

Commissioner: Chris Rodgers
Assistant Commissioner: Staci Gillespie
2nd-4th Grade Commissioner: Mike DePrince

Havertown Hoops Official Rules

All rules not covered by this supplement shall be governed by current PIAA rules/regulations in our leagues:

Rule 1: Court and Equipment

- 1.1 All age groups will play on a 10-foot basket.
- 1.2 4th-6th grade boys and 5th-8th grade girls will play with a size 28.5 basketball
- 1.3 7th-12th grade boys will play with a size 29.5 basketball

Rule 2: League Format

- 2.1 **Regular Season:** Each team will play a minimum of seven (7) regular season games.
- 2.2 **Playoffs:** Playoffs will begin the week following the regular season.
 - a. We will play single-elimination playoffs.
- 2.3 Ties at the end of the season will be decided by:
 - a. Head-to-head games
 - b. Number of forfeits
 - c. Point differential
 - d. Coin flip

Rule 3: Scoring and Timing Regulations

- 3.1 **Substitutions:**
 - a. Everyone should receive equal playing time, including in playoff games.
 - b. If all 10 players show up, each should play 20 minutes.
 - c. Subbing will occur at five (5) minute intervals during each half. Coaches must have their subs ready to enter the game before the stoppage.
- 3.2 **Playing Time:**
 - a. Games are two, 20-minute halves with a 3-minute intermission between halves.
 - b. Overtime periods are three (3) minutes. Games will end in a tie after one overtime period except in the playoffs.
 - 3.2.b.1 No substitutions are required in overtime.
- 3.3 **Running clock except:**
 - a. When a timeout (team or official) is called
 - b. Last 2 minutes of each half and overtime.
- 3.4 **Stopped Time:**
 - a. The clock will stop for substitutions. The ref will start the clock if subs are not in after 15 seconds. The ref can also charge the delaying team with a time out in his/her discretion
- 3.5 **Timeouts:**

- a. Two 30-second timeouts per half & one timeout per overtime period - no carryover.

3.6 Forfeits:

- a. Teams must have five players to start a game, but can finish with less. If both coaches agree to play with less than five (minimum four), it will NOT count as a forfeit.
- b. Games will start no later than 15 minutes after the scheduled time.
- c. You must give the league commissioner at least 24 hours' notice to avoid forfeit. Even with notice, we don't guarantee we will make up all games.
- d. A single forfeit will not necessarily eliminate a team from playoffs

3.7 Scoring:

- a. **4th Grade boys:** There are no three-point baskets. Any made shot from beyond the three-point line will count for **TWO** points except in the final two minutes of the game at which point they will count for **THREE** points.
- b. 2 points – shot anywhere on or within the three-point arc
- c. 3 points – shot anywhere from beyond the three-point arc
- d. 1 point – shot from the free throw line

Rule 4: Press

4.1 **NO press** will be allowed by a team **leading by 15 points** at any point during the game.

4.2 4th grade boys

- a. Half court press allowed during the last two minutes of the game. 3-point line for rest of game.
- b. If the ball crosses into the 3-point line on offense, the defense is allowed to press outside of the 3-point line if it comes back out.
- c. Recommend using player-to-player (man-to-man) defense.

4.3 5th - 8th boys & girls

- a. Full court press allowed during the last four (4) minutes of the game.
- b. Half court for the rest of game.

4.4 9th - 12th boys

- a. Full court press for entire game.

Rule 5: Officials and Scorekeepers:

5.1 Officials: Havertown Hoops will provide officials.

- a. The use of abusive or insulting language, physically threatening, pushing, taunting or repeatedly arguing with an official is cause for ejection.

5.2 Timers/Scorekeepers: The official score and foul count will be kept by the official scorekeeper.

- a. Teams are encouraged to closely monitor the scoreboard and keep their own scorebook. Any discrepancies should be reported to the officials by the coach.
- b. Scorekeepers will report the final score to the league. Scores will be updated every Tuesday morning.

Rule 6: Fouls

- 6.1 General: Unless stated otherwise, when a penalty for a foul includes the ball being awarded or a throw-in, the throw-in spot shall be the spot out of bounds nearest to where the foul occurred
- 6.2 Six (6) personal fouls result in the removal of a player from that game.
- 6.3 Teams shoot 1-and-1 on the 7th team foul and two shots on the 10th team foul.
- 6.4 Technical Foul
 - a. Offended team receives 2 points and the ball at the half court line.
- 6.5 Intentional or Flagrant Foul
 - a. Offended team receives 2 points and the ball.
 - b. If flagrant (intent to injure or dangerous), offending player is disqualified.

If you have any questions on Havertown Hoops, please refer to Chris or Staci at havhoops1@gmail.com or check out our website at <https://haverfordtownshipparksandrecreation.teamsnapsites.com/>

As coaches please keep in mind that the games are "For the Kids". Focus on teaching the players and not displaying a win at all cost attitude. Remember that this is a Rec League so teach team play and let the kids play and have fun.

There is a mandatory substitution at every 5-minute interval of each half. All players on the bench MUST sub into the game. This is the only time a player can enter the game unless a player has fouled out or is injured. No player can sit out consecutive intervals. The sub rule resets at the second half. The substitution is not a time out. Coaches need to have the players who are on the bench, ready to go. Coaches will have 15 seconds to get their players in and inbound the ball.