



HYLAND HILLS RECREATIONAL YOUTH BASKETBALL RULES (2024)

CHSAA (High School) rules apply, except for the following Hyland Hills rules.

1. GAME TIME:

1/2nd Grade: 6-minute running clock. Clock will stop on all shooting fouls.

(Use junior size ball / 27.5) Play on 9-foot rims.

3/4th Grade: 8-minute running clock. Clock will stop on all shooting fouls.

(Use women's official size ball 28.5) Play on 10-foot rims.

5th and 6th Grade Boys: 10-minute running clock. Clock WILL RUN on shooting fouls

(Use women's official size ball 28.5 UNLESS coaches agree on 29.5 before tip-off)

Play on 10-foot rims

7th and 8th Grade Boys: 10-minute running clock. Clock WILL RUN on shooting fouls.

(Use official size ball 29.5) Play on 10-foot rims.

2. The game clock will stop the last two (2) minutes of the **2ND half** if there is a difference of ten (10) points or less, or any time thereafter that the score becomes ten (10) points or less. (Clock stops on every whistle the last 2 minutes if the game is within 10 points.)
3. Two (2) time-outs per half. Time-outs DO NOT carry over into the next half.
4. The bonus situation (one and one) will occur on the seventh (7) team foul. Two shots will occur on the tenth (10) team foul. **Technical fouls – Opposing team will shoot two free throws and receive the ball at mid court. (Clock does not stop for technical foul administration 5th - 8th grade unless game is within last 2 minutes and within 10 points.)**
5. Full court pressing is allowed for the entire game at the following age divisions: 5th, 6th, 7th & 8th Grade Boys Divisions and 7/8th Grade Girls division. (If score within 15 points.)
6. Full court pressing is allowed ONLY in the **last two (2) minutes of the game** for the following divisions: 1/2nd, 3/4th coed & 5/6th Girls.
7. If the score difference is **15 points or more**, the winning team IS NOT allowed to press. The team trailing may still press.
Violation of this rule will result in:
 - The referee will blow the ball dead and issue a warning to the violating team.
 - A technical foul will be issued to the violating team.If the score differential becomes less than 15 points, then the team ahead may press again.

8. Overtime Rules:

1st overtime session: 2-minute stop clock. Each team will receive ONE (1) time-out. Regulation time-outs DO NOT carry over into overtime.

In the result of a second overtime, teams will play a sudden death overtime with the first team to score 2 points being declared the winner. Each team will have 1 time out.

9. All players are to receive one (1) full quarter of playing time in its entirety in the 1st half. Example: If a team has ten (10) players, then five (5) players will play the 1st quarter in its entirety except for illness or injury. The second five (5) players will play the second quarter in its entirety except for illness or injury. If a team has less than ten (10) players, five (5) will play the entire 1st quarter. The remaining will play the entire 2nd quarter. The players that played the 1st quarter will be used to equal five (5) for the second quarter. You may substitute the player(s) that played the 1st quarter. ****If a team has more than 10 players: 5 play the entire 1st quarter, next 5 play the entire 2nd quarter, 11th player sits entire first half and plays entire 3rd quarter.****

Coaches have free substitution for the entire 2nd half. **(Coaches: Make sure every player plays in the 2nd half. This is a recreational program where EVERY participant plays to play.)**

9B. A player who accumulates 3 fouls in the 1st or 2nd quarter may be substituted for.

10. Coaches and players will treat the referees with respect. Any coach or player that displays inappropriate behavior towards an official or staff member will face disciplinary action by the league which could include suspension and possible expulsion from the league depending on the circumstances. **(This is a recreational league where the philosophy is to make sure each player has fun while learning the proper skills, so the player will continue to participate in the sport.)**

11. Each coach will supply one (1) ADULT volunteer for each game to either keep the official score book or the official game clock.

12. In any 1/2nd grade game where the score differential becomes greater than 15 points, the scoreboard will not reflect the actual score until the score differential returns to within 15 points. 3/4th Grade the difference will be 20 points, 5th Grade Boys & 5/6th Girls the difference will be 25 points and 6th - 8th Grade divisions will display the correct score. (The official score will always be kept in the scorebook.)

13. Only the head coach may stand and interact with the officials. All assistant coaches must always remain seated. – Only the head coach should interact with game officials.

14. Players may only play in one age division on one team. Any team found playing a player on two different teams will forfeit all games and not be eligible for tournament play.

1st/2nd & 3rd/4th GRADE COED SUPPLEMENTAL RULES:

League is designed for the players to learn and have opportunities to be successful.

15. 1/2nd & 3/4th grade teams may play man to man or zone defense.

Help side defense is allowed, trapping is NOT allowed in a man to man defense or zone defense. (Teams may help and recover but cannot double team a player.)

16. 1/2nd & 3/4th grade teams are NOT allowed to steal the ball off the dribble. Once dribble is picked up, defensive players may steal ball on the pass. STEALING THE BALL ON PASSES ONLY!

17. **Free Throws:** Players will attempt free throws from the regulation free throw line. (Distance is shorter with the 9-foot rims.) – Players will be allowed to cross the regulation free throw line on shot attempt but cannot cross the secondary line which is 12 inches closer to the basket. – A lane violation will occur when a free throw shooter crosses the secondary line on shot attempt.

HAVE FUN & ENJOY THE SEASON!

