

# HBA

## RULES & REGULATIONS

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

**Jump Ball.** A jump ball will occur at the beginning of the 1st half of the game and to start any overtime period

**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.

**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.

**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.

**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.

**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.

### **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.

### **Squirt Division**

#### **Rule Exceptions**

No full court press, and fall back rule in effect. 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.

Traveling will be called only when a player gains an advantage, whether a shooting or passing angle, or enables the player free of a defender.

Foul Shots will be taken at a distance equal to the jump ball circle within the key.

### **Pee Wee Division**

#### **Rule Exceptions:**

No full court press, and fall back rule in effect.

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.

Traveling will be called only when a player gains an advantage, whether a shooting or passing angle, or enables the player free of a defender.

Foul Shots

Girls - taken at a distance equal to the jump ball circle within the key.

Boys - will use the regulation foul line.

### **Bantam Division, Midget Division & Juvenile Division**

#### **Rule Exceptions:**

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.

### **Dress Code**

All players for safety reasons can not wear equipment which could injury oneself or other players during games, practices or warm-ups. This includes earrings, hair clips, necklaces, chains, bracelets, cargo shorts or any other item that the referee feels might endanger any player. This can be extended in the referee's opinion to include long finger nails or hair.

Official HBA team jerseys must be worn and tucked in during the games. No alterations, cutting off