

NMBL Rules Summary

	Little Mustangs	3rd and 4th Grade Rules	5th and 6th Grade Rules	7th and 8th Grade Rules
Ball Size	27.5"	27.5"	28.5"	Girls: 28.5"/Boys: 29.5"
Baskets	8'	10' (pilot year)	10'	
Team Size	4 v 4	5 v 5		
Playing Time	Equal			
Substitutions	Beginning of each period, unless injury occurs			
Length of Game	8, 5 minutes periods			
Clock	Running		Running unless fouls committed in last 2 min. of the last regulation and overtime periods.	
Breaks	1 minute between periods, overtime, and sudden death over time			
Timeouts	1 time out, each half, and each overtime period			
Halftime	Skills Challenge	3 minutes after period 4		
Overtime	No overtime		Overtime	Overtime
Defense	Man-to-Man		Man-to-Man	Man-to-Man & Zone
Switching & Stealing	No switching or stealing	Switching & Stealing allowed		
Double Teaming	No double-teams			Double-teams
Help-Side Defense	No help-side defense	Help-side defense; must go back to man or switch		Help-side defense allowed
Pressing	No pressing; When a defensive player controls a rebound, the team that was on the offense must fall back past half court		Starting January 1st - pressing allowed the last 2 minutes of the game if score differential is less than 10 pts	Pressing allowed when score differential is less than 15 points.
Defense Infraction	Change position of the ball to the other team.	Warning, then 1 bonus point	Warning, then 1 bonus point	N/A
Screening	No screening	Screening allowed		
Fast Breaks	No fast breaks	Fast Breaks Allowed		
Free Throws	No Free Throws		Free Throws	Free Throws
Foul Penalty: Shooting	The ball out of bounds to the offended team	If the shot is made, the goal will count and the team will be awarded 1 additional point. The defending team takes the ball out of bounds. If the shot was not made, the shooting team will be awarded 1 point and will take the ball out of bounds.	A player fouled in the act of shooting shall be awarded free throws as follows: • If the field goal was made, the field goal will count and the shooting team will be awarded one (1) free throw. • If the field goal was not successful, the shooting team will be awarded two (2) free throws.	
Foul Penalty: Intentional	The ball out of bounds to the offended team. Warning, possible removal of player from the game.	The offended team shall be awarded two points and will be awarded the ball out-of-bounds.	The offended player shall be awarded two free throws and the offended team will be awarded the ball out of bounds.	
Foul Penalty: Bonus	N/A	A team that commits more than six fouls in periods one through four or periods (1st half) or five through eight (2nd half) shall be penalized by awarding the offended team one point for every foul over the six foul limit. This bonus point will be awarded on all fouls over the limit. A team that commits more than ten fouls in a periods one through four (1st half) or period five through eight (2nd half) and beyond shall be penalized by awarding the offended team two points for every foul over the ten foul limit. These bonus points will be awarded on all fouls over the limit.	A team that commits more than six fouls in the 1st half (periods 1-4) or in the 2nd half (periods 5-8) and beyond shall be penalized by awarding the offended team a bonus free throw (one and one) on the 7th, 8th and 9th foul. A team that commits more than nine fouls in periods the 1st half (periods 1-4) or in the 2nd half (periods 5-8) and beyond shall be penalized by awarding the offended team two free throws for every foul over the nine foul limit.	
Special Rule	Once the ball is crossed mid-court no one player can control the ball for more than 7 seconds at a time. If they do, the referee will call a 7 second violation and the ball will be turned over to the opposing team.	A team must have four players to start and finish an official game. The fourth player must arrive within five minutes of the designated start of the game or the game will be forfeited. If a team only has four players, they will play 4v5 i.e. short-handed. If the game is officially ruled a forfeit, the coaches may agree to scrimmage with those present until the designated start time of the next game.		