

MNBA 9th - 12th Grade Boys League Schedule

All games played at the Gauntlett Community Center

1 = Red	5 = Gray
2 = Blue	6 = Navy
3 = Green	7 = White
4 = Gold	8 = Purple

12/05/09	3:00pm	1 vs. 2	1/23/10	3:00pm	1 vs. 6
	4:00pm	3 vs. 4		4:00pm	4 vs. 8
	5:00pm	5 vs. 6		5:00pm	3 vs. 5
	6:00pm	7 vs. 8		6:00pm	2 vs. 7
12/12/09	3:00pm	4 vs. 7	1/30/10	3:00pm	3 vs. 8
	4:00pm	2 vs. 5		4:00pm	2 vs. 6
	5:00pm	6 vs. 8		5:00pm	1 vs. 4
	6:00pm	1 vs. 3		6:00pm	5 vs. 7
12/19/09	3:00pm	2 vs. 8	2/06/10	3:00pm	5 vs. 6
	4:00pm	1 vs. 5		4:00pm	7 vs. 8
	5:00pm	3 vs. 7		5:00pm	1 vs. 2
	6:00pm	4 vs. 6		6:00pm	3 vs. 4
1/09/10	3:00pm	3 vs. 6	2/13/10	3:00pm	playoff
	4:00pm	1 vs. 7		4:00pm	playoff
	5:00pm	2 vs. 4		5:00pm	playoff
	6:00pm	5 vs. 8		6:00pm	playoff
1/16/10	3:00pm	4 vs. 5	2/20/10	3:00pm	playoff
	4:00pm	6 vs. 7		4:00pm	playoff
	5:00pm	1 vs. 8		5:00pm	playoff
	6:00pm	2 vs. 3		6:00pm	playoff
			2/27/10	5:00pm	playoff
				6:00pm	playoff

IN CASE OF INCLEMENT WEATHER, PLEASE CALL 610-353-2326. A MESSAGE WILL BE LEFT BY 7:30AM INDICATING IF GAMES HAVE BEEN CANCELED FOR THAT DAY. IF THERE IS NO MESSAGE, GAMES WILL BE PLAYED AS SCHEDULED.

MNBA League Rules & Game Management

9th – 12th Grade Boys League

- A. All games will be played under PIAA Federation Rules.
- B. Exceptions:
 - 1. All players must play at least 20 minutes of each game they attend. In addition, if a team has six or more players present at a game, all players must sit out at least three minutes per half of that game.
 - 2. Four ten-minute quarters. Running clock for the first 9 minutes of each quarter with clock stopping only for time-outs and unusual delays (injury, equipment repair, etc.). Clock stops on all whistles in the last minute of each quarter.
 - 3. One-and-One on the 7th team foul of each half; Two shots on the 10th team foul of each half.
 - 4. Three 30-second time-outs for the entire game. One additional time-out for each overtime period.
 - 5. Each player is allowed five personal fouls.
 - 6. All overtime periods are three minutes. Running clock for the first two minutes; clock stops on all whistles the last minute.
 - 7. Head Coach may beckon the referee for a time-out.
 - 8. Three point shot is allowed if court has three point line.
 - 9. NO PRESSING by defensive team leading by ten (10) or more points. When defensive team is leading by ten (10) or more points, they must allow the offensive team to cross half court before defense can be played.
- C. Other Situations and Notes:
 - 1. Substitutions will be beckoned into the game by the referees. Players must report to the scorers table to enter the game.
 - 2. Taunting, profanity and trash talking will not be tolerated! Referees are not required to warn a player or coach before assessing a technical foul.

3. Players or coaches receiving their second technical foul of the season will automatically be suspended for the following game. A player or coach drawing their third technical foul of the season will be dismissed from the league. NO EXCEPTIONS!
 4. Fighting (includes pushing, kicking, etc.) is an automatic ejection and one game suspension. Second ejection for fighting is automatic dismissal from the league. NO EXCEPTIONS!
 5. All players must wear team color shirts with numbers on back. Any color shorts may be worn. Shirts must be tucked in and shorts must be pulled up to the waist. All jewelry must be removed before entering the game.
- D. Gym supervisors/scorekeepers will mediate all situations outside the authority of the game referees.
- E. Other Information:
1. We ask everyone (players included) not to bring any type of food, candy, gum or beverages into the gymnasiums. Players, however, are permitted to bring water bottles. Please enter gyms in designated areas only. Parents are reminded to supervise all children during the games.
 2. Spectators are not permitted to sit in the team bench area's during the game. Only coaches and players are permitted on the bench during games.

ENJOY THE LEAGUE AND HAVE FUN!