

## 2012 HILLSBORO SPORTS ASSOCIATION BASKETBALL LEAGUE RULES

Admission Cost to Games: \$2.00 - Home Team keeps OFFICIAL Score and Scoreboard.

New: Each player on both teams will shoot 1 lay-up prior to the start of the game. Each made lay-up will count 1 point for the appropriate team. Maximum that can be scored is the team with the fewest players. But all get to shoot. At half time of each game, each player on both teams will shoot 1 free throw. Each made free throw will count 1 point for the appropriate team. Maximum that can be scored is the team with the fewest players. But all get to shoot.

1. All teams get a 5 minute warm up before their game.
2. ***Each player will play a minimum of a quarter of the game. Only 5<sup>th</sup> and 6<sup>th</sup> Grade Boys and Girls will have at least 8 players play a quarter of each game. If they do not get in a game, they HAVE to start the following game. Violation: Forfeit.***
3. Substitutions: Free substitution in all age groups as long as #2 is met. All substitutions will check in with the scorekeeper. Any sub not checking in with the scorekeeper will result in a technical foul on the coach.
4. Quarter Duration:
  - PK & K; 6 minute quarters.
  - All other age groups; 8 minute quarters.
5. Clock will run continuously in all age groups except:
  - During Free Throws
  - Time Outs
  - Referee Stoppage
  - Injuries
  - Last 2 minutes of each half, except for PK/K which it will run continuously.
6. Timeouts: 2 timeouts per team per half lasting one minute. 5<sup>th</sup>/6<sup>th</sup> grade divisions will also get one (1) 30 second timeout per half. Violation: Technical.
7. Halftime: 5 minutes. (Free Throws will be shot after the 5 minute period)
8. Lane Violations: 5 seconds for all age groups.
9. In-Bounds/Jump Ball
  - Pre-K/K, 1<sup>st</sup>/2<sup>nd</sup> & 3<sup>rd</sup>/4<sup>th</sup>: Home team in-bounds the ball to start the game, then possession arrow.
  - 5<sup>th</sup>/6<sup>th</sup>: Jump Ball to start the game, then possession arrow.
10. Free Throws:
  - Pre-K/K: Bottom of the circle.
  - 1<sup>st</sup>/2<sup>nd</sup> & 3<sup>rd</sup>/4<sup>th</sup>: 1 Foot in front of the Regulation Line,
  - Everyone else: Normal Regulation Line
11. Goal Height:
  - Pre-K/K: 6 ½ foot goals.
  - 1<sup>st</sup>/2<sup>nd</sup>: 8 ½ foot goals.
  - All other grade divisions: Normal Regulated Goal Heights.

(CONTINUED ON THE NEXT PAGE)

(CONTINUED)

12. Ball Size:

- Pre-K/K: 27.5 inch ball.
- 1<sup>st</sup>/2<sup>nd</sup>, 3<sup>rd</sup>/4<sup>th</sup> & 5<sup>th</sup>/6<sup>th</sup> grade girls divisions: 28.5 inch ball (Women's Basketball).
- 5<sup>th</sup>/6<sup>th</sup> grade boys division: 29.5 inch ball (Regular Men's Basketball).

13. Full-Court Press:

- Pre-K/K & 1<sup>st</sup>/2<sup>nd</sup> grade divisions: NO FULL COURT PRESS. ONLY MAN-TO-MAN DEFENSE. Defensive players can pick up offensive players AFTER they have crossed mid-court. Play will not resume until all defensive players are beyond the half court line. (Another words, NO FAST BREAKS). Courtesy Rules must be observed. Staling getting back not allowed. Ref's discretion. Violation: Warning then Technical.
- 3<sup>rd</sup>/4<sup>th</sup> grade divisions: FULL COURT PRESS only in the last 2 minutes of each half (2<sup>nd</sup> and 4<sup>th</sup> quarters). During other times, refer to Pre-K/K & 1<sup>st</sup>/2<sup>nd</sup> grade division rule. Courtesy Rule must be observed..
- 5<sup>th</sup>/6<sup>th</sup> grade divisions: FULL COURT PRESS at any time. Courtesy Rule must be observed

14. Zone vs. Man-to-Man Defense:

- Pre-K/K & 1<sup>st</sup>/2<sup>nd</sup> grade divisions: NO ZONE at any time. But once a player enters the paint with the ball, Man-to-Man is not required. Courtesy Rule must be observed.
- 3<sup>rd</sup>/4<sup>th</sup> grade divisions: Man-to-man 1<sup>st</sup> and 3<sup>rd</sup> quarters. But once a player enters the paint with the ball, Man-to Man is not required. Can play zone in 2<sup>nd</sup> and 4<sup>th</sup> quarters. Courtesy Rule must be observed.
- 5<sup>th</sup>/6<sup>th</sup> grade divisions: Play Ball. Courtesy Rule must be observed.

15. Stealing:

- Pre-K/K & 1<sup>st</sup>/2<sup>nd</sup> grade divisions: No stealing from a player who is dribbling the ball (unless inside the paint). Stealing is permitted if the ball is passed or the dribbler loses control of the ball. This is at the discretion of the referee. Staling not allowed. Violation: Warning then Technical.
- All other grade divisions: Normal game rules.

16. One on one foul shots start on the 6<sup>th</sup> team foul. Players foul out on their 5<sup>th</sup> foul.

17. 2 Technical Fouls on any player will result in ejection of that player.

18. 2 Technical Fouls on any coach will result in a forfeiture of the game.

19. Coaches are responsible for their team

20. Players are to raise their hands when a foul is called on them.

21. Courtesy Rule:

- Pre-K/K & 1<sup>st</sup>/2<sup>nd</sup> grade divisions:  
10 Point Lead – Team leading must play defense behind the 3 point arc.  
20 Point Lead – Team leading must play defense in the paint.
- 3<sup>rd</sup>/4<sup>th</sup> grade divisions:  
10 Point Lead – Team leading must play defense in the paint.
- 5<sup>th</sup>/6<sup>th</sup> grade divisions:  
10 Point Lead – Team leading must play defense behind the 3 point arc.

(CONTINUED ON THE NEXT PAGE)

(CONTINUED)

22. All calls by the referees are final. Referees have complete jurisdiction of the game. There will be a GAME ADMINISTRATOR on site at every game to enforce and carry out any necessary actions that are required.
23. Two coaches are allowed during a game. One additional coach can assist the team in warm-ups. All coaches must remain seated unless you are instructing your team, which only one coach can stand at this time.
24. Practices will be at the discretion of the coach with HSA scheduling what they can.
25. Overtime:
  - Begins with a jump ball.
  - Duration: 3 minutes in 5<sup>th</sup>/6<sup>th</sup> grade divisions, all others: 2 minutes.
  - Maximum: One (1) Overtime, otherwise the game will end in a tie.
  - Overtime Timeouts: Each team has 2 timeouts during overtime.
26. Respect the gym property. Clean up after your game. Coaches will be responsible for their bench area and the floor after their games. Make sure you leave it the way you found it. CLEAN!!!!
27. Profanity will not be tolerated. Consider this as your warning. One slip and you can hear about the game in the parking lot.
28. Any player seen throwing anything, threatening anyone, taunting, or inciting a fight will be ejected from the game and will sit out the next game. Coaches, this also is your player's warning.
29. NO ONE IS ALLOWED ON THE FLOOR, BENCH AREA, OR SCORER'S TABLE AT ANY TIME other than the two teams warming up/playing, referees and scorer's table attendees. The only attendees at the scorer's table will be the scorekeeper and bookkeeper. ONCE AGAIN, NO ONE ELSE IS ALLOWED IN THESE AREAS.
30. LAST BUT NOT LEAST, NO ONE IS ALLOWED IN ANY AREA OF ANY SCHOOL THAT IS UNAUTHORIZED. YOU KNOW WHAT THIS MEANS! YOU CAN EITHER BE IN A GYM OR IN AN ASSIGNED AREA DESIGNATED FOR CONCESSION. ALSO WHILE IN THE STANDS, PLEASE REMEMBER TO STAY SEATED FOR OTHERS TO VIEW THE GAME AND NO RUNNING IN THE STANDS. This is to avoid anyone or anything being hurt.

**REMEMBER: HAVE FUN!!** The goal is to teach FUNDAMENTALS and GOOD SPORTSMANSHIP and it STARTS WITH THE COACHES. Player participation is very important. Spend as much time with each child. Developing good skills at early ages will result in better athletes when they reach the junior high school levels.