

MIDDLE SCHOOL SPORTS PROGRAM

BASKETBALL RULES

SPORTSMANSHIP

Unsportsmanlike conduct is an unfortunate part of any sport program on any level, but such conduct is particularly inexcusable in amateur athletics and especially in programs for the purpose of providing recreation.

A coach or player ejected from a game by officials for unsportsmanlike conduct will be temporarily suspended from all activities conducted by the Middle School Sports Program until their case is reviewed. The final disposition of the case will then be made. Coaches will be required to check with the Middle School Sports Director before allowing the player in question to play.

1. ROSTER

All players must attend the Middle School that they represent in the league. A copy of the team's roster must be submitted to the Youth Sports Manager, Gerald McGregory, before the first game can be played. Roster additions are not allowed after a team's second game. Coaches should turn in a roster with sufficient numbers so that additions will not be needed. There is no roster limit, however only 15 trophies will be awarded. Should a special circumstance arise after the deadline that would necessitate a roster addition, such addition must be cleared through and approved by the Sports Director. Students must attend the school they represent. Non-attending students participating on a team may play for that school providing their regular school does not have a team and the principal of the non-attending school team grants permission for the non-student to represent their school all non-attending must be approved by the League Director prior to first game. No middle school team may have more than 3 non-attending athletes on a single team.

2. ACTIVITY PERMIT

Each student must have a valid, verified activity permit (with all required signatures) on file with the school.

3. SUSPENSIONS

Any student suspended from school must be reinstated prior to the close of school on the Friday before their next scheduled game in order to be eligible for that game.

4. ELIGIBILITY/GRADE POINT AVERAGE (GPA)

- SCHOOLS USING THE STANDARDS BASED REPORT CARD PLEASE USE PUBLISHED REQUIREMENTS FOR ELIGIBILITY
- -A student must have a minimum 2.0 GPA in their previous mark period report card in order to participate unless the school standard is higher, in which case the school GPA requirement would prevail.
- -Middle School athletic eligibility is determined by report card mark period GPA only; there are no provisions for recertification in the program.
- -Once a student is ineligible they must wait until the next report card is published to regain eligibility.

5. AGE/GRADE LIMITS

Students may not exceed the age/grade limits as listed below. Age is determined as of September 1st of the current school year.

13 years old and under/7th grade maximum

15 years old and under/8th grade maximum

6. UNSPORTSMANLIKE CONDUCT

Coaches should display leadership and sportsmanship qualities to the players at all times. If the entire team or an individual player or coach is found guilty of serious unsportsmanlike conduct, whether committed during the game, about the grounds or to or from the field, said team or individual may be suspended from the league or barred from all branches of sports and activities conducted by the Recreation Division.

PENALTY FOR ANY OF THE ABOVE RULES

TEAM FORFEITS GAME AND COACH/PLAYER LIABLE FOR SUSPENSION FROM LEAGUE.

7. All WIAA Basketball playing Rules will apply to all Leagues except where noted.
8. Teams must be ready to play within five (5) minutes after scheduled time. If, a team is not ready to play within this time limit, a forfeit will be declared. A coach or other responsible adult must be present before a game may start.
9. In order to avoid a forfeit, a team may start with four (4) players. Additional players who arrive late may enter the game at the first opportunity to substitute. One (1) technical foul will be assessed if any names need to be added to the score sheet after the game begins, regardless of the number of names or the number of times names are added. Teams must play with five (5) players, if available.

10. FORFEIT POLICY

Office must be notified in advance of all forfeited contests. Notification must come by noon of Thursday before scheduled contest to Middle School Sports Coordinator, Gerald McGregory, 414-475-8906 or e-mail Gerald@MilwaukeeRecreation.net. Failure to notify will result in \$25 forfeit fee.

10. LENGTH OF GAME

All league games will be four (4) eight (8) minute quarters. The clock will stop for time-outs and technical fouls. The clock will stop during the last one (1) minute of each quarter for all violations.

11. OVERTIME

In case of a tie, there will be a two minute overtime -period. As many two minute overtime periods as necessary will be played to determine the winner.

12. Coaches may not interfere with play and must stay in the team bench area. Coaches may stand to coach but if a technical foul is charged directly to the coach, he/she must remain seated the remainder of the game. A coach, team member, team attendant, or team follower who is assessed two (2) technical fouls for any unsportsmanlike conduct is automatically ejected from the game and gym. (The second such foul is automatically classified a flagrant technical foul). This applies to unsportsmanlike fouls only. A technical foul issued for an illegal number, delay of game, etc. would not be counted as an unsportsmanlike foul. For the purpose of this rule, dunking or stuffing is considered as an unsportsmanlike technical foul. Any technical fouls assessed against a disqualified player shall also be charged to the offender(s) but NOT to the coach or manager unless they also are guilty of the infraction committed. (If a coach is ejected from the game, he or she must choose a responsible adult to coach the team). Refusal or inability to comply with this rule will constitute team forfeiture. A maximum of three (3) registered coaches are allowed on the team bench. All other spectators must be in the stands.

13. It is MANDATORY that all players who suit up for the game play equivalent of one quarter of the game or the game will be forfeited.

14. PRESS RULE

Teams may play a press defense until there is a 20 point differential. At that time, the team ahead must cease to press until the differential lowers to 15 points.

Teams may play any type of defense once the ball is brought across the division line (half-court line) by their opponent. The press rule takes effect once a team has clearly established possession.

If a team violates the press rule, it will be warned once each half. Repeated violations shall result in a technical foul being assessed to the team.

15. COACHES MEETING

One coach from each team must attend the coaches meeting. The meeting is scheduled before the season starts. Failure to attend may result in forfeiture of the first league game.

16. BENCH DECORUM

See rule 22b.

17. TIME-OUTS

There will be three (3) full time-outs per regulation game. There will be one (1) full time-out for each overtime period. Time-outs are not cumulative and do not carry over to the overtime period(s).

18. The ten (10) second backcourt violation and over and back rules will be enforced.
19. Three (3) seconds in lane will be enforced.
20. On the 7th team foul, a bonus free-throw will be awarded to the other team for additional fouls. Beginning with the 10th team foul, the other team will be awarded two free throws for each common foul.
21. Coaches should display leadership and sportsmanship qualities to the players at all time. If the entire team or an individual player or coach is found guilty of serious unsportsmanlike conduct, whether committed during the game, about the building, or to and from the recreation center, said team or individual may be penalized to the extent of being dropped from the league or barred from all branches of sports and activities conducted by the Recreation Division.
22. Technical fouls issued because of an illegal jersey or number are NOT counted as one of the five (5) fouls toward a player's disqualification nor one of the seven (7) fouls to reach the bonus situation. ALL other technical and personal fouls assessed to an individual will count toward that player's five (5) fouls for disqualification and/or toward a team's seven (7) fouls for bonus purposes, according to the official rules.
- 22b. A technical foul will be assessed giving the opposing team 2 points and possession of the ball.
23. DUNKING (OR STUFFING)
It is a technical foul to dunk or stuff the ball at any time.
24. A Suspension-Protest-Appeal Board will hear cases, which cannot be settled by the Middle School Sports Director. Protests must be filed by 4:30 P.M. on the Monday following the game. Eligibility protests may be filed at any time before conclusion of league play.
25. Coaches who do not have player names in the scorebook filled out properly will be penalized a technical foul in accordance with the official rules.
26. Teams are required to wear matching shirts with numbers, gym shorts and gym shoes. Shorts do not need to match jerseys.
27. Rule 3.5 of the Official WIAA Rule Book reads in part that head decorations, headwear or jewelry are illegal. This means that rings, wristwatches, hair curlers, combs, beads, earrings (including post types) or barrettes cannot be worn while playing basketball. Players may not wear neck chains or any other type of jewelry.

EXCEPTIONS: Medic-Alert medallions may be taped securely to the body only! Such items are not only dangerous to other players but are also dangerous to the individual player as well. Plain sweatbands (or soft, cloth bandanas) may be worn and rubber bands may be used to control long hair.
28. The game and each overtime period will begin with a jump ball. All other jump ball situations will use the "alternating" out-of-bounds procedure.
29. PLAYER/GUARDIAN POLICY
The following Spectator Rule will be in effect for games in the Middle School Program:
 - A. Children under the age of 18 must be accompanied and supervised by a parent or guardian when attending a middle school athletic event.
 - B. Parents and spectators are not allowed on the playing court. Failure to adhere to this rule may cause player ejection and/or suspension and possible team forfeiture.
31. GAME RE-SCHEDULING/CANCELLATIONS
All school sports coordinators, coaches, or applicable staff will be notified of any re-scheduled games or game cancellations by email first and then by fax. Revised schedules will be posted on the MPS Recreation website www.milwaukeeerecreation.net