

Summer Havertown Hoops Official Rules

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

As coaches, please keep in mind that the game is “For the Kids”. Focus on teaching the players and not displaying a win at all cost attitude. Remember that this is a Recreation League, so teach team play, 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 (unless your team has more than 10 players). This is the only time a player can enter the game unless a player has fouled out or injured. Not 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.

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. 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.
- d. If a practice or game is canceled due to inclement weather, it is the responsibility of the coach(s) to notify his/her players. Cancellations will be posted to TeamSnap as soon as possible.

Court and Equipment

- a. All age divisions will play on a 10-foot (10') basket.
- b. 4th-6th grade boys and 4th-9th grade girls will play with a size 28.5 basketball.
- c. 7th-12th grade boys will play with a size 29.5 basketball.

League Format

- a. Each team will start the season with a league-scheduled practice, then games.
- b. Each team will play a minimum of seven (7) regular season games.
- c. Single-elimination playoffs will begin the week following the regular season.
- d. Ties at the end of the season will be decided (in order) by:
 - i. Head-to-head games record
 - ii. Number of forfeits
 - iii. Point differential
 - iv. Coin flip

Substitutions

- a. Everyone should receive equal playing time, including in playoff games.
 - i. Substitutions are not required in overtime.
- b. Subbing will occur at five (5) minute intervals during each half.
 - i. Coaches must have their subs ready to enter the game before the stoppage.
- c. Substitution charts are available on our website or upon request.

Scoring and Timing

- a. Games are two (2), 20-minute halves with a 3-minute intermission between the halves.
- b. Overtime periods are three (3) minutes. Games will end in a tie after one overtime period, except in the playoffs.
- c. 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 timeout at their discretion.
- d. Each team will receive two (2) 30-second timeouts per half and one (1) timeout per overtime period – no carryover.
- e. Scoring:
 - i. 4th Grade Boys: There are no three-point baskets. Any shot made from beyond the arc will count for TWO points, except in the final two (2) minutes of the game at which point they will count for THREE points.
 - ii. 3 points – shot made from anywhere beyond the three-point arc
 - iii. 2 points – shot made from anywhere on or within the three-point arc
 - iv. 1 point – shot made from the free throw line

Defense/Press

- a. NO PRESS will be allowed by a team leading by 20 points at any point during the game.
- b. For 4th-6th grade boys and girls, it is strongly recommended that all teams play player-to-player (man-to-man) defense. Based on research and observations, we feel that teaching players this style defense will help develop critical basketball skills.
- c. **4th Grade Boys**
 - i. Defense is to be played inside the three-point line
 - i. If the ball crosses into the three-point line on offense, the defense is allowed to press outside of the three-point line if the ball comes back out (loose balls).
 - ii. Teams are allowed a half court press during the last two (2) minutes of the game and overtime.
 - iii. Strongly recommend using player-to-player (man-to-man) defense
- d. **5th&6th Grade Boys and 4th-6th Grade Girls**
 - i. Defense is to be played at half court
 - ii. Full court press is allowed during the last four (4) minutes of the game and overtime
 - iii. Strongly recommend using player-to-player (man-to-man) defense
- e. **7th&8th Grade Boys and 7th-9th Grade Girls**
 - i. Defense is to be played at half court
 - ii. Full court press is allowed during the last four (4) minutes of the game and overtime
- f. **9th-12th Grade Boys**
 - i. Full court press allowed for the entire game

Officials and Scorekeepers

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

Fouls

- a. 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 will shoot a 1-and-1 on the 7th team foul and two (2) shots on the 10th team foul.
- d. Technical Fouls
 - i. A foul assessed to a player, coach, or team (on referee discretion).
 - ii. A player or coach received two (2) technical fouls will be ejected from the game.
 - iii. The offended team receives 2 points and the ball at the half court line.
 - iv. Technical fouls count as personal against the player, and as a team foul.
- e. Intentional or Flagrant Fouls
 - i. If flagrant (intent to injure or dangerous), the offending player is disqualified.
 - ii. The offended team receives 2 points and the ball.

Forfeits

- a. Teams must have 5 players to start a game, but can finish with less.
- b. If both coached agree to play with less than five (minimum 4) players, the game will not count as a forfeit.
- c. Games will start no later than 10 minutes after the scheduled time.
- d. League commissioners must be given at least 24 hour notice to avoid forfeit.
 - i. Even with a notice, we do not guarantee we will make up all games
- e. A single forfeit will not necessarily eliminate a team from playoffs.

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.