**MJBL Game Rules:**

Boys & Girls All Divisions (2nd Grade - HS)

* 20 minute running clock for each half, stopped clock last 1 min of first half, last 2 min of 2nd half.  3 min halftime
* 3 timeouts per game. 1 timeout per OT. No Carry Over
* 1st OT is 2min. 2nd OT is 1min. 3rd OT is sudden death (even FT)
* Each half shoot 1 and 1 after 10 team fouls. No Double Bonus. End of Game: 1and1 after 2nd foul under 2min of 2nd half
* Shooting fouls are 2 shots for 2 pointer or 3 shots for 3 pointer

Pressing

* Boys & Girls Grades 2-6: Pressing is allowed last 4 min of each half, unless 1 team is up by 25 points or more.
* Boys & Girls Grades 7-HS: Pressing is allowed all game unless 1 team is up by 25 points or more.
* If the whistle stops play due to defense in the back court when such defense is not allowed, the whistle will result in a delay of game warning. The second such infraction in the game will result in a technical foul with two foul shots and possession of the ball being awarded to the other team.

Foul Out Rules:

Each Player fouls out after 5 personal fouls (except Boys HS division each player fouls out after 6 personal fouls). If a team's 5th player fouls out and there are no other players on the bench to put in the game, the team has 2 options:

1) They can play the remainder of the game 4 on 5.  If another player fouls out, they must then play the remainder of the game 3 on 5, and so on.

2) The player that fouled out can remain in the game, but the opposing team is awarded a technical foul immediately, resulting in 2 shots and possession of the ball.  Every subsequent foul by that player who has fouled out will result in a technical foul as well.

Game Ball:

* 28.5" Basketballs will be used for all Girls Divisions and for all 3-6th Grade Boys Divisions
* 29.5" Basketballs will be used for Boys 7-12th Grade Divisions

Free Throws:

* Girls 2-4th Grade free throw is from the 1st hash inside free throw line.  If the shooter jumps over the line, the shooter canont be the first to touch the ball.  If the shooter does not jump over the line and wait until the ball hits the rim, the shooter may touch the ball first (normal rules apply).
* Boys 2-4th Grade & Girls 5th Grade free throw must start behind the line but can jump over the line.   If the shooter jumps over the line, the shooter canont be the first to touch the ball.  If the shooter does not jump over the line and wait until the ball hits the rim, the shooter may touch the ball first (normal rules apply).
* All other divisions must shoot free throws from behind the line and the shooter cannot cross the line until the ball hits the rim.

Starting the game with less than 5 players

* If a team shows up with 3 players or less, the game is considered a forfeit in the standings and will be recorded as a 1-0 loss for the that team.  If a team has 4 players, that is enough for the game to still be played and count in the standings.  The opposing coach has the choice to play with 4 or 5 players.  If the opposing coach (that has a full team) chooses to play with only 4 players and loses, it will be recorded as a loss for them in the standings.  If the team with 4 players has a player from the opposing team to play with them, then the standings would reflect a 1-0 loss for the team with 4 players, regardless of the result of the game.  If the 5th player shows up after the game has started and the team with 4 players has not already taken a player from the other team and accepted the 1-0 forfeit loss, that 5th player may enter the game immediately and the game will continue to count in the standings.
* If one team has 3 players and the other team has 4 players, the team with 4 players is determined the winner in the standings.  If both teams have 3 or less players, it is recorded as a 0-0 tie in the standings.
* If a team does not have at least 4 players to start the game, they have until 15 minutes after the scheduled game time in order to avoid the forfeit.  If the scheduled game time is 7pm, as long as the 4th players shows up at 7:15pm or earlier, the full game will still be played according to the guidelines above.
* Even if the game is considered a forfeit in the standings, in all scenarios above as long as there is a total of 8 players between both teams, the game should be played as a scrimmage.  The game is shortened to 16 minute running time halves and the officials will officiate the game.  If there are a total of 7 players or less among both teams, the officials are not required to officiate, but the coaches may play 3 on 3 or use the court time for practice or scrimmage.

If a game is crossover game between 2 teams in different divisions, the game will be played by the rules of the older division.

All teams must have a coach or an adult (21 or over) on the bench at all games