

  
**Marlboro Basketball**  
**Game Management**

Players on Team- SJ Dylan Brandon Josh Randy Mark Alex Phillip Rich

**On  
Floor**

1 <sup>st</sup> Qtr	2 <sup>nd</sup> Qtr	3 <sup>rd</sup> Qtr	4 <sup>th</sup> Qtr.	Free Play 4 Minutes
SJ	SJ	SJ	Alex	SJ / Mark
Dylan	Randy	Dylan	Randy	Dylan / Phillip
Josh	Mark	Josh	Mark	Josh / Randy
Alex	Phillip	Alex	Phillip	Alex
Richie	Brandon	Richie	Brandon	Richie / Brandon
<u>On the Bench / Resting</u>	<u>On the Bench / Resting</u>	<u>On the Bench / Resting</u>	<u>On the Bench / Resting</u>	
Mark	Dylan	Mark	SJ	
Phillip	Josh	Phillip	Josh	
Randy	Alex	Randy	Dylan	
Brandon	Richie	Brandon	Richie	
<b>Defense</b> Richie Dylan SJ Josh Alex	<b>Defense</b> Mark Brandon SJ Randy Phillip	<b>Defense</b> Dylan Richie SJ Josh Alex	<b>Defense</b> Mark Brandon Randy Alex Phillip	

**Every  
Player's  
Name must  
appear in  
This section**

**Defense**

**Rule Reminders**

**Clock**

**Playing Time 10-8 & 1 not in the last 4 minutes**

10 consecutive in the 1<sup>st</sup> half

8 consecutive in the 2<sup>nd</sup> half

1 rested 8 or 10 minute session in either half

**Marlboro Travel Players must sit a 10 minute segment**

Teams with 6 players must rest each player for 5 consecutive minutes.

**Fouls**

1 and 1 on **ten** team fouls per half or

3<sup>rd</sup> team foul in the last 2 minutes

- Clock stops on every whistle in the last 2 minutes
- On the first foul shot and restarts when the player is handed the basketball by the referee; except in the last 2 minutes- the clock restarts after the 2<sup>nd</sup> foul shot is rebounded if missed or inbounded if the shot is made.
- Clock stops for 20 seconds for the pre-set substitution times
- OT is 2 minutes - Clock stops on every whistle. 1 additional time out.

General- 4 timeouts per game – 1 additional in OT.