

CAPROCK AMBUCS- MOB BASKETBALL

ADDENDUM TO THE RULES

1st – 4th GRADES

CAPROCK AMBUCS - MOB Basketball Games will be played according to the rules of the National Federation of State High School Associations, which governs the playing of U.I.L. games in the Lubbock Independent School District and the State of Texas. The following items are exceptions and/or additions, which, over the years and through experience, have been adopted by the Board of Directors to modify the rules for the age of the players and to meet the purpose and intent of the program. These items are subject to change or modification as necessary to align with the ability of players and other factors, which may dictate changes by the Board of Directors.

- I. The Board of Directors will contact the coach and parents of any player that drops out of the program at any time during the season. A coach who discovers that a player has left his team must immediately notify the Board, indicating when and why the player left. The Board will verify the player's reason for leaving. Any games played before the Board is informed that a player has left a team will be subject to possible forfeiture.

- II. Grades will be grouped to form leagues.
 - A. Combining or separating boys and girls for leagues will be at the discretion of the Board of Directors.
 - B. 1st with 2nd and 3rd with 4th will be the grade combinations for the leagues.
 - C. Players within grade combinations will be randomly assigned to leagues.
 - D. Players will play in the group determined by their grade assignment in school at the time they sign-up for a session/season of play.

- III. Official team rosters will be composed of ten (10) players.
 - A. Players will be assigned to teams utilizing a tryout/draft procedure. (See Caprock AMBUCS - MOB Basketball Team Selection and Draft Rules)
 - B. Prior to the beginning of play, players may be added to teams when necessary from a waiting list. Once play begins players may continue to be added to teams to fill openings in the ten-player roster at the discretion of the Board.

- IV. Pre-game responsibilities for coaches.
 - A. No more than two (2) coaches will be allowed on a team's bench during a game.
 - B. Each coach must have his roster recorded in the scorebook prior to scheduled start time of the game.
 - C. Each coach must provide either an adult scorekeeper or an adult timekeeper for each scheduled game.
 - D. Either team may provide both adults if the other team does not have an available adult.

E. Prior to the start of each game each coach must make available to the game official a regulation basketball. The game official will determine which ball will be designated as the official game ball.

V. A uniform shirt will be provided by MOB.

A. Shirts will be numbered 0 (zero) and 1 through 9 for each team.

B. Each player on each team is required to wear the uniform shirt provided by MOB.

C. The shirt will have a 4" number on the front and back, the team name across the front above the front number, and the MOB logo in the upper left shoulder area.

D. Player names may be added across the upper back area above the back number.

E. No other logo or printing of any type may be added to the MOB uniform shirt.

F. Any substitute shirt furnished by any other source must meet the MOB specifications and be approved by the Board.

G. Defaced shirts, shirts with sleeves or neckbands removed or modified are not acceptable for use in MOB games.

H. Players may not participate in MOB games until an unacceptable or lost shirt is replaced.

I. A player whose shirt has been lost or whose shirt is unacceptable for MOB games may not use another player's shirt under any circumstance.

J. A team will play without the offending player until the lost or non-compliant shirt is replaced.

K. Replacement of lost or non-compliant shirts will be at the expense of the player, parent, or coach. (MOB can facilitate the replacement of shirts usually within one day if requested by a parent or coach)

L. Failure to comply with this rule may result in the forfeiture of the game(s) in which the player wore a non-compliant shirt.

M. Supply problems, which may arise, will be dealt with as necessary without any penalties for a player or team.

N. As per the NFHS rule-3-6 Article 8-No jewelry of ANY kind is allowed. No earrings, no bobby pins, bows on hair or any ties on the shoulders. Anything that could be considered jewelry is NOT allowed. ONLY exception is any medical alert is allowable as long as it is secured INSIDE the jersey via Tape and approved by the REFEREE.

VI. Time-outs and length of games.

A. Each 1st and 2nd grade team is awarded one thirty-second time-out and one full (one minute) time-outs per HALF. Teams will not be able to carry over timeouts after the half or after the game (Overtime Periods)

B. Each 3rd and 4th grade team is awarded two thirty-second time-outs and three full (one minute) time-outs per game.

C. Games for 3-4th graders will consist of four six-minute quarters.

- D. Games for 1st-2nd graders will consist of four eight minute quarters with a running clock. The clock will stop only for free-throws, timeouts, injuries, and sickness except during the last three minutes of the 4th quarter (and overtime periods) where it will stop on all whistles.
- E. There will be two minutes between quarters, halves, and when necessary between overtime periods.
- F. Overtime periods will be two minutes, with ONE: 60 second time out given.
- G. During the regular season if a game is tied at the end of the first overtime period, then the first team to score in the second or any additional overtime period will be the winner.
- H. In the city tournament if a game is tied the teams will continue to play complete two minute overtime periods until a winner is determined.
- I. Overtime playing time requirements.
 - 1. No player is required play in any overtime period.
 - 2. All eligible players on a ten-player roster may play.
 - 3. No player will be designated by either coach to replace any other player.
 - 4. Coaches may make substitutions at any time.
 - 5. Teams are allowed to press if they are not up by more than 10 points.

VII. MOB Basketball ball sizes and goal heights.

- A. Grades 1st and 2nd - Junior size 5 ball, circumference 27.5 inches 14-16 ounces
- B. Grades 3rd and 4th -Women's size 6 ball circumference 28.5 inches.
- C. Grades 1st and 2nd - goal height 8' 6" for girls, 8'6" for boys
- D. Grades 3rd and 4th - goal height 10'

VIII. Free throws and three-point shots.

- A. For 1st – 2nd grade leagues that use “hang-on” type basketball goals, or if the rim hangs over the court-even as close as the blocks, free throws will be taken from the regulation free throw line (since the “hang-on” type goal tends to displace rim by 2 feet).
 - 1. When games are played at a location where the goal comes straight down, the free throw line will be placed 3 feet towards the goal. Caprock Ambucs MOB will mark the location of this spot.
- B. For 3rd – 4th grade leagues that do not use “hang-on” type basketball goals, free throws will be taken from the regulation free throw line.
- C. If “hang on” type goals are used, players will not use the first or “block” rebounding position when lining up for a free throw attempt.
- D. For 1st -2nd grade leagues a three-point shot will be recognized.

IX. Full court press defense.

- A. Grades 1st – 2nd –a full court press defense will be allowed only during the last three minutes of the game by either or both teams.
- B. Grades 3rd-4th- a full court press defense will be allowed only during the last three minutes of the game by either or both teams.

- C. A team may not use a full court press defense if they are ahead in the score by 10 (ten) points or more.
- D. Grades 1st – 2nd must play man-to-man defense with NO DOUBLE-TEAMING or more outside the three-point line (except during the times when full-court pressure is allowed). ANY type of defense INSIDE the three point line will be allowed.
- E. Players will not be required to stay close to their man if an isolation play is used by the offense. For example, spreading the offensive players to the four corners so the best player can go one-on-one. Proper help defense should be played which means not following your opponent out to half-court when they do not have the ball.
- F. If player(s) on defense press before allowed time team will receive one warning (per game). For all other offenses following the warning, the player guarding the ball will receive a foul.

X. Player requirements for a game.

- A. Five players are required to begin a game.
- B. At least two players are required to continue a game.
- C. When a team is unable to continue due to a lack of eligible players the game will be stopped and the opposing team will be declared the winner. The score in the book when the game is stopped will be declared the official game score.

XI. Game starting time.

- A. The official starting time for the first game will be the time published in the MOB game schedule.
- B. Official starting time for second and subsequent games will be either five minutes after the end of the preceding game or the scheduled game time whichever is later.
- C. A team not ready to play by five minutes after starting time should be assessed a technical foul to begin the game.
- D. If a team does not have at least five players present by five minutes after starting time, the officials should declare the game a forfeit under MOB rule X-A.

XII. Protest of MOB games.

- A. Judgment of an official is not grounds for a protest.
- B. Protests must be made in writing within 24 hours of the published starting time of the game in question.
- C. Protests must be submitted in writing to the commissioner for transmittal to the MOB office or faxed to the MOB office.

XIII. Player's required playing time for eligible players who are present at the beginning of the game.

- A. Definitions.
 - 1. Substitute player - A player chosen by his coach to enter a game in place of a teammate.

2. Designated player - A player of Team "A" chosen by the coach of Team "B" to play for Team "A".
- B. A player is required to play one complete quarter of each half.
 - C. A player is required to play a complete quarter the first time he enters a game.
 - D. Each team that begins a game with ten (10) eligible players will play as follows:
 1. In the first quarter five (5) players, chosen by their coach, must play with no substitutions during the course of the entire period.
 2. In the second quarter the players that did not participate in the first quarter must be chosen by their coach to play with no substitutions during the course of the entire period.
 3. In the third quarter five (5) players, chosen by their coach, must play with no substitutions during the course of the entire period.
 4. In the fourth quarter the players that did not participate in the third quarter must be chosen by their coach to play with no substitutions during the course of the entire period.
 5. Each half stands alone in terms of playing time and which players are chosen to start any quarter.
 - E. Absent, ill, injured, or disqualified players.
 1. A player removed from a game due to illness or injury will be considered to have satisfied his required playing time for that half.
 2. If an ill or injured player later recovers, he may re-enter the game during the quarter in which his illness or injury occurred. He must replace the player who was designated to replace him.
 3. An ill or injured player from the first half, who recovers, must play his required quarter in the second half. He may not, however, enter the game during a quarter already in progress.
 4. A player that is disqualified may no longer participate in a game and will be considered to have fulfilled his required playing time for the game.
 5. The coach of the opposing team will designate replacements for ill, injured or disqualified players.
 6. The opposing coach may not designate a player more than once in a game.
 7. A previously designated player may not be designated again unless he is the only available player for a team.
 8. The coach of the opposing team will designate replacements for players absent from the opponent's ten-player roster.
 9. A team with ten players present will not have any players designated by the opposing coach except due to illness, injury, or disqualification.
 10. Designation of replacements for absent players will only occur in the second quarter from players that played in the first quarter and in the fourth quarter from players that played in the third quarter.
 - a) *Example 1 -- Team "A" has ten players; Team "B" has seven players.*
 - (1) Team "A" designates three players; Team "B" does not designate players because Team "A" has a full ten-player roster present.
 - (2) First Half - Team "A" coach will designate three players from Team "B's" first quarter participants to play in the second quarter.

(3) Second Half - Team "A" coach will designate three players from Team "B's" third quarter participants to play in the fourth quarter. Team "A" coach may not designate a player(s) in the fourth quarter which he designated in the second quarter unless the player(s) is the only one available (See Rule XIII - F - 6 above.)

b) *Example 2 -- Team "A" has eight players; Team "B" has seven players.*

(1) Team "A" designates three players; Team "B" designates two players.

(2) First Half - Team "A" coach will designate three players from Team "B's" first quarter participants to play in the second quarter and Team "B" coach will designate two players from Team "A's" first quarter participants to play in the second quarter.

(3) Second Half - Team "A" coach will designate three players from Team "B's" third quarter participants to play in the fourth quarter and Team "B" coach will designate two players from Team "A's" third quarter participants to play in the fourth quarter. Neither the Team "A" nor Team "B" coach may designate a player in the fourth quarter which was designated in the second quarter unless the player(s) is the only one available (See Rule XIII - F - 6 above.)

11. Designation of replacement players is not optional. Coaches are required to designate players and coaches are also required to inform the opposing coach that they have absent players, and when players are ill, injured, or disqualified. A quarter played by a designated player is not to be counted towards that player's required playing time.

F. Players arriving late for a game.

1. May play at the option of the team coach. The team coach must immediately notify the opposing coach of the late player's arrival and whether or not he intends to play that player.

2. Must enter the game in the first available full quarter.

3. May not enter a quarter already in progress.

4. Must play one full quarter without substitution the first time they enter a game.

5. May play in the second half if they arrive too late for the first half. (Subject to F 1, 2, 3 above)

6. May not play in a game if the fourth quarter or overtime period has started. (See F 2, 3 above)

7. A player arriving after the start of the 2nd quarter or before tip-off of the 3rd quarter, he/she must play in the 3rd quarter as his/her designated quarter.

G. A coach's failure intentionally or inadvertently, to comply with Rule XIII or any part thereof, may result in forfeiture of the game in question. Coaches should make every effort to have the scorebook documented to reflect their compliance with Rule XIII when they have either an ill, injured, or disqualified player, or a player absent from their official ten-player roster.

XIV. The following flagrant fouls, whether personal or technical in nature, are considered unacceptable conduct by players for participation in MOB basketball.

A. Disrespectfully addressing or contacting a game official.

B. Using profane or inappropriate language or obscene gestures.

C. Baiting or any form of taunting, which is intended or designed to embarrass, ridicule or demean others under any circumstances including on the basis of race, religion gender or national origin.

- D. Fighting.
1. Any attempt to strike, punch, or kick an opponent with a fist, hands, arms, legs, feet, or an object regardless of whether contact is made,
 2. Any attempt to instigate a fight by committing an unsportsmanlike act toward an opponent that causes an opponent to retaliate by fighting.
 3. Committing an unsportsmanlike act toward an opponent that causes an opponent to retaliate by fighting.
 4. For a Flagrant Foul if an Injury Occurs, and the injured player cannot return due to injury. The injured players coach must choose a replacement of his own choosing from his team for the injured player and must choose from the opposing team the ejected players replacement as well.
- E. Penalties.
1. The first flagrant foul committed by a player.
 - a) *Disqualification of the player for the remainder of the current game and leave the immediate bench area.*
 - b) *Suspension of the player for the team's next game.*
 2. The second flagrant foul committed by a player during the same season.
 - a) *Disqualification of the player for participation in MOB basketball or any related activities.*
 - b) *Failure of the player to leave the immediate bench area as required under Rule XV-E-1-a may be considered by MOB as a second flagrant foul.*
 - c) *Appeals to reconsider the disqualification must be submitted in writing to the league commissioner for submission to MOB or faxed directly to the MOB office within 24 hours of the published starting time of the related game.*
 3. Reinstatement of the player to the MOB program and its related abilities will be subject to the MOB Board of Directors' approval of a written request from the player and his parent(s)/guardian(s).

XV. Conduct of players, coaches, or parents.

- A. Any activity either verbal or physical or of a disrespectful, hostile, or taunting nature which may be interpreted as intending to embarrass, intimidate, ridicule or demean others under any circumstances (including on the basis of race, religion, gender or national origin) by a player, coach or parent; before during, or after a game; addressing or directed at or to another player, coach, parent or game official; may result in disciplinary action by the MOB Board of Directors.
- B. Player, parent or coach complaints concerning the program or game officials conduct of MOB games.
1. Neither should complain to the game officials about their conduct of the game.
 2. Coaches should make their complaints to MOB.
 3. Players or parents should make their complaints to their coach or to MOB.
- C. The offending person may face disciplinary action by the MOB Board.
1. Action may be directed toward the player.
 2. Action may be directed toward the coach.
 3. Action may be directed toward the parent(s)/guardian(s).

4. Action may be directed toward the player and the parent(s)/guardian(s).
- D. Possible penalties.
1. Single game suspensions for players or coaches.
 2. Multiple game suspensions for players or coaches.
 3. Disqualification as under Rule XV-E-2-a, for players.
 4. Banning a coach from participation in MOB.
 5. Banning a parent(s)/guardian(s) from a game.
 6. Banning a parent(s)/guardian(s) from multiple games.
 7. Permanently banning a parent(s)/guardian(s) from MOB.
- E. Appeals to any penalty imposed by MOB must be submitted in writing to the league commissioner for submission to MOB or faxed directly to the MOB office within 24 hours of notification that a penalty has been imposed.

XVI. Any activity by a coach, player or parent(s)/guardian(s) to circumvent the intent or rules of MOB basketball, or the intent of the program to provide a fair and equal opportunity for all players, will be dealt with on an individual basis by the MOB Board of Directors. Any action by the Board will be limited only by its judgment in attempting to assure that, as far as possible, any affected team, league or age group is returned to as equal and competitive a level as possible. The Board will be the sole determiner of when and if any activity has occurred and to what extent, if any, the program has been affected. Should the Board determine that any actions, disciplinary or otherwise are required, it will impose whatever penalties are necessary to maintain the integrity of Caprock AMBUCS - MOB Basketball.