	Clinic	Boys1	Girls 1-2
Basket Ht.	8 ft. with extension	8 ft.	7ft. start – 8 ft. end
	hoop		
Ball Size	27" / 27.5"	27" / 27.5"	27" / 27.5"
Game Time	No Games – 4 on 4	No Games – 4 on 4	No Games – 4 on 4
	Developmental	Developmental	Developmental
	Scrimmages can be	Scrimmages can be	Scrimmages can be
	started sometime in	started sometime in	started sometime in
	January at the	January at the	January at the
	League President's	League President's	League President's
	discretion. These are	discretion. These are	discretion. These are
	only to be 30 minutes	only to be 30 minutes	only to be 30 minutes
	maximum – the first ½	maximum – the first ½	maximum – the first ½
	hour should be	hour should be	hour should be
	practice or stations.	practice or stations.	practice or stations.
Clock/Book	N/A	N/A	N/A
Intermission	N/A	N/A	N/A
Overtime	N/A	N/A	N/A
Referees	Coaches ref and are	Coaches ref and are	Coaches ref and are
	encouraged to stop	encouraged to stop	encouraged to stop
	and instruct on the	and instruct on the	and instruct on the
	spot	spot	spot
Playing Time	Equal playing time for	Equal playing time for	Equal playing time for
	all	all	all
Substitutions	No clock – coaches	No clock – coaches	No clock – coaches
	substitute as often as	substitute as often as	substitute as often as
	possible to get all	possible to get all	possible to get all
	players equal time	players equal time	players equal time
Time Outs	N/A	N/A	N/A
Team Fouls	N/A	N/A	N/A
Indiv. Fouls	N/A	N/A	N/A
3 second rule	N/A	N/A	N/A
Fall Back Rule	Yes – during	Yes – during	Yes – during
	scrimmages	scrimmages	scrimmages
Defensive	Defense should not	Defense should not	Defense should not
Restrictions	pressure ball until it	pressure ball until it	pressure ball until it
	enters the paint area	enters the paint area	enters the paint area
Bonus Half-time Free	N/A	N/A	N/A
Throws for advantage			
due to player			
differential			
Lop-Sided Score	N/A	N/A	N/A
Technical Fouls	N/A	N/A	N/A
Coaches	N/A	N/A	N/A

	Boys 2	Boys 3	Girls 3-4
Basket Ht.	9 ft.	10 ft.	9 ft.
Ball Size	28.5"	28.5"	28.5"
Game Time	No Games –	Four 8 minute running	Four 8 minute running
	Developmental	quarters. Clock only	quarters. Clock only
	Scrimmages can be	stops on free throws	stops on free throws
	started sometime in	and starts when	and starts when
	January at the	player is handed the	player is handed the
	League President's	ball for the 2 <sup>nd</sup> shot.	ball for the 2 <sup>nd</sup> shot.
	discretion. These are	Clock stops on all	Clock stops on all
	only to be 30 minutes	whistles in final 2	whistles in final 2
	maximum – the first ½	minutes of the game	minutes of the game
	hour should be	(in regular season	(in regular season
	practice or stations.	clock only stops if	clock only stops if
Clock/Dook	NI/A	time permits) Home: clock	time permits) Home: clock
Clock/Book	N/A	Away: book	Away: book
Intermission	N/A	1 minute between	1 minute between
1111611111331011	IV/A	qtrs., 2 minutes	qtrs., 2 minutes
		halftime	halftime
Overtime	N/A	One 3 minute	One 3 minute
Overtime	14/71	overtime – 1 add'l	overtime – 1 add'l
		timeout each (only if	timeout each (only if
		time permits in regular	time permits in regular
		season)	season)
Referees	Coaches ref and are	1 Patch Ref, 1	1 Patch Ref, 1
	encouraged to stop	Student	Student
	and instruct on the	Playoffs: 2 Patch Refs	Playoffs: 2 Patch Refs
	spot		
Playing Time	Equal playing time for	Each player must play	Each player must play
	all	at least 4 eighths and	at least 4 eighths and
		must sit at least 1	must sit at least 1
Cla atitti aa	At the all regions to records	eighth	eighth
Substitutions	At the 4 minute mark	At the 4 minute mark	At the 4 minute mark
	of each qtr. Play is stopped and players	of each qtr. Play is	of each qtr. Play is
	not in the game are	stopped and players not in the game are	stopped and players not in the game are
	substituted in.	substituted in. After	substituted in. After
	Substituted III.	each player has	each player has
		played their 4 eighths	played their 4 eighths
		free substitutions are	free substitutions are
		allowed.	allowed.
Time Outs	N/A	3 Per Team	3 Per Team
Team Fouls	N/A	7 <sup>th</sup> team foul per half	7 <sup>th</sup> team foul per half
		is 1 and 1. 10 <sup>th</sup> foul is	is 1 and 1. 10 <sup>th</sup> foul is
		2	2
Indiv. Fouls	N/A	5 fouls per player	5 fouls per player
3 second rule	N/A	Referees may instruct	Referees may instruct
		players about the rule	players about the rule but it is not enforced
		but it is not enforced	

	Boys 2	Boys 3	Girls 3-4
Fall Back Rule	Yes – during scrimmages	Yes	Yes
Defensive Restrictions	Defense should not pressure ball until it enters the paint area	Pressing only allowed the last minute of the game	Defense sets up inside the 3 point line and remains there until ball enters the area. Half court pickup is allowed in final 4 minutes of the game.
Bonus Half-time Free Throws for advantage due to player differential	N/A	If the team with a halftime lead has a lessor number of players than their opponent, the losing team will be allowed to take two foul shots during the half-time break for each player differential. Must be shot by different players.	If the team with a halftime lead has a lessor number of players than their opponent, the losing team will be allowed to take two foul shots during the half-time break for each player differential. Must be shot by different players.
Lop-Sided Score	N/A	>= 15: defense must pack it into paint. 1 <sup>st</sup> violation: warning. Subsequent violations: technical foul 2 free throws and possession of ball. If >= 20, travel players must be subbed at the immediate next sub change/qtr, until the score is < 15. Travel player(s) then may reenter at next qtr/sub change. If there is an injury or not enough players, then the travel player is permitted to stay in the game. If only 6 kids, but two travel players must be subbed for each other.	>= 15: defense must pack it into paint. 1st violation: warning. Subsequent violations: technical foul 2 free throws and possession of ball. If >= 20, travel players must be subbed at the immediate next sub change/qtr, until the score is < 15. Travel player(s) then may reenter at next qtr/sub change. If there is an injury or not enough players, then the travel player is permitted to stay in the game. If only 6 kids, but two travel players must be subbed for each other.

	Boys 2	Boys 3	Girls 3-4
Technical Fouls	N/A	Any player receiving a Technical must sit remaining 8 <sup>th</sup> of quarter	Any player receiving a Technical must sit remaining 8 <sup>th</sup> of quarter
Coaches	N/A	Only head coach may stand	Only head coach may stand

	Boys 4	Boys 5-6	Girls 5-6-7
Basket Ht.	10 ft.	10 ft.	10 ft.
Ball Size	28.5"	28.5"	28.5"
Game Time	Four 8 minute running	Four 8 minute running	Four 8 minute running
	quarters. Clock only	quarters. Clock only	quarters. Clock only
	stops on free throws	stops on free throws	stops on free throws
	and starts when	and starts when	and starts when
	player is handed the	player is handed the	player is handed the
	ball for the 2 <sup>nd</sup> shot.	ball for the 2 <sup>nd</sup> shot.	ball for the 2 <sup>nd</sup> shot.
	Clock stops on all	Clock stops on all	Clock stops on all
	whistles in final 2	whistles in final 2	whistles in final 2
	minutes of the game	minutes of the game	minutes of the game
	(in regular season	(in regular season	(in regular season
	clock only stops if	clock only stops if	clock only stops if
	time permits)	time permits)	time permits)
Clock/Book	Home: clock	Home: clock	Home: clock
	Away: book	Away: book	Away: book
Intermission	1 minute between	1 minute between	1 minute between
	qtrs. 2 minutes	qtrs. 2 minutes	qtrs. 2 minutes
Overtime	halftime One 3 minute	halftime One 3 minute	halftime One 3 minute
Overtime	overtime – 1 add'l	overtime – 1 add'l	overtime – 1 add'l
	timeout each (only if	timeout each (only if	timeout each (only if
	time permits in regular	time permits in regular	time permits in regular
	season)	season)	season)
Referees	1 Patch Ref, 1	2 Patch Refs	2 Patch Refs
110101003	Student Ref	21 41611 11613	21 4(6)11 (6)3
	Playoffs: 2 Patch Refs		
Playing Time	Each player must play	Each player must play	Each player must play
, 3	at least 4 eighths and	at least 4 eighths and	at least 4 eighths and
	must sit at least 1	must sit at least 1	must sit at least 1
	eighth	eighth	eighth
Substitutions	At the 4 minute mark	At the 5 minute mark	At the 5 minute mark
	of each qtr. Play is	of each qtr. Play is	of each qtr. Play is
	stopped and players	stopped and players	stopped and players
	not in the game are	not in the game are	not in the game are
	substituted in. After	substituted in. After	substituted in. After
	each player has	each player has	each player has
	played their 4 eighths	played their 4 eighths	played their 4 eighths
	free substitutions are	free substitutions are	free substitutions are
T: 0 !	allowed	allowed	allowed
Time Outs	3 Per Team	3 Per Team	3 Per Team
Team Fouls	7 <sup>th</sup> team foul per half	7 <sup>th</sup> team foul per half	7 <sup>th</sup> team foul per half
	is 1 and 1. 10 <sup>th</sup> foul is 2	is 1 and 1. 10 <sup>th</sup> foul is 2	is 1 and 1. 10 <sup>th</sup> foul is 2
Indiv. Fouls			
3 Second Rule	5 fouls per player Referees may instruct	5 fouls per player Enforced	5 fouls per player Enforced
3 Second hale	players about the rule	LIIIOICEU	LIIIOICEU
	but it is not enforced		
1	I DULILIO HUL CHIUIUCU	İ	
Fall Back Rule	Yes	Yes	Yes

	Boys 4	Boys 5-6	Girls 5-6-7
Defensive	Pressing only allowed	Pressing only allowed	Pressing only allowed
Restrictions	the last minute of the	the last minute of the	the last minute of the
	game	game	game
Bonus Half-time Free	If the team with a	If the team with a	If the team with a
Throws for advantage	halftime lead has a	halftime lead has a	halftime lead has a
due to player	lessor number of	lessor number of	lessor number of
differential	players than their	players than their	players than their
	opponent: The losing	opponent: The losing	opponent: The losing
	team will be allowed	team will be allowed	team will be allowed
	to take two foul shots	to take two foul shots	to take two foul shots
	during the half-time	during the half-time	during the half-time
	break for each player	break for each player	break for each player
	differential. Must be	differential. Must be	differential. Must be
	shot by different	shot by different	shot by different
	players.	players.	players.
Lop-Sided Score	15: defense must	15: defense must	15: defense must
	pack it into paint. 1st	pack it into paint. 1st	pack it into paint. 1st
	violation: warning.	violation: warning.	violation: warning.
	Subsequent	Subsequent	Subsequent
	violations: Technical	violations: Technical	violations: Technical
	foul 2 Free throws	foul 2 Free throws	foul 2 Free throws
	and possession of ball.	and possession of ball.	and possession of ball.
	If >= 20, travel players	If >= 20, travel players	If >= 20, travel players
	must be subbed at the	must be subbed at the	must be subbed at the
	immediate next sub	immediate next sub	immediate next sub
	change/qtr, until the	change/qtr, until the	change/qtr, until the
	score is < 15. Travel	score is < 15. Travel	score is < 15. Travel
	player(s) then may re-	player(s) then may re-	player(s) then may re-
	enter at next qtr/sub	enter at next qtr/sub	enter at next qtr/sub
	change. If there is an	change. If there is an	change. If there is an
	injury or not enough	injury or not enough	injury or not enough
	players, then the	players, then the	players, then the
	travel player is	travel player is	travel player is
	permitted to stay in	permitted to stay in	permitted to stay in
	the game. If only 6	the game. If only 6	the game. If only 6
	kids, but two travel	kids, but two travel	kids, but two travel
	players, the travel	players, the travel	players, the travel
	players must be	players must be	players must be
	subbed for each	subbed for each	subbed for each
	other.	other.	other.
Technical Fouls	Any player receiving a	Any player receiving a	Any player receiving a
	Technical must sit	Technical must sit	Technical must sit
	remaining 8 <sup>th</sup> of	remaining 8 <sup>th</sup> of	remaining 8 <sup>th</sup> of
O l	quarter.	quarter.	quarter.
Coaches	Only head coach may	Only head coach may	Only head coach may
	stand	stand	stand

	Boys 7-8	High School
Basket Ht.	10 ft.	10 ft.
Ball Size	Regulation	Regulation
Game Time	Four 10 minute	Four 10 minute
	running quarters.	running quarters.
	Clock only stops on	Clock only stops on
	free throws and starts	free throws and starts
	when player is	when player is
	handed the ball for	handed the ball for
	the 2 <sup>nd</sup> shot. Clock	the 2 <sup>nd</sup> shot. Clock
	stops on all whistles	stops on all whistles
	in final 2 minutes of	in final 2 minutes of
	the game (in regular	the game (in regular
	season clock only	season clock only
01 1/0 1	stops if time permits)	stops if time permits)
Clock/Book	Home: clock	Home: clock
lata maia aia	Away: book	Away: book
Intermission	1 minute between	1 minute between
	qtrs. 2 minutes	qtrs. 2 minutes
Overtime	halftime One 3 minute	halftime One 3 minute
Overtime	overtime – 1 add'l	overtime – 1 add'l
	timeout each (only if	timeout each (only if
	time permits in regular	time permits in regular
	season)	season)
Referees	2 Patch Refs	2 Patch Refs
Playing Time	Each player must play	Each player must play
l laying imic	at least 4 eighths and	at least 4 eighths and
	must sit at least 1	must sit at least 1
	eighth	eighth
Substitutions	At the 5 minute mark	At the 5 minute mark
	of each qtr. Play is	of each qtr. Play is
	stopped and players	stopped and players
	not in the game are	not in the game are
	substituted in. After	substituted in. After
	each player has	each player has
	played their 4 eighths	played their 4 eighths
	free substitutions are	free substitutions are
T: 0 :	allowed.	allowed.
Time Outs	3 Per Team	3 Per Team
Team Fouls	7 <sup>th</sup> team foul per half	7 <sup>th</sup> team foul per half
	is 1 and 1. 10 <sup>th</sup> foul is	is 1 and 1. 10 <sup>th</sup> foul is
India Fouls	E Foule per player	5 Fouls nor player
Indiv. Fouls	5 Fouls per player	5 Fouls per player
3 second rule	Enforced	Enforced
Fall Back Rule	No	No
Defensive	Full court defense is	Full court defense
Restrictions	allowed the last 5	only during the last 2
Denue Half Ales - Fire	minutes of the game	minutes of each half
Bonus Half-time Free	If the team with a	N/A

J 3 1	halftime lead has a	
differential	lessor number of players than their opponent: The losing team will be allowed to take two foul shots during the half-time break for each player differential. Must be shot by different players.	
Lop-Sided Score	>=20 1. Defense must pack inside the 3 point line.1st violation: warning. Subsequent violations: Technical foul 2 Free throws and possession of ball. 2. No fast break, if the team does it's a turnover and any baskets don't count. 3. Top 2 players must be subbed out at the next sub change/qtr, until the score is < 15.Top 2 players then may reenter at next qtr/sub change. If there is an injury or not enough players, then the top players are permitted to stay in the game. If only 6 kids, the top 2 players must be subbed for each other. If there is a debate on top 2 players, opposing coach can decide who should come out of	N/A
Technical Fouls	game. Any player receiving a Technical must sit remaining 8 <sup>th</sup> of quarter	Any player receiving a Technical must sit remaining 8 <sup>th</sup> of quarter

	Boys 7-8	High School
Coaches	Only head coach may stand	Only head coach may stand. Only HYAA certified coaches & HYAA registered high school rec players allowed on the bench.