



## 2021-2022 “D” Level D6 Middle School Basketball League Rules

**With the current District 6 mask mandate for all PK-8 schools, ALL players, spectators, and other game personnel must wear a mask while participating/attending these games. Thank you for your cooperation in helping to minimize the spread and risk of players being exposed and quarantined, that could impact a team’s ability to play their full schedule.**

**We will use the National Federation of High School (NFHS) rules, with the following exceptions/clarifications:**

- Games will be two-twenty minute halves with a running clock.
  - Exception: Stopped clock timing will be used during the last one (1) minute of the second half when the score differential is 10 points or less.
- Halftime will last 5 minutes.
- Each team will be given 2, 60 second timeouts per half. Unused timeouts do not carry over.
- Overtime will consist of a 2 minute, stop clock period. If a tie still exists after the first overtime, there will be a “sudden death” extra period. Each team will be given one, 30 second timeout for overtime. Any extra period will be started with a jump ball.
- In the event of a technical foul, the opposing team will be awarded 2 points and possession of the ball. Two technical fouls to the same person will result in an ejection from the game. That player, coach, or spectator must leave the gym and will be suspended from future practices and games until the league has a chance to review circumstances leading to ejection.
- Personal and team fouls will be kept. A player will be disqualified from the game after their 5<sup>th</sup> personal foul. Technical fouls count towards personal and team foul totals.
- The bonus rule for free throws will be in effect when 7 team fouls have been accumulated per half.
- Man-to-man and zone defense is allowed.
- Full-court press is allowed.
  - Exception: If a team has a lead of 15 points or more, the press cannot be used. Each team will be given one warning. An additional infraction will result in a technical foul being assessed towards that teams’ head coach.
- Forfeit Rule: Game time is forfeit time. A team must have at least 4 eligible players to start a game. If a team drops below 4 eligible players at any point during the game, they must forfeit.
- Rosters: Coach must turn in a roster before each game. Player name and number should appear on the roster. If a player is not on the roster, they cannot participate in that game.
- Only coaches hired and approved by their school are allowed on the bench. An approved coach is one who has completed the hiring process and been cleared by District 6 and their school to coach. Teams will receive one warning per game. Additional infractions may lead to a forfeit.
- Only one coach may be off the bench during play.
- Boys games will be played with a regulation 29.5” ball. Girls games will be played with a regulation 28.5” ball.