



MARLTON BASKETBALL
IN-TOWN/RECREATIONAL RULES

Unless otherwise noted NJSIAA Basketball rules apply.

1. BALL SIZE

a. K-1 CO-ED	25.5
b. 2 ND -3 RD BOYS/GIRLS	27.5
c. 4 TH -5 TH BOYS/GIRLS	28.5
d. 6 TH -8 TH GIRLS	28.5
e. 6 TH -7 TH BOYS	28.5
f. 8 TH -9 TH BOYS	29.5
g. 10 TH -12 TH BOYS	29.5
h. 9 TH -12 TH GIRLS	28.5

2. GOAL HEIGHT

a. K-1	8FT PORTABLES
b. 2 ND -3 RD BOYS/GIRLS	9FT HEIGHT
c. 4 TH /5 TH BOYS/GIRLS	10FT HEIGHT
d. 6 TH /7 TH BOYS	10FT HEIGHT
e. 6 TH -8 TH GIRLS	10FT HEIGHT
f. 8 TH -9 TH BOYS	10FT HEIGHT
g. 10 TH -12 TH BOYS	10FT HEIGHT
h. 9 TH -12 TH GIRLS	10FT HEIGHT



3. PLAYING TIME

- a. In-Town/Rec players shall participate in equal playing time.
 - a. 9 players – 1 player may participate entire quarter (4 different players for game)
 - b. 8 players – 2 players may participate entire quarter (all 8 equal playing time)
 - c. 7 players – 3 players may participate entire quarter. Rotate 1-2-3 Q1, 4-5-6 Q2, 7-1-2 Q3, 3-4-5 Q4.
 - d. 6 players – 4 player may participate entire quarter . Rotate 1-2-3-4 Q1, 5-6-1-2 Q2, 3-4-5-6 Q3, 1-2-3-4 Q4
 - e. High School Boys
 - i. Use equal playing time spreadsheet
 - ii. Must play half of games total length including OT
 - iii. Every player must sit at least 5 minutes if there are 6 or more players
 - f. If coach enters court to tend to player, player must leave game for minimum of one basketball move. NO parent is to enter court unless called upon by coach and/or referee.
 - g. Substitutions – only at 5 minute mark of each quarter, half mark of each overtime
 - i. Exception – injury, disqualification
 - ii. Substitution is not time out. Have players at table to enter game.

4. DISQUALIFICATIONS

- a. Players – 5 personal fouls or 2 technical fouls
- b. Coaches – 2 technical fouls or automatic ejection
- c. Parent – violation of code of conduct or ejection by referee

5. TIMEOUTS

- a. Two (2) timeouts per game (30 seconds each)

6. MERCY RULES

- a. If a team is up by 15 or more no pressing is allowed
- b. If a team is up by 15 or more no defense outside the 3pt line.
- c. If a team is up by 15 or more no fast breaks
- d. Once lead is under 15 normal rules apply
- e. Clock will run on everything but time outs if lead is 20 or more



7. GAME LENGTH

- a. (4) 10 minute quarters – 4th Grade – 9th Grade Boys
- b. (4) 10 minute quarters – 4th Grade- 12th Grade Girls
- c. 2 minute half times
- d. 4 minutes 1st OT, 2 minute 2nd OT, then considered Tie
- e. HS divisions 2 20 minute running clock halves – 3 minute half-time

8. BEHAVIOR

- a. If a player is disqualified for purposes of two (2) technical fouls in one game, player will be suspended for next game. Depending on circumstances additional games maybe added to the suspension
- b. Coaches disqualified due to two (2) technicals are suspended for one game. Depending on circumstances additional games maybe added to the suspension. If there is no coach available to coach remainder of game one will be appointed by the coordinator (certified coach). This applies to playoff games as well.
- c. Parents violating the Code of Conduct will be given NO warning and will be asked to leave the gym at the discretion of the referee, basketball board member or MRC Board official.
- d. Referees are not to be abused. Abusive behavior is not to be tolerated by any coach, player or parent. This is not the NBA. Any issues with referees please make your coordinator aware verbally or via email.
- e. Assistant Coaches are not permitted to leave the bench. Only one coach to stand at a time. Only Head coach is to speak to referee.

9. GAME PROTOCOL

- a. Score keeper/clock keeper should be assistant coach or parent agreed to by both teams. Any abuse towards the individual(s) will not be tolerated.
- b. If teams only go with a clock person you live with the consequences.
- c. Any complaints will be settled with said complainer taking over the duties.
- d. Email score to your coordinator after each game
- e. Players medical consent and code of conduct forms must be with coach at all events.
- f. Games at Barn – first teams set up clock/table last teams bring clocks books and ext cords back to main office



10. K-1st Division – Co-ed

- a. 12 teams of 12 players each max
- b. Facility – EVANS
- c. 10 Week Program run by Fundamental Hoops
- d. Teams formed by coordinator – where possible requests honored
- e. Head Coach and 2 assistants max
- f. Each player will receive a tshirt. Division supplied with basketballs. Stored at EVANS

11. 2nd-3rd Grade Boys/Girls

- a. Boys 10 teams of 10 max, Girls 8 teams of 10 max
- b. Facility – Jaggard (Practices) MES (Clinics)
- c. Events – Clinic then 1 practice a week
- d. Games of 3 on 3, 4 on 4 potentially 5 on 5 will be incorporated into the schedule.
- e. Focus is on skill development not plays and winning



12. 4th-5th Grade Boys/Girls

- a. Girls 6 teams of 10 max
- b. Boys 10 teams of 10 max
- c. Boys/Girls 9 game season then playoffs
- d. 2 refs per game
- e. 4 10 minute quarters
- f. Running clock – stops for subs at 5 minutes of each quarter
- g. Scores kept-standings-playoffs
- h. 50% playing time for every player
- i. Regulation basket – 28.5 ball used
- j. Scores to be reported to Coordinator within 24 hours of game completed
- k. Schedule to be kept on TeamSnap
- l. Open draft – no requests honored
- m. 1 and 1 on 7th team foul, double bonus on 10th team foul
- n. NO pressing

13. 6th-7th Grade Boys/6th-8th Grade Girls

- a. Girls 10 teams of 10 max
- b. Boys 10 teams of 10 max
- c. Boys/Girls 9 game season then playoffs
- d. Boys/Girls – Adult referees regular season and playoffs
- e. 4 10 minute quarters
- f. Running clock – stops for subs at 5 minutes of each quarter
- g. Scores kept-standings-playoffs
- h. 50% playing time for every player
- i. Regulation basket – 28.5 ball used
- j. Scores to be reported to Coordinator within 24 hours of game completed
- k. Schedule to be kept on TeamSnap
- l. Open draft – no requests honored
- m. 1 and 1 on 7th team foul, double bonus on 10th team foul
- n. Pressing allowed last 1 minute of game only.



14. 8th-9th Grade Boys

- a. 10 teams of 10 max
- b. Boys 9 game season then playoffs
- c. Boys – Adult referees regular season and playoffs
- d. 4 10 minute quarters
- e. Running clock – stops for subs at 5 minutes of each quarter
- f. Scores kept-standings-playoffs
- g. 50% playing time for every player
- h. Regulation basket – 29.5 ball used
- i. Scores to be reported to Coordinator within 24 hours of game completed
- j. Schedule to be kept on TeamSnap
- k. Open draft – no requests honored
- l. 1 and 1 on 7th team foul, double bonus on 10th team foul
- m. Pressing – Last one (1) minute of game only

15. 10th-12th High School Boys

- a. Two 20-minute halves with a running clock with a five (5) minute Half time
- b. Clock stops
 - i. For all foul shots
 - ii. Each whistle with one (1) minute left in half
 - iii. Each whistle with two (2) minutes left in game
- c. Overtime = Three (3) minutes
 - i. Each team receives 1 additional time out
 - ii. First 1:30 uses running clock
 - iii. Clock stops on each whistle with 1:30 left in overtime
- d. Games start promptly - Waiting for late arriving players is at the ref's discretion
- e. Playing Time
 - i. It is the Coach's responsibility to comply with this requirement every game
 - ii. Use the Equal Playing Time spreadsheet for substitution patterns
 - iii. Regulation
 1. Every Player must play half of the game's total length, including any overtimes
 2. Every Player must sit out at least 5 minutes if there are 6 or more Players on the Team
 - iv. Overtime
 1. Every Player must play half of the game, not half of Overtime
 - v. Exceptions



1. If a player fouls out
 2. Late arrival - The player plays for at least half of the remaining minutes in the game
- f. Technical Fouls
- i. Any player or coach receiving two technical fouls in one game will be ejected
- g. Suspensions – Players and Coaches
- i. Two technical fouls in one game results in a one (1) game suspension (the next game the player is present for he must sit out – he cannot just not show up and count that as sitting out)
 - ii. Two technical fouls in one game for the second time results in a three (3) game suspension (the next three (3) games the player is present for he must sit out)
 - iii. Fighting is not tolerated and player(s) at fault will be suspended for the remainder of the season
- h. Teams with Less Than 5 Players
- i. 4 Players - The game will count if it is played 4 on 5 o If the Team with 4 adds a player, then the game is a forfeit
 - ii. If the Team with 4 wishes to add a player, the Player will be selected as follows:
 - iii. First from the opposing Team, then Second from a different MRC Team
 - iv. In all cases the player must be registered with the league
- i. 3 Players - The Team with 3 Players forfeits the game
- i. The coaches and refs may decide to play a scrimmage game at their discretion
- j. Injuries
- i. Please report all injuries to league coordinator on the day of the injury
 - ii. Please fill out the Injury report online within 24 hours -
 - iii. <http://www.marltonreccouncil.org/injury-report/>
- k. Playoffs
- i. All teams will play in at least one (1) playoff game
 - ii. First tie-breaker is head-to-head record
 - iii. For three-way ties there will be a coin flip determine final standings
- l. Referees
- i. There will be two referees for each game whenever possible Miscellaneous
- m. No Teams are allowed to practice outside of pre-game warm-ups
- n. All Teams must be coached by an MRC certified Coach



- i. If you will miss a game you must make arrangements to cover with an MRC certified coach