

MO Family Fall '23 Rules:

All divisions will have a 17 minute running clock for the first half. 2nd grade and up- The clock will stop the last minute of the 2nd half (20 point lead or more clock runs).

Score will not be kept in the K- 1st divisions.

2 Minute halftime.

K-2 : No Press.

All other divisions pressing allowed any time unless you have a 20 point lead or more.

Steals are not allowed in 1st and below when a player is dribbling. The ball may be stolen on a pass. Fouls will be called on players in grades 1 and below, however, we will not foul players out.

3 pointers will count in all divisions.

3rd and below will use a 12 foot free throw line.

No foul language or unsportsmanlike play will be tolerated. You will be subject to expulsion.

2 Technical Fouls will result in removal from the game by a player/coach. (clock stops on all technicals)

Game time is forfeit time.

2-30 second time out each half, no carry over. Clock stops on all timeouts.

For overtime, there will be a jump ball and an untimed sudden death, first point of any kind wins.

No Timeouts in overtime.

Verbal Abuse of Referees by Coaches, Players or Fans will NOT be tolerated.

We reserve the right to remove hostile individuals from the duration of the league.

Referees have all say in any call or interpretation of a rule, Directors will only interject for personal conduct.

Player Eligibility will be checked by current grade card, if requested, director has final say in player eligibility.

3rd and up divisions will play with the 28.5 ball. 2nd and below will use 27.5.

Hoop heights for Pre K, K, and 1 will vary based on total number of teams and divisions. Pre K has a 6 ft, K has 8 ft, and 1st has 8ft hoop heights if divisions are not combined. However, if divisions are combined, it is possible those hoop heights will be changed as needed. 2nd has a 9 ft hoop height, 3rd and above will have 10 ft hoop height.

Players are only allowed to play on 1 team per division, 2 teams maximum, unless permission has been granted by league director.

2 total coaches are allowed on the bench and only the Head Coach may stand or interact with officials.

In the event an illegal player was used a team will forfeit all games that player played in and may continue to play.

No player may be added to a roster after the start of your first game, no exceptions.

Each team will need to provide a volunteer to run the scoreboard or to keep track of player fouls/hard copy of points scored.