



## **SPRING 2023 RULES**

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## **ADMINISTRATIVE RULES**

- Suspension rulings and fines are decided by Commissioner, Nicareece Hunter. These rulings are non-negotiable. A player may not play without settling these matters.
- Any physical/inappropriate behavior or damage to the property is eligible for non-refundable league removal. Extreme cases may result in a ban from the league.
- When possible, captains are encouraged to help out as-needed. Expected tasks include: clock operator, camera operator, statistic assistant, or other game management roles.
- League officials reserve the right to remove fans or players from the premises.
- If a guest of a player is subject to fan misconduct as determined by a referee or league official, the fan will be removed from the premises and banned from all MBL events for the remainder of the season. In extreme cases, the player may also be subject to a fine or suspension (their choice) for an amount/duration determined by the Commissioner.

## SEASON RULES

- The top six teams from each division make the playoffs. The top two teams from each division receive a first-round bye. The bottom two teams from each division do not make the playoffs.
- Tiebreaker Rules:
  - Two teams tied:
    - 1<sup>st</sup>: Head-to-Head
    - 2<sup>nd</sup>: Division Record
    - 3<sup>rd</sup>: Total Points Scored (Regular Season)
    - 4<sup>th</sup> Coin Flip (live with captains)
  - Three or more teams tied:
    - 1<sup>st</sup>: Head-to-Head
    - 2<sup>nd</sup>: Division Record
    - 3<sup>rd</sup>: Total Points Scored (Regular Season)
    - 4<sup>th</sup> Coin Flip (live with captains)
- Trades have an associated cost of \$40 per player involved. All trades must be completed before Week Four games are played.

## TEAM RULES

- Each team begins with a nine person roster, as drafted by the captains.
- Each team is allowed to add a player from the waiting list to their roster in the event of a player ejection from the league, season ending injury, or inability to play due to an uncontrollable circumstance. The player must be added before Week Six games are played. The new player may not exceed the star rating of the original player.
- A team can start or finish a game with four players. If a team has five players and someone picks up their 6<sup>th</sup> foul, they will not be out of the game. Instead, each foul after that functions as a technical. A team will automatically forfeit a game if they cannot field at least four players and the following rule will apply:
  - A team will be fined \$100 if they do not adhere to the previous rule. If a Home team forfeits a Crossover game, they will be assessed an additional Travel Expense Fee of \$25 per game. This fine is paid to the opposing team. The fine must be paid in full before the forfeiting team can participate in their next scheduled game. With a minimum 24-hour notice given to the league and the opposing team, this fine will be waived.
- Captains are responsible for assigning a team's starters, minutes, roles, and other functions of the game management aspect of their team. Not all players are expected to play an equal number of minutes and it is in the best interest of the team to put together the most competitive lineup possible. Draft picks from rounds 1-3 are considered starters. Draft picks from rounds 4 and 5 are considered swing players. Draft picks from rounds 6-8 are considered role players. Captains may adopt any of these roles.

## GAME-DAY RULES

- No one is allowed in the building for league activities before 3:30 PM (Sebago) and 5:00 PM (Kennebec).
- Game format is two 20-minute halves with running time for the first 18 minutes. Stoppage in final two minutes of both halves with stoppage on made baskets under one minute in second half.
- Halftime Break is a 3-minute period. May be shortened if both captains agree.
- Overtime is a 2-minute period with stoppage, 2OT is 1-minute period with stoppage, 3OT is no time on the clock and the first score wins (Golden Basket).
- In the playoffs, any overtime period is 5-minutes with stoppage under two minutes.
- Each team has three timeouts per game. (One 60-second and Two 30-second).
- Players are required to check-in with the statistician at the scorer's table before coming into or returning to the game. No substitutions may be made on the fly.
- If the referee calls an injury timeout, the players involved must be substituted.
- Two Technical Fouls is an ejection from the game and results in a \$20 fine OR 1-game suspension (player's choice). In some cases, the amount/duration may be modified.
- One Technical Foul (Dangerous Play/Inappropriate Behavior) is an ejection from the game and may result in banning from the league.
- All technical/intentional flagrant fouls are two shots and the ball.
- Use [NCAA Rules](#) with the following exceptions:
  - Option to advance the ball on timeouts in the stop-time period of either half.
  - Six foul player max.

- Jump balls are actual jump balls.

### **MISCELLANEOUS NOTES**

- Awards will be voted upon by players and league officials towards the end of the Regular Season. Only league officials, players, and approved voters may cast official votes.
- A player must play in at least 75% of the season's games to be considered for an award or honor. Injured players must play in at least 67% of the season's games to be considered.
- The last place captain for each division is the first captain to be replaced the following season if a new captain has interest in joining.
- Players on the sideline are required to stand behind the line of sight of the scorers table and broadcasting setups. A verbal warning will be given for the first two offenses in a game per individual. A third warning will result in a Team Foul. Subsequent offenses will result in a Technical Foul or Loss of a Timeout, whichever is deemed less impactful to the result of the game. These fouls will not result in fine or suspension unless deemed so by the Commissioner.
- A player who receives their third Technical Foul in a season will be given a warning. Subsequent fouls of this type will result in a 1-game suspension and \$25 fine, both of which must be served before they're eligible to play again. This rule still applies for playoff games including the league championship game.
- Any player who responds to this email with a confirmation that you read these rules will receive an entry for the end-of-season giveaway (more details TBA).

## **RESOURCES**

### **PRIMARY CONTACT**

Nicareece Hunter (He, Him, His)

Owner/Commissioner

207-649-6727

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### **SECONDARY CONTACTS**

Ryan Martin (He, Him, His)

Sebago Division Liaison

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Josh Berard (He, Him, His)

Kennebec Division Liaison

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