once a student is ineligible they must wait until the next report card is published to regain eligibility.

Article 4 - Players: In order to avoid a forfeit, a team may start with four (4) players. Additional players who arrive late may enter the game at the first opportunity to substitute. One (1) technical foul will be assessed if any names need to be added to the score sheet after the game begins, regardless of the number of names or the number of times names are added. Team must play with five (5) players, if available.

A. Playing Time – It is mandatory that all players who suit up for the game play equivalent of one quarter of the game or the game will be forfeited.

B. Substitutions – A player must first report to the scorekeeper and then to the referee.

C. Uniforms – Teams are required to wear matching jerseys with numbers, gym shorts and gym shoes. Shorts do not need to match jerseys.

D. Head decorations, headwear or jewelry are illegal. This means that rings, wristwatches, hair curlers, combs, beads, earrings, or barrettes cannot be worn while playing basketball.
   a. Exceptions: Medic –Alert medallions may be taped securely to the body only.

E. Post-Game – Opposing coaches and players should shake hands after each match.
Article 5 – Officials:
A. All WIAA Basketball playing rules will apply to all leagues except where noted.
B. All Officials will be WIAA Certified.

Article 6 – Coaches:
A. A coach or other responsible adult must be present before a game may start.

Section 2 - The Game

Article 1 – Game Ball Size: 28.5

Article 2 – Timing:
A. Teams must be ready to play within five (5) minutes after scheduled time for the first game. If, a team is not ready to play within this time limit, a forfeit will be declared.
B. All league games will be four (4) eight (8) minute quarters. The clock will stop for time-outs and technical fouls. The clock will stop during the last one (1) of each quarter for all violations.
C. There will be three (3) full time-outs per regulation game. There will be one (1) full time-out for each overtime period. Time-outs are not cumulative and do not carry over to the overtime period(s).
D. In case of a tie at the end of regulation, there will be a two minute overtime period. As many two minutes overtime periods as necessary will be played to determine the winner.
E. The ten (10) Second backcourt violation and over and back rules will be enforced.
F. Three (3) seconds in the lane will be enforced.

Article 3 – Press Rule:
A. Teams may play a press defense until there is a 20 point differential. At that time, the team ahead must cease to press until the differential lowers to 15 points.
B. Team may play any type of defense once the ball is brought across the division line (half-court line) by their opponent. The press rule takes effect once a team has clearly established possession.
C. If a team violates the press rule, it will be warned once each half. Repeated violation shall result in a technical foul being assessed to the team.

Article 4 – Personal/Technical Fouls:
A. On the 7th team foul, a bonus free-throw will be awarded to the other team for additional fouls. Beginning with the 10th team foul the other team will be awarded two free throws for each common foul.
B. Technical fouls issued because of an illegal jersey or number are not counted as one of the five (5) fouls toward a player’s disqualification nor one of the seven (7) fouls to reach the bonus situation. All other technical fouls assessed to an individual will count towards the player’s five (5) fouls for disqualification and/or toward a team’s seven (7) fouls for bonus purposes, according the official rules.
C. Coaches who do not have player name in the scorebook filled out properly will be penalized a technical foul and in accordance with the official rules.
D. Coaches may stand to coach but if a technical foul is charged directly to the coach, he/she must remain seated the remained for the game.
E. If coach, team member, team attendant, or team follower who is assessed two (2) technical fouls for any unsportsmanlike conduct is automatically ejected from the game and gym. This only applied to unsportsmanlike foul.

F. If a coach is ejected from the game, he or she must choose a responsible adult to coach the team.

G. Any technical fouls assessed against a disqualified player shall also be charged to the offender(s) but NOT to the coach or manager unless they also are guilty of the infraction committed.

H. Ordinary technical fouls for Unsportsmanlike Conduct, Delay of Game, Dunking, etc will result in an award of 2 points plus possession for the opposing team.

Section 3 – Additional Information

Article 1 – Protest: Protest must be filed by 5:00 PM on the Monday following the game. All protest must be filed in writing with the Youth Sports Manager. Eligibility protest may be filed at any time before the conclusion of regular season play.

A. A protest is an action by the coach of a team by which he disputes a ruling made on the court by a referee and seeks a review by the league office.

B. Eligibility protest must have specific details about the player (s) name, teams played for, school attendance, and dates when possible.

Article 2 – League Champions: League Champions can be determined on of three ways.

A. A season ending tournament in which a championship game is played. The winner of the tournament will receive the league trophies regardless of their regular season record.

B. A Position Day game; the number 1 and number 2 teams in the league standings will compete in a single game at the end of the season to determine the league champion. League record will not prevail as the determining factor, the single match up will.

C. Best overall season record in league play will determine the league champion.