

HYAA Basketball Age Group/Game Rules

HYAA emphasizes participation and good sportsmanship among all teams. All HYAA teams will utilize and adhere to the following rules:

General rules

North Carolina High School rules are the rules for all leagues, except as noted and stated below. Age groups will use the court dimensions, ball sizes and time periods for their games as listed in the age group rules.

Playing time

A major HYAA emphasis is playing time for all players. All players must play a minimum of a quarter and a half and a maximum of three quarters worth of playing time per game and must appear in both halves of a game. Segments of play do not have to be uninterrupted. A player who arrives after the start of the second quarter is not bound by the both-half rule.

There will be an official's stoppage of play at the midpoint of each quarter to facilitate the substitutions and assure each player receives their full allotment of playing time. The exact point of the stoppage will be at the discretion of the official to avoid interfering with ongoing action. This stoppage is not a time out and should not be used as such by the coaches. All coaches are bound by strict adherence to the playing time limits.

Teams that begin a game with 6 players or less are not required to adhere to the participation rule described above. When a team falls below seven players during a game, either to injury or foul outs, it is no longer bound by participation rules. A player that has 5 fouls cannot reenter the game. If a team falls below 5 players due to foul-outs or injury, they will play the remainder of the game shorthanded.

Coaches are responsible for having a written rotation plan developed before the game to ensure meeting the playing time rules.

Forfeits

Teams not showing up within five minutes of their game time, or within 15 minutes of the end of the game prior to theirs, whichever is later, will forfeit their game. A team must start the game with a minimum of 5 players.

Coaches / Player Conduct

A player or coach ejected from a game with 2 Technical Fouls will incur an additional 1 game suspension during the next game played.

Pressing rules

No pressing/no back court defense rule, except during stated periods of the game (see age-group rules).

The back court-defense prohibition is designed to allow a more normal ebb and flow to youth games. Some full court pressing is allowed at the end of games to give trailing teams a chance to catch up. It is not intended to allow winning teams to pad their leads. Pressing when ahead by 10 or more points (20 points in Big East, SEC and NBA) is not allowed. Teams pressing when 10 or more (20 or more where applicable) points ahead will be penalized with a 2-shot, technical foul.

Pressing penalties

During the majority of the game, judgment on whether the back court-defense rule is called is left to the discretion of the referee. In general, a violation occurs when a defending player is intentionally "guarding" an attacking player or intentionally making a play on the ball in the backcourt. Accidental defensive plays, for example, a player being struck in the back with a pass in the backcourt, should not be considered a violation unless deemed intentional. A foul committed in backcourt is still a foul, and referees will assess it. A backcourt foul may also incur a back court defense warning, or, penalty when warranted (see below).

When a back court violation is noted, officials should warn the offending player and team, and give the ball to the attacking team, sideout, in the back court. After an unspecified number of intentional, repeat violations, for example, deliberately playing defense so as to stop fast breaks, the referee may call a 2-shot technical foul. The decision to assess a technical is at the referee's discretion and should be used only to halt intentional, repeat offenses.

Timeouts

Teams receive four (0:45) timeouts per game, plus one for each overtime period. The timeouts may be used at any point in the game, all four in the first quarter, or all four in the last 10 seconds.

Other Time Stoppages

Timekeepers will stop the clock on all dead ball situations as signaled by the official's whistle. There will be play stoppages of 1 minute between quarters and 5 minutes at halftime.

Overtime

A two-minute overtime will be played in the event of a tie. Each team will receive one additional timeout. If the game is still tied at the end of overtime, sudden-death overtime will be played. First team to score wins.

Standings, Tournament play

- ❑ HYAA will conduct a post-season tournament in each age group with seeding determined by order of finish in the regular season.
- ❑ Where there are ties in the final standings, the first tiebreaker is head-to-head competition. If there is still a tie, league officials will conduct a coin flip to break the tie.
- ❑ Tournament championship games will be resolved without the use of sudden-death overtimes. Teams will play until one team is ahead at the end of regulation or successive, two-minute overtimes.

Age Group Specific Rules

(Boys, 6-7), (Girls 6-8)

- ❑ Games will be played using 8'6" height baskets.
- ❑ Teams will use junior-sized basketballs. (27.0 in)
- ❑ Foul shots will be taken 11 feet from the backboard. (white tape in Huntersville Elementary and Waymer gyms). In the absence of white tape, use the bottom of the circle as your 11 ft free throw line.
- ❑ Games will consist of four, 7-minute quarters.
- ❑ A five-second lane violation will apply, using the 11-foot free throw line and the regular lane boundaries.
- ❑ Pressing/guarding in the backcourt is not allowed. Players may not guard a player, or steal the dribble or a pass in the half court outside of the 3-point arc. Regular basketball rules apply within the 3-point arc.
- ❑ Half court pressing is allowed in the last two minutes of regulation and overtime periods. Players may steal the dribble/passes during these periods.
- ❑ There is no three-point shot.

(Boys 8-9) (Girls 9-10)

- ❑ Games will be played on regulation baskets.
- ❑ Teams will use women's or "compact" basketballs. (28.5 in)
- ❑ **Foul shots will be taken from the 13' line (13' from the regular goal), marked in HYAA gyms.**
- ❑ Games will consist of four, 7-minute quarters.
- ❑ A five-second lane violation will apply, using the regular lane boundaries.
- ❑ Full court pressing is allowed in the last two minutes of regulation and overtime periods.
- ❑ There is no three-point shot.

(Boys 10-11)

- ❑ Teams will use regulation baskets.
- ❑ Teams will use regulation basketballs.
- ❑ **Foul shots will be taken from the 14' line (14' from the regular goal).**
- ❑ Games will consist of four, 7-minute quarters.
- ❑ A three-second lane violation will apply, using the regular lane boundaries.
- ❑ Full court pressing is allowed in the last two minutes of regulation and overtime period.
- ❑ There is no three-point shot.

(Girls 11-12)

- ❑ Teams will use regulation baskets.
- ❑ Teams will use official women's or "compact" basketballs. (28.5 in)
- ❑ Foul shots will be taken from the 13-foot free throw line.
- ❑ A three-second lane violation will apply, using the regular lane boundaries.
- ❑ Games will consist of four, 8-minute quarters.
- ❑ Pressing is permitted throughout the game.
- ❑ The three-point shot is in effect.

(Girls 13-17)

- ❑ Teams will use regulation baskets.
- ❑ Teams will use official women's or "compact" basketballs. (28.5 in)
- ❑ Foul shots will be taken from the standard 15-foot free throw line.
- ❑ A three-second lane violation will apply, using the regular lane boundaries.
- ❑ Games will consist of four, 8-minute quarters.
- ❑ Pressing is permitted throughout the game.
- ❑ The three-point shot is in effect.

(Boys 12-13) (Boys 14-16)

- ❑ Teams will use regulation baskets.
- ❑ Teams will use regulation basketballs.
- ❑ Foul shots will be taken from the regular, 15-foot free throw line.
- ❑ Games will consist of four, 8-minute quarters.
- ❑ Pressing is permitted throughout the game.
- ❑ The three-point shot is in effect.