



Havertown Hoops Official Rules

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

1. Rule 1: General

- a. All players must begin the game void of jewelry (including but not limited to; rings, belts, watches, bracelets, necklaces, earrings, etc.)
- b. It is the responsibility of the coach to closely supervise their team before, during, and after games/practices.
- c. The schools are closed to all players and observers except for the gyms and appropriate restroom facilities.
- d. Players that are not registered with Havertown Hoops may not be in the gyms at any time during practice and games.
- e. Coaches who are going to miss a scheduled game are to find a replacement coach for that game, if you cannot, let the league commissioners know and adhere to the forfeit rules.
- f. If a practice is canceled due to inclement weather, it is the responsibility of the coach(s) to notify his/her players. There is no practice or games when school is canceled or not in session. Cancellations will be posted to havertownhoops.com as soon as possible.

2. Rule 2: Court and Equipment

- a. All age divisions will play on a 10-foot basket.
- b. 4th-6th grade boys and 5th-8th grade girls will play with a size 28.5 basketball
- c. 7th-12th grade boys will play with a size 29.5 basketball

3. Rule 3: League Format

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

4. Rule 4: Substitutions

- a. **Substitutions:**

- i. Everyone should receive equal playing time, including in playoff games.
 - ii. If all 10 players show up, each should play 20 minutes (one half).
 - iii. Subbing will occur at five (5) minute intervals during each half. Coaches must have their subs ready to enter the game before the stoppage.
 - 1. Substitution charts are available on our website or upon request.
- b. Game Time:
- i. Games are two, 20-minute halves with a 3-minute intermission between halves.
 - ii. Overtime periods are three (3) minutes. Games will end in a tie after one overtime period except in the playoffs.
 - 1. No substitutions are required in overtime.

5. **Rule 5: Scoring and Timing Regulations**

- a. Running clock except:
- i. When a timeout (team or official) is called
 - ii. Last 2 minutes of second half and overtime.
 - iii. 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
- b. Timeouts:
- i. Two 30-second timeouts per half & one timeout per overtime period - no carryover.
- c. Forfeits:
- i. 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.
 - ii. Games will start no later than 10 minutes after the scheduled time.
 - iii. You must give the league commissioners at least 24 hours' notice to avoid forfeit.
 - 1. Even with a notice, we don't guarantee we will make up all games.
 - iv. A single forfeit will not necessarily eliminate a team from playoffs.
- d. Scoring:
- i. 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.
 - ii. 2 points – shot anywhere on or within the three-point arc
 - iii. 3 points – shot anywhere from beyond the three-point arc
 - iv. 1 point – shot from the free throw line

6. **Rule 6: Press**

- a. **NO press** will be allowed by a team **leading by 20 points at any point during the game.**
- b. **4th grade boys**

- i. Half court press allowed during the last two minutes of the game. 3-point line for the rest of the game.
- ii. If the ball crosses into the 3-point line on offense, the defense is allowed to press outside of the 3-point line if the ball comes back out.
- iii. Recommend using player-to-player (man-to-man) defense.
- c. **5th - 8th boys & girls**
 - i. Full court press allowed during the last four (4) minutes of the game.
 - ii. Half court for the rest of the game.
- d. **9th - 12th boys**
 - i. Full court press allowed for the entire game.

7. Rule 7: Officials and Scorekeepers:

- a. Havertown Hoops will provide officials.
 - i. The use of abusive or insulting language, physically threatening, pushing, taunting or repeatedly arguing with an official is cause for ejection.
 - 1. Any ejection will result in suspension for the following practice and game.
- b. The official score and foul count will be kept by the official scorekeeper(s).
 - i. Teams are encouraged to closely monitor the scoreboard.
 - 1. Any discrepancies should be reported to the officials by the coach.
 - ii. Scorekeepers will report the final score to the league. Scores will be updated every Tuesday morning.

8. Rule 8: Fouls

- a. 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
- b. Six (6) personal fouls result in the removal of a player from that game.
- c. Teams shoot 1-and-1 on the 7th team foul and two shots on the 10th team foul.
- d. Technical Foul
 - i. The offended team receives 2 points and the ball at the half court line.
- e. Intentional or Flagrant Foul
 - i. The offended team receives 2 points and the ball.
 - ii. If flagrant (intent to injure or dangerous), the 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 havertownhoops.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.

Havertown Hoops 2nd-4th Grade Official Rules

All Havertown Hoops rules apply, plus the amended below:

9. Rule 1: Court and Equipment

- a. 2nd-4th grade boys & girls will play on nine-foot (9') baskets.
- b. 2nd-4th grade boys & girls will play with a size 28.5 basketball.

10. Rule 2: Game Time

- a. Games are two (2), 20-minute halves.
 - i. Running clock except the last one (1) minute of each half and overtime.

11. Rule 3: Press Rule

- a. **NO PRESS** allowed beyond the foul line extended.

12. Rule 4: Three (3) Point Rule

- a. 2nd-4th grade boys & girls, there are NO three-point (3) baskets. Any shot made from beyond the three-point (3) line will count for **zero (0) points**, except in the final two (2) minutes of the game, where it will count for **three (3) points**.

13. Other Modified Rules:

- a. Must play player-to-player (man-to-man) defense.
- b. No stealing the ball from any player dribbling the basketball
- c. When on offense, each team needs to pass the ball three (3) times each possession before attempting a shot
- d. Each team should follow the league-mandated offense.
- e. As the season progresses, the coaches may add a few plays and the commissioner may decide to remove some of the above rules.