MIDWEST TRAVEL BASKETBALL SCORERS TABLE NOTES 2026-2027

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THE SCORETABLE IS THE OFFICIAL RECORD FOR: SCORE, PLAYING TIME, TIME OUTS, ETC.

DEFENSE RULES

When Defense Schemes Are Allowed

	Man-to-Man	Zone Defense	Half Court Trap	Double Team	Full Court Press
3rd Grade	All Game	Second Half	4th Qtr & OT	4th Qtr & OT	4th Qtr & OT
4th Grade	All Game	Second Half	Second Half	Second Half	4th Qtr & OT
5th Grade	All Game	Second Half	Second Half	Second Half	4th Qtr & OT
Gth Grade	All Game	Second Half	Second Half	Second Half	Second Half

1st Half – ALL GRADES

- Half Court "Man-to-Man" defense only (No zone). Players are required to be within the proximity of the person they are guarding. A player is not considered in an offensive position outside the 3 point arc. If an offensive player is outside of the 3 point arc, the defensive player does not have to be in 'proximity'.

- Help Defense Is Permitted in the First Half - A player may leave his/her person to:
  - Defend against another player driving to the basket, but then must recover
  - Stop a break away

In the first half, there is no double teaming in the key or on the block. Full court pressing is not permitted in the first half. Teams must pull back beyond the half court line immediately after each basket or change of possession and must allow the other team to cross the centerline.

2nd HALF AND OVERTIME

- Half Court Zone Defense is Allowed
- Trapping:
  - Permitted only in the 4th quarter for 3rd grade teams
  - ***The difference between a double team and a trap is a trap involves the inclusion of the sideline or half court line.***
  - Double Teaming
  - Permitted only in the 4th quarter for 3rd grade teams
  - Permitted in the second half for 4th, 5th and 6th grade teams
- Pressing:
  - Permitted only in 4th quarter and overtime for 3rd, 4th and 5th Grade Teams
  - Press may be zone or man-to-man: no restrictions
  - Permitted the entire second half and overtime for 6th grade
  - Any team with a 15-point or more lead cannot press.

PLAYING TIME RULES

- For teams with 10 players – **every player must play the same amount of time in the first half.**
- If a team has LESS than 10 players on the team no 1 player can play MORE than 4 minutes more than ANY OTHER PLAYER. Meaning: if 1 player plays 12 out of 16 minutes, the remaining players must all play at least 8 minutes. If 1 player plays 12 minutes and another plays 6 that is in violation of the Rule.
- If a team has MORE than 10 players, no ONE player can play more than 8 minutes in the first half and all players' total first half time must be within 4 minutes of each other.
- If it is determined that a team violated the Equal Playing Time Rule, that team will be required to play Equal Playing Time in the 2nd half. The Decision of the scorer's table is final and is not subject to objections or appeals.
- Teams are encouraged to limit substitutions in an effort to circumvent the intent of this Rule. Specifically, substituting numerous players in 1 minute and 2 minute intervals may be viewed as an attempt to circumvent the intent and spirit of this Rule.

FREE THROWS

1. Boys in 3rd grade and girls in 3rd and 4th grade are allowed to start 2 feet in from the foul line. They can jump over the line but they have to stop. The shooter cannot pursue the rebound until the ball hits the rim.
2. Boys in 4th and 5th grade and girls in 5th grade are to shoot at the regulation foul line. They are allowed to jump over the line but must come to a complete stop. The shooter cannot pursue the rebound until the ball hits the rim.
3. 6th grade boys and girls will follow OHSAA Rules for free throws.
4. A player will foul-out after his/her fifth foul in a game.

5. MWTBL follows the OHSAA Rules for One-and-One. Meaning - after the 5th team foul for each quarter, 2 free throws are awarded.
6. Fouls in the second half will carry over into overtime.
7. Technical fouls count towards a player's foul total in-game. For example, if a player has 3 fouls, commits a 4th foul and gets a technical arguing the 4th foul – that will count as the 5th foul and the player shall be deemed to have fouled out.
8. The scorer's tabulation of individual and team fouls is official and final.

TIMEOUTS

- Each team will receive two 45-second timeouts per half. Unused timeouts in the first half do not carry over into the second half and unused timeouts in the second half do not carry over into overtime.
- Each team will receive one 45-second timeout for each overtime period.

BENCH CONDUCT

- Only members of the team and coaching staff (maximum three coaches) shall be on the bench or in the bench area. All players not in the game must remain seated on the bench during play.
- Only the head coach (one coach) can stand during play.
- Only the head coach can address the officials.
- The head coach must stay in the coaches box.
- Substitutions must be made by players about to enter the game that are seated next to the scorer's table and wait for the scorer or referee to signal them into the game.