



Coaches Handbook

13 Rules & Regulations All rules & regulations, as set down by the National Federation Basketball Rules Committee, will be adopted by the HBA.

13.1 The Executive reserves the right to modify any NFBRC rule to satisfy the philosophy of the HBA.

13.2 All players in the HBA will receive fair & equal playing time in accordance with the HBA fair play .

13.2.1 At **Any Point** in the game, no player shall have played more than one shift more than any other player on that team subject to the following exceptions:

13.2.1.1 Players that arrive late or leave a game early, or are injured. In these cases fair play will be followed at the time players are in attendance, i.e. a player arrives for the start of the second half may not make up for shifts missed in the first half.

13.2.2 A player arriving late for a game after the start of the shift that they should have appeared in (eg. 6- 10 players the 2nd shift, 11 or 12 players the 3rd shift) will not be allowed to enter the game until the start of the second half.

13.2.3 A player taking the floor after the start of a shift to replace an injured player is not charged for that shift. The injured player, if ready, may return to the game prior to the end of that fair play shift.

13.2.4 Table officials will record and monitor fair play advising the referee of any need to correct (remove and replace) players on the floor.

13.3 Jump Ball. A jump ball will occur at the beginning of the 1st half of the game and to start any overtime period (Year End Tournament only).

13.4 Possession Arrow. After the initial jump ball alternate possession will be in effect.

Possession of the ball will be indicated by the arrow always pointing in the direction of play.

13.5 Stop Time. During play, the time clock does not stop except for time outs and injuries. Stop time is played in the last two minutes of the game in all divisions except Mite if the score differential is less than 20 points.

13.6 Time Outs. Each Team will receive 4 one minute time outs per game. These will be split (2 in each half) with no carryovers. During an overtime game (Year End Tournament only), each team will receive one additional time out for each additional overtime period. Coaches may call time-outs from the bench.

13.7 Fall Back Rule - Mite, Squirt and Pee Wee The defensive team must fall back one yard on their side of half court to allow the offensive team possession in their fore-court. A defensive player can not impede a fast break until the ball has crossed half court. If a player does not respect the fall back rule, the referee will warn that player once. On the second and each subsequent time, the referee will assess a personal foul against the player.

13.8 Mercy Rule. Any Division if, a team is ahead by more than 19 points, they must stay within their 3-point arc or foul line extended in unmarked gyms. If a player does not respect the fall back rule, the referee will warn that player once. On the second and each subsequent time, the referee will assess a personal foul against the player.

13.9 Time & Scoring Decisions. These decisions can only be altered by the referee. Referees must have definite knowledge of the error in question. The outcome of the decision must be ruled on after time is called and before the game is resumed