



MSL High School Basketball Rules

1. There will be two 20-minute halves (running time).
2. Time will stop for the last minute of the first half, the last two minutes of the second half, and the last minute of overtime (including after made baskets).
 - a. At other times, the clock will stop for free throws **of technical fouls only**, and restart immediately following the free throws.
3. Each team will have two timeouts per half. Timeouts do not roll over.
 - a. If a team wishes, they may advance the ball to halfcourt after using a timeout.
4. Overtime will be 3 minutes long (first two minutes running time). If the game remains tied, the result will be a tie game. Each team receives one timeout, and fouls roll over from the second half.
5. Once a team commits 7 team fouls in a half, the opposing team enters the bonus (1 & 1).
 - a. An offensive foul counts as a personal foul, but not as a team foul.
 - b. A technical foul against an individual counts as a personal foul, but not a team foul. (A “team” technical foul does not count for either.)
 - c. Technical fouls will result in two shots and possession for the opposing team.
6. Once a team commits 10 team fouls in a half, the opposing team enters the double bonus (2 shots).
7. Two fouls in the last two minutes of the game will put the opposing team into the bonus, no matter how many fouls they had committed to that point.
8. A player who commits five fouls will be disqualified from the game. If his team only has 5 active players he may remain in the game, but any foul he commits will result in a technical foul.
9. Technical and flagrant fouls result in two foul shots and possession for the opposing team.
 - a. Arguing with the refs, bad language, taunting and multiple delays of game are all grounds for a technical foul.
 - b. Aggressive/dangerous fouls are grounds for a flagrant foul.
10. Multiple technical fouls by a player will result in his disqualification from that



game, as well as a possible suspension pending the commissioners' decision.

11. "Three second in the paint" violations against the offensive team will be enforced.
12. A "five second" violation will be called on a player who is holding the ball under duress without dribbling, passing or shooting.
13. Backcourt violations will be enforced.
14. The team with the ball will have 10 seconds to cross half court.
15. There will be a 30 second shot clock for the final two minutes of the game (and the entire overtime period).
 - a. The shot clock will reset to 20 seconds after a foul or kickball (assuming there were fewer than 20 seconds remaining when it occurred).
16. All players must play a minimum of 20 minutes (assuming they arrived at the beginning of the game). There will be automatic stoppages near the 5, 10 and 15 minute marks of each half to allow for substitutions.
17. If you know that you will not be playing on a given Motzaei Shabbos, please let us know in advance.