

HYAA Recreation Basketball Rules Summary

|                       | <b>Clinic</b>   | <b>Boys 1</b>   | <b>Girls 1-2</b>  |
|-----------------------|---|---|---|
| <b>Basket Ht.</b>     | 8 ft with extension hoop  | 8 ft  | 7ft start - 8ft end   |
| <b>Ball Size</b>      | 27" / 27.5"   | 27" / 27.5"   | 27" / 27.5"   |
| <b>Game Time</b>      | No Games - 4 on 4<br>Developmental Scrimmages (we don't keep score) can be started sometime in January at the League President's discretion. These are only to be 30 minutes maximum - the first 1/2 hour should be practice or stations. | No Games - 4 on 4<br>Developmental Scrimmages (we don't keep score) can be started sometime in January at the League President's discretion. These are only to be 30 minutes maximum - the first 1/2 hour should be practice or stations. | No Games - Developmental Scrimmages (we don't keep score) can be started sometime in January at the League President's discretion. These are only to be 30 minutes maximum - the first 1/2 hour should be practice or stations. |
| <b>Clock/Book</b>     | N/A   | N/A   | N/A   |
| <b>Intermission</b>   | N/A   | N/A   | N/A   |
| <b>Overtime</b>       | N/A   | N/A   | N/A   |
| <b>Referees</b>       | Coaches ref and are encouraged to stop and instruct on the spot   | Coaches ref and are encouraged to stop and instruct on the spot   | Coaches ref and are encouraged to stop and instruct on the spot   |
| <b>Playing Time</b>   | Equal Playing time for all  | Equal Playing time for all  | Equal Playing time for all  |
| <b>Substitutions</b>  | No clock - coaches substitute as often as possible to get all players equal time  | No clock - coaches substitute as often as possible to get all players equal time  | No clock - coaches substitute as often as possible to get all players equal time  |
| <b>Time Outs</b>      | N/A   | N/A   | N/A   |
| <b>Team Fouls</b>     | N/A   | N/A   | N/A   |
| <b>Indiv. Fouls</b>   | N/A   | N/A   | N/A   |
| <b>3 second rule</b>  | N/A   | N/A   | N/A   |
| <b>Fall Back Rule</b> | Yes - during scrimmages   | Yes - during scrimmages   | Yes - during scrimmages   |

HYAA Recreation Basketball Rules Summary

|  | <b>Clinic</b>   | <b>Boys 1</b>   | <b>Girls 1-2</b>  |
|--|---|---|---|
| <b>Defensive Restrictions</b>  | Defense should not pressure ball until it enters the paint area | Defense should not pressure ball until it enters the paint area | Defense should not pressure ball until it enters the paint area |
| <b>Bonus Half-time Free Throws for advantage due to player differential.</b> | N/A   | N/A   | N/A   |
| <b>Lop-Sided Score</b>   | N/A   | N/A   | N/A   |
| <b>Technical Fouls</b>   | N/A   | N/A   | N/A   |
| <b>Coaches</b>   | N/A   | N/A   | N/A   |

HYAA Recreation Basketball Rules Summary

|                       | <b>Boys 2</b>   | <b>Boys 3</b>   | <b>Girls 3-4</b>  |
|-----------------------|---|---|---|
| <b>Basket Ht.</b>     | 9 ft  | 10 ft   | 9 ft  |
| <b>Ball Size</b>      | 28.5"   | 28.5"   | 28.5"   |
| <b>Game Time</b>      | No Games - Developmental Scrimmages (we don't keep score) can be started sometime in January at the League President's discretion. These are only to be 30 minutes maximum - the first 1/2 hour should be practice or stations. | Four 8 minute running quarters. Clock only stops on free throws and starts when player is handed the ball for the 2nd shot. Clock stops on all whistles in final 2 minutes of the game. (In regular season clock only stops if time permits.) | Four 8 minute running quarters. Clock only stops on free throws and starts when player is handed the ball for the 2nd shot. Clock stops on all whistles in final 2 minutes of the game. (In regular season clock only stops if time permits.) |
| <b>Clock/Book</b>     | N/A   | Home: clock      Away: book   | Home: clock      Away: book   |
| <b>Intermission</b>   | N/A   | 1 minute between qtrs   2 minutes halftime  | 1 minute between qtrs   2 minutes halftime  |
| <b>Overtime</b>       | N/A   | One 3 minute overtime - 1 add'l timeout each. (Only if timepermits in regular season)   | One 3 minute overtime - 1 add'l timeout each. (Only if timepermits in regular season)   |
| <b>Referees</b>       | Coaches ref and are encouraged to stop and instruct on the spot   | 2 Student Refs; Playoffs: 1 Patch Ref   | 2 Student Refs; Playoffs: 1 Patch Ref   |
| <b>Playing Time</b>   | Equal Playing time for all  | Each player must play at least 4 eighths and must sit at least 1 eighth   | Each player must play at least 4 eighths and must sit at least 1 eighth   |
| <b>Substitutions</b>  | At the 4 minute mark of each qtr play is stopped and players not in the game are substituted in.  | At the 4 minute mark of each qtr play is stopped and players not in the game are substituted in. After each player has played their 4 eights free substitutions are allowed.  | At the 4 minute mark of each qtr play is stopped and players not in the game are substituted in. After each player has played their 4 eights free substitutions are allowed.  |
| <b>Time Outs</b>      | N/A   | <b>NEW IN 2014:</b> Each team gets Two 1 minute timeouts plus Two 30 second timeouts.   | <b>NEW IN 2014:</b> Each team gets Two 1 minute timeouts plus Two 30 second timeouts.   |
| <b>Team Fouls</b>     | N/A   | 7th team foul per half is 1 and 1. 10th foul is 2.  | 7th team foul per half is 1 and 1. 10th foul is 2.  |
| <b>Indiv. Fouls</b>   | N/A   | 5 Fouls per player  | 5 Fouls per player  |
| <b>3 second rule</b>  | N/A   | Referees may instruct players about the rule but it is not strictly enforced  | Referees may instruct players about the rule but it is not strictly enforced  |
| <b>Fall Back Rule</b> | Yes - during scrimmages   | Yes   | Yes   |

HYAA Recreation Basketball Rules Summary

|  | <b>Boys 2</b>   | <b>Boys 3</b>  | <b>Girls 3-4</b>   |
|--|---|--|--|
| <b>Defensive Restrictions</b>  | Defense should not pressure ball until it enters the paint area | No pressing. No defense in the backcourt.  | Defense sets up inside the 3 point line and remains there until ball enters the area. Half court pick-up is allowed in final 4 minutes of the game.  |
| <b>Bonus Half-time Free Throws for advantage due to player differential.</b> | N/A   | <b><i>If the team with a halftime lead has a lessor number of players than their opponent:</i></b><br>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. | <b><i>If the team with a halftime lead has a lessor number of players than their opponent:</i></b><br>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. |
| <b>Lop-Sided Score</b>   | N/A   | 15 defense must pack it into paint. 1st violation: warning. Subsequesnt violations: Technical foul 2 Free throws and possession of ball.   | 15 defense must pack it into paint. 1st violation: warning. Subsequesnt violations: Technical foul 2 Free throws and possession of ball.   |
| <b>Technical Fouls</b>   | N/A   | Any player receiving a Technical must sit remaining 8th of quarter.  | Any player receiving a Technical must sit remaining 8th of quarter.  |
| <b>Coaches</b>   | N/A   | Only head coach may stand  | Only head coach may stand  |

HYAA Recreation Basketball Rules Summary

|                       | <b>Boys 4</b>   | <b>Boys 5-6</b>  | <b>Girls 5-6 and 7/8/9</b>   |
|-----------------------|---|--|--|
| <b>Basket Ht.</b>     | 10 ft   | 10 ft  | 10 ft  |
| <b>Ball Size</b>      | 28.5"   | 28.5"  | 28.5"  |
| <b>Game Time</b>      | Four 8 minute running quarters. Clock only stops on free throws and starts when player is handed the ball for the 2nd shot. Clock stops on all whistles in final 2 minutes of the game. (In regular season clock only stops if time permits.) | Four 10 minute running quarters. Clock only stops on free throws and starts when player is handed the ball for the 2nd shot. Clock stops on all whistles in final 2 minutes of the game. (In regular season clock only stops if time permits.) | Four 10 minute running quarters. Clock only stops on free throws and starts when player is handed the ball for the 2nd shot. Clock stops on all whistles in final 2 minutes of the game. (In regular season clock only stops if time permits.) |
| <b>Clock/Book</b>     | Home: clock      Away: book   | Home: clock      Away: book  | Home: clock      Away: book  |
| <b>Intermission</b>   | 1 minute between qtrs 2 minutes halftime  | 1 minute between qtrs 2 minutes halftime   | 1 minute between qtrs 2 minutes halftime   |
| <b>Overtime</b>       | One 3 minute overtime - 1 add'l timeout each. (Only if timepermits in regular season)   | One 3 minute overtime - 1 add'l timeout each. (Only if timepermits in regular season)  | One 3 minute overtime - 1 add'l timeout each. (Only if timepermits in regular season)  |
| <b>Referees</b>       | 1 Patch Ref, 1 Student; Playoffs: 2 Patch Refs  | 2 Patch Refs   | 2 Patch Refs   |
| <b>Playing Time</b>   | Each player must play at least 4 eighths and must sit at least 1 eighth   | Each player must play at least 4 eighths and must sit at least 1 eighth  | Each player must play at least 4 eighths and must sit at least 1 eighth  |
| <b>Substitutions</b>  | At the 4 minute mark of each qtr play is stopped and players not in the game are substituted in. After each player has played their 4 eights free substitutions are allowed.  | At the 5 minute mark of each qtr play is stopped and players not in the game are substituted in. After each player has played their 4 eights free substitutions are allowed.   | At the 5 minute mark of each qtr play is stopped and players not in the game are substituted in. After each player has played their 4 eights free substitutions are allowed.   |
| <b>Time Outs</b>      | <b>NEW IN 2014:</b> Each team gets Two 1 minute timeouts plus Two 30 second timeouts.   | <b>NEW IN 2014:</b> Each team gets Two 1 minute timeouts plus Two 30 second timeouts.  | <b>NEW IN 2014:</b> Each team gets Two 1 minute timeouts plus Two 30 second timeouts.  |
| <b>Team Fouls</b>     | 7th team foul per half is 1 and 1. 10th foul is 2.  | 7th team foul per half is 1 and 1. 10th foul is 2.   | 7th team foul per half is 1 and 1. 10th foul is 2.   |
| <b>Indiv. Fouls</b>   | 5 Fouls per player  | 5 Fouls per player   | 5 Fouls per player   |
| <b>3 second rule</b>  | Enforced (but more like a 4-5 second rule)  | Enforced   | Enforced   |
| <b>Fall Back Rule</b> | Yes   | Yes  | Yes  |

HYAA Recreation Basketball Rules Summary

|  | <b>Boys 4</b>   | <b>Boys 5-6</b>   | <b>Girls 5-6 and 7/8/9</b>  |
|--|---|---|---|
| <b>Defensive Restrictions</b>  | No pressing. No defense in the backcourt.   | No pressing. No defense in the backcourt.   | No pressing. No defense in the backcourt.   |
| <b>Bonus Half-time Free Throws for advantage due to player differential.</b> | <i>If the team with a halftime lead has a lessor number of players than their opponent:</i><br>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. | <i>If the team with a halftime lead has a lessor number of players than their opponent:</i><br>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. | <i>If the team with a halftime lead has a lessor number of players than their opponent:</i><br>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. |
| <b>Lop-Sided Score</b>   | 15 defense must pack it into paint. 1st violation: warning. Subsequesnt violations: Technical foul 2 Free throws and possession of ball.  | 15 defense must pack it into paint. 1st violation: warning. Subsequesnt violations: Technical foul 2 Free throws and possession of ball.  | 15 defense must pack it into paint. 1st violation: warning. Subsequesnt violations: Technical foul 2 Free throws and possession of ball.  |
| <b>Technical Fouls</b>   | Any player receiving a Technical must sit remaining 8th of quarter.   | Any player receiving a Technical must sit remaining 8th of quarter.   | Any player receiving a Technical must sit remaining 8th of quarter.   |
| <b>Coaches</b>   | Only head coach may stand   | Only head coach may stand   | Only head coach may stand   |

HYAA Recreation Basketball Rules Summary

|                       | <b>Boys 7-8</b>  | <b>High School</b>   |
|-----------------------|--|--|
| <b>Basket Ht.</b>     | 10 ft  | 10 ft  |
| <b>Ball Size</b>      | Regulation   | Regulation   |
| <b>Game Time</b>      | Four 10 minute running quarters. Clock only stops on free throws and starts when player is handed the ball for the 2nd shot. Clock stops on all whistles in final 2 minutes of the game. (In regular season clock only stops if time permits.) | Four 10 minute running quarters. Clock only stops on free throws and starts when player is handed the ball for the 2nd shot. Clock stops on all whistles in final 2 minutes of the game. (In regular season clock only stops if time permits.) |
| <b>Clock/Book</b>     | Home: clock      Away: book  | Home: clock      Away: book  |
| <b>Intermission</b>   | 1 minute between qtrs   2 minutes halftime   | 1 minute between qtrs   2 minutes halftime   |
| <b>Overtime</b>       | One 3 minute overtime - 1 add'l timeout each. (Only if timepermits in regular season)  | One 3 minute overtime - 1 add'l timeout each. (Only if timepermits in regular season)  |
| <b>Referees</b>       | 2 Patch Refs   | 2 Patch Refs   |
| <b>Playing Time</b>   | Each player must play at least 4 eighths and must sit at least 1 eighth  | Each player must play at least 4 eighths and must sit at least 1 eighth  |
| <b>Substitutions</b>  | At the 5 minute mark of each qtr play is stopped and players not in the game are substituted in. After each player has played their 4 eights free substitutions are allowed.   | At the 5 minute mark of each qtr play is stopped and players not in the game are substituted in. After each player has played their 4 eights free substitutions are allowed.   |
| <b>Time Outs</b>      | <b>NEW IN 2014:</b> Each team gets Two 1 minute timeouts plus Two 30 second timeouts.  | <b>NEW IN 2014:</b> Each team gets Two 1 minute timeouts plus Two 30 second timeouts.  |
| <b>Team Fouls</b>     | 7th team foul per half is 1 and 1. 10th foul is 2.   | 7th team foul per half is 1 and 1. 10th foul is 2.   |
| <b>Indiv. Fouls</b>   | 5 Fouls per player   | 5 Fouls per player   |
| <b>3 second rule</b>  | Enforced   | Enforced   |
| <b>Fall Back Rule</b> | No   | No   |

HYAA Recreation Basketball Rules Summary

|  | <b>Boys 7-8</b>  | <b>High School</b>   |
|--|--|--|
| <b>Defensive Restrictions</b>  | Full Court defense is allowed.   | Full Court defense is allowed.   |
| <b>Bonus Half-time Free Throws for advantage due to player differential.</b> | <i><b>If the team with a halftime lead has a lessor number of players than their opponent:</b></i><br>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. | <i><b>If the team with a halftime lead has a lessor number of players than their opponent:</b></i><br>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. |
| <b>Lop-Sided Score</b>   | 15 defense must pack it into paint. 1st violation: warning. Subsequesnt violations: Technical foul 2 Free throws and possession of ball.   | 16 defense must pack it into paint. 1st violation: warning. Subsequesnt violations: Technical foul 2 Free throws and possession of ball.   |
| <b>Technical Fouls</b>   | Any player receiving a Technical must sit remaining 8th of quarter.  | Any player receiving a Technical must sit remaining 8th of quarter.  |
| <b>Coaches</b>   | Only head coach may stand  | Only head coach may stand  |