

23-24 The Academy League

Rules & Modifications

Rules: Unless otherwise noted, the league will be governed by the Official High School Rules published by the National Federation of State High School Associations.

Modifications:

1. **PARTICIPANTS:** Only the participants that have signed up for our program are permitted to play. Changing of teams is not permitted unless approved by the MPDP league coordinator.
2. **SCOREKEEPER/SCOREBOOK:** Each team will provide one person to do the scoreboard or book (if a student-volunteer is not available that game). That person will receive their admission cost back as well.
3. **GAME ADJUSTMENTS:** 9' rim height and 28.5" ball size.
4. **CLOCK:** Two 20-minute halves running clock, except the last minute of the second half or unless the referee deems it necessary. During the last minute, the clock will stop on dead balls and whistles. If a team has a lead of 20 points or more, the clock will continue to run except for timeouts.
5. **SUBSTITUTIONS:** Substitutions may be made on any dead ball. Same as KHSAA rules.
6. **TIMEOUTS:** Three timeouts per game. The clock will stop on all timeouts. Unused timeouts do not carry over to overtime. Teams will be granted one additional 30-second timeout per overtime period. Timeouts do not carry over.
7. **HALFTIME:** Halftime will be 2 minutes.
8. **OVERTIME:** The first overtime period will be 2 minutes; the clock will stop during the last minute for all dead balls and whistles. Same applies if there is a second overtime. If there is a third overtime, teams will have a sudden death free throw shoot off (like soccer penalty kicks) where the opposing team will be able to match the first shooter's free throw in that round. There will be a coin flip to choose who goes first. Teams will shoot at their own respective basket.
9. **DEFENSE:** Teams may play any defense that has been added to the curriculum at that point in the season. Here is the roll out plan:
 - Game 1: Man-to-Man (Full court on a dead ball under 10 minutes in the second half)
 - Game 3: 2-3 Half-Court Zone (Full court on a dead ball second half)
 - Game 5: 3-2 Half-Court Zone & Full Court Man-to-Man
 - Game 6: 2-2-1 Press

Game 8: Diamond Press

*No 1-3-1, box-and-one, triangle-and-two defenses are permitted.

10. **PRESSING:** Any press that has been added to the curriculum can be utilized on a dead ball. No team may press if they have a 20 point lead or greater.

Note: There is no drop back rule on a missed shot or steal the entire season (except when a team has a lead of 20 or more).

11. **FOULS:** Players will foul out on their sixth foul of the game. All team fouls will be kept by the person doing the scorebook. On the 7th team foul of a half, the opposing team will be awarded 1 point (if a non shooting foul) and the ball back. The last minute of the game will be played as normal with bonus on the 7th foul and double-bonus on the tenth. For shooting fouls before the last minute of the game, the shooting team will receive one point (two points on a three point shot) and shoot one free throw. If a shooter is fouled on a made basket, the basket will count and they will shoot one free throw as normal. Shooting fouls will be shot as normal during the last minute, including the last minute of overtime periods when the clock stops. Shooting fouls during the first minute of overtime periods will be shot like when the clock did not stop in regulation.
12. **BENCH:** The bench shall consist of ONLY registered players and coaches with an updated background check or AAU membership card on file with McFarland Basketball. Coaches should be positive and coach their players. Questioning and criticizing officials/calls will not be tolerated. Talking with the officials in a respectful manner about calls or things you see is permitted.

ADDITIONAL NOTES:

Games will start as scheduled unless there is a run over from the previous game.

INCLEMENT WEATHER: In case of inclement weather on weekdays, decisions on cancellations will usually not be made until 3PM to determine local road conditions. On Saturdays/Sundays, decisions may not be made until as late as 8am that morning. The league coordinator will send out an email and text message to all registered MPDP users once a decision on adjustments/cancellations (if any) to the schedule has been made (make sure correct email and cell phone are on the league website). Practice times may need to be reduced in order to accommodate pending weather conditions and gym availability. If a game is canceled, we will make every attempt to reschedule.

SPORTSMANSHIP: It is understood by all persons associated with this program that the officials are using their best judgment to facilitate the instructional nature of the game. Coaches, players, and spectators must conduct themselves in a manner that will reflect positively on the McFarland Player Development Program. Any unsportsmanlike conduct on the part of any coach, player, or spectator could result in expulsion from the premises and/or suspensions from future practices/games. This will be determined by the officials and supervisor on duty.

Additionally, taunting and bullying of any type and from anyone is not acceptable and will not be tolerated. Coaches, officials, and supervisors are all expected to enforce this expectation and notify the league coordinator immediately if any such situation should arise.

USE OF FACILITIES: The use of St. Henry Athletic Complex (SHAC) and Next Level Academy is a privilege and we are appreciative of them allowing our program to utilize their gyms in order to conduct practices/trainings and games. Please help us by taking care of these facilities by ensuring that when you leave it looks better than you found it. Instill this philosophy by having your players and parents assist with this by picking up after practices and games. Notify the McFarland supervisor on duty immediately if any issues pertaining to this should arise.