



2026-2027 MBA BASKETBALL

PROGRAM GUIDE

Mountain Brook Athletics

7th – 9th Grade - Boys

PROGRAM-WIDE POLICIES

Mountain Brook Schools Facilities Use

The basketball facilities are scheduled by Mountain Brook Athletics, Inc. ("MBA") for MBA teams. The Mountain Brook Board of Education retains priority use of the facilities for school-sponsored activities.

Sportsmanship & Conduct

- All behavior must align with the MBA mission statement (see Code of Conduct for full details)
- **24-hour rule:** Do not confront a coach, referee, or another parent during or immediately after a game. Wait 24 hours before raising concerns.
- The Commissioner has authority to issue warnings, suspensions, or removal from the program for conduct violations

QUICK REFERENCE RULES

Goal Height – 10 feet

Free Throw Distance – 15 feet

Ball Size – 29.5" (size 7, regulation)

Game Length – four 6 minute quarters

PARTICIPATION

- All players must play a minimum of 2 complete quarters (except for injury or fouling out)
- In case of injury or fouling out, a team should make every effort to substitute a player and match the players' capabilities. If a player arrives after a game has begun and before the start of the second quarter, the player must play at least one complete quarter during that game. If the player arrives after the start of the 2nd quarter, then the coach at his discretion may determine if the player is allowed to play at all. The Game Day Commissioner is responsible for recording and monitoring player participation in the Official Scorebook. If necessary, the commissioner should ask the referees for time before the start of each quarter to record the players on the floor and to correct any participation issues before play begins. A forfeit shall result if a team fails to meet the minimum playing requirements.
- A team without at least 4 players at the scheduled start of a game must forfeit. A team may begin the game with as few as 4 players, but a team must finish the game with at least 2 players.
- If a player fails to participate in team practices, the Commissioner has the option of disqualifying the player for that week's game(s) if a request is made by the team's coach in advance of the day of the game(s).
- Participation in Mtn. Brook Athletics basketball takes priority over and above any other basketball activities in which an individual may choose to participate. (See participation in Outside Leagues on the MBA website).

GAME PLAY

- Full court pressing is allowed, unless a team is ahead by 10 points or more, in which case they may not play defense in the backcourt.
- The first violation of the press rules will result in a warning with all subsequent incidences resulting in a technical foul. The game referees will have the sole responsibility and authority for these calls.
- Team fouls will reset at halftime, and any team fouls in overtime periods will be included in the second half foul count. Beginning with the 7th team foul of each half, the offended team will shoot one-and-one free throws (on permissible fouls), and beginning with the 10th team foul of each half, the offended team will shoot two free throws (on permissible fouls).
- A player will “foul out” upon the 5th personal foul committed of the game.

LENGTH OF GAME

- All games will consist of four 6 minute quarters.
- The game clock will run continuously except during timeouts, free throws, ball out of control situations, EXCEPT FOR the last 2 minutes of the 2nd and 4th quarters (and overtime periods), when the clock will start and stop with the referee’s whistle.
- Official timeouts: 1 minute between quarters and 5 minutes at halftime.
- Teams are allowed 4 one minute timeouts per game.
- Overtime/Sudden Death
 - If the score is tied at the end of regulation, teams will play a 2-minute overtime. The clock will start and stop on the referee’s whistle. Each team will be allowed one timeout only for each overtime period. Timeouts not used in regulation time will not be carried over to the overtime period(s).
 - If the score remains tied at the end of the first overtime period, teams will play a 2-minute sudden death overtime period. Should the score remain tied after sudden death overtime period, teams will play as many 2 minute sudden death overtime periods as necessary to determine a winner. The first team to score in sudden death wins.
 - In the playoffs, there will be no sudden death overtime periods. If the score remains tied at the end of an overtime period, teams will play as many 2 minute overtime periods as necessary to determine a winner.
 - All players may play in overtime except those who have fouled out.

TIE BREAKER HIERARCHY

- Should teams finish the regular season tied, the following steps shall determine tournament positions until all brackets are filled:
 - Winning percentage
 - Head-to-head records providing all tied teams played each other
 - Record of tied teams versus common opponent beginning with the highest ranked team in the league. Should the teams play the common opponent a difference number of times and one team has a split record against the common opponent, you move to the next opponent in the standings.
 - Coin Flip. All teams tied before this point should be recognized as having tied for purposes of trophies and correspondence. The coin flip is solely used to seed teams for the tournament.
- **Score Differential/Margin of Victory cannot be used to break ties.**