



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.