

## HYAA Recreation Basketball Rules Summary

	Clinic	Boys1	Girls 1-2
Basket Ht.	8 ft. with extension hoop	8 ft.	7ft. start – 8 ft. end
Ball Size	27" / 27.5"	27" / 27.5"	27" / 27.5"
Game Time	No Games – 4 on 4 Developmental Scrimmages can be started sometime in January at the League President's discretion. These are only to be 30 minutes maximum – the first ½ hour should be practice or stations.	No Games – 4 on 4 Developmental Scrimmages can be started sometime in January at the League President's discretion. These are only to be 30 minutes maximum – the first ½ hour should be practice or stations.	No Games – 4 on 4 Developmental Scrimmages can be started sometime in January at the League President's discretion. These are only to be 30 minutes maximum – the first ½ hour should be 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 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
Playing Time	Equal playing time for all	Equal playing time for all	Equal playing time for all
Substitutions	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
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 scrimmages	Yes – during scrimmages	Yes – during scrimmages
Defensive Restrictions	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
Bonus Half-time Free Throws for advantage due to player differential	N/A	N/A	N/A
Lop-Sided Score	N/A	N/A	N/A
Technical Fouls	N/A	N/A	N/A
Coaches	N/A	N/A	N/A

## HYAA Recreation Basketball Rules Summary

	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 – Developmental Scrimmages can be started sometime in January at the League President's discretion. These are only to be 30 minutes maximum – the first ½ 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 2 <sup>nd</sup> 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 2 <sup>nd</sup> shot. Clock stops on all whistles in final 2 minutes of the game (in regular season clock only stops if time permits)
Clock/Book	N/A	Home: clock Away: book	Home: clock Away: book
Intermission	N/A	1 minute between qtrs., 2 minutes halftime	1 minute between qtrs., 2 minutes halftime
Overtime	N/A	One 3 minute overtime – 1 add'l timeout each (only if time permits in regular season)	One 3 minute overtime – 1 add'l timeout each (only if time permits in regular season)
Referees	Coaches ref and are encouraged to stop and instruct on the spot	1 Patch Ref, 1 Student Playoffs: 2 Patch Refs	1 Patch Ref, 1 Student Playoffs: 2 Patch Refs
Playing Time	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
Substitutions	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 eighths 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 eighths free substitutions are allowed.
Time Outs	N/A	3 Per Team	3 Per Team
Team Fouls	N/A	7 <sup>th</sup> team foul per half is 1 and 10 <sup>th</sup> foul is 2	7 <sup>th</sup> team foul per half is 1 and 10 <sup>th</sup> foul is 2
Indiv. Fouls	N/A	5 fouls per player	5 fouls per player
3 second rule	N/A	Referees may instruct players about the rule but it is not enforced	Referees may instruct players about the rule but it is not enforced

## HYAA Recreation Basketball Rules Summary

	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 pick-up 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 lesser 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 lesser 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 re-enter 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, the travel players must be subbed for each other.	>= 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 re-enter 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, the travel players must be subbed for each other.

## HYAA Recreation Basketball Rules Summary

	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

## HYAA Recreation Basketball Rules Summary

	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 quarters. Clock only stops on free throws and starts when player is handed the ball for the 2 <sup>nd</sup> 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 2 <sup>nd</sup> 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 2 <sup>nd</sup> shot. Clock stops on all whistles in final 2 minutes of the game (in regular season clock only stops if time permits)
Clock/Book	Home: clock Away: book	Home: clock Away: book	Home: clock Away: book
Intermission	1 minute between qtrs. 2 minutes halftime	1 minute between qtrs. 2 minutes halftime	1 minute between qtrs. 2 minutes halftime
Overtime	One 3 minute overtime – 1 add'l timeout each (only if time permits in regular season)	One 3 minute overtime – 1 add'l timeout each (only if time permits in regular season)	One 3 minute overtime – 1 add'l timeout each (only if time permits in regular season)
Referees	1 Patch Ref, 1 Student Ref Playoffs: 2 Patch Refs	2 Patch Refs	2 Patch Refs
Playing Time	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
Substitutions	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 eighths 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 eighths 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 eighths free substitutions are allowed
Time Outs	3 Per Team	3 Per Team	3 Per Team
Team Fouls	7 <sup>th</sup> team foul per half is 1 and 1. 10 <sup>th</sup> foul is 2	7 <sup>th</sup> team foul per half is 1 and 1. 10 <sup>th</sup> foul is 2	7 <sup>th</sup> team foul per half is 1 and 1. 10 <sup>th</sup> foul is 2
Indiv. Fouls	5 fouls per player	5 fouls per player	5 fouls per player
3 Second Rule	Referees may instruct players about the rule but it is not enforced	Enforced	Enforced
Fall Back Rule	Yes	Yes	Yes

## HYAA Recreation Basketball Rules Summary

	Boys 4	Boys 5-6	Girls 5-6-7
Defensive Restrictions	Pressing only allowed the last minute of the game	Pressing only allowed the last minute of the game	Pressing only allowed the last minute of the game
Bonus Half-time Free Throws for advantage due to player differential	If the team with a halftime lead has a lesser 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 lesser 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 lesser 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	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 $\geq 20$ , travel players must be subbed at the immediate next sub change/qtr, until the score is $< 15$ . Travel player(s) then may re-enter 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, the travel players must be subbed for each other.	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 $\geq 20$ , travel players must be subbed at the immediate next sub change/qtr, until the score is $< 15$ . Travel player(s) then may re-enter 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, the travel players must be subbed for each other.	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 $\geq 20$ , travel players must be subbed at the immediate next sub change/qtr, until the score is $< 15$ . Travel player(s) then may re-enter 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, the travel players must be subbed for each other.
Technical Fouls	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.	Any player receiving a Technical must sit remaining 8 <sup>th</sup> of quarter.
Coaches	Only head coach may stand	Only head coach may stand	Only head coach may stand

## HYAA Recreation Basketball Rules Summary

	Boys 7-8	High School
Basket Ht.	10 ft.	10 ft.
Ball Size	Regulation	Regulation
Game Time	Four 10 minute running quarters. Clock only stops on free throws and starts when player is handed the ball for the 2 <sup>nd</sup> 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 2 <sup>nd</sup> shot. Clock stops on all whistles in final 2 minutes of the game (in regular season clock only stops if time permits)
Clock/Book	Home: clock Away: book	Home: clock Away: book
Intermission	1 minute between qtrs. 2 minutes halftime	1 minute between qtrs. 2 minutes halftime
Overtime	One 3 minute overtime – 1 add'l timeout each (only if time permits in regular season)	One 3 minute overtime – 1 add'l timeout each (only if time permits in regular season)
Referees	2 Patch Refs	2 Patch Refs
Playing Time	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
Substitutions	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 eighths 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 eighths free substitutions are allowed.
Time Outs	3 Per Team	3 Per Team
Team Fouls	7 <sup>th</sup> team foul per half is 1 and 1. 10 <sup>th</sup> foul is 2	7 <sup>th</sup> team foul per half is 1 and 1. 10 <sup>th</sup> foul is 2
Indiv. Fouls	5 Fouls per player	5 Fouls per player
3 second rule	Enforced	Enforced
Fall Back Rule	No	No
Defensive Restrictions	Full court defense is allowed the last 5 minutes of the game	Full court defense is allowed
Bonus Half-time Free	If the team with a	If the team with a

## HYAA Recreation Basketball Rules Summary

	Boys 7-8	High School
Throws for advantage due to player differential	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.	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	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 $\geq 20$ , travel players must be subbed at the immediate next sub change/qtr, until the score is $< 15$ . Travel player(s) then may re-enter 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, the travel players must be subbed for each other.	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 $\geq 20$ , travel players must be subbed at the immediate next sub change/qtr, until the score is $< 15$ . Travel player(s) then may re-enter 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, the travel players must be subbed for each other.
Technical Fouls	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	Only head coach may stand	Only head coach may stand