

2018-19 Jr Hamilton Elementary Basketball Playing Regulations

Teams Arriving Late

In situations where a team arrives late, the game will be held up no longer than 30 minutes past the scheduled start time. At that point, the late team will forfeit the game. Should a team arrive late but prior to 30 minutes past the scheduled start time, the game is to be played within the remaining time and coaches are to discuss the timing format (e.g. - two 15 minute running time halves).

Official Rule Book

The official rule book used for the H.W.M.S.A.A. 2018-19 basketball season will be the Modified FIBA rules and accompanying case book. In all circumstances, the FIBA rulebook will prevail unless overruled in the subsections that follow.

Defense *NEW* (2018-19)

Only "man to man" defense is permitted in the junior basketball leagues

1. Double teams are allowed but the expectation is, once the double team is broken the player who left their player is to return to their player immediately
2. Double teams are only allowed in the front court, back court traps are not permitted. If a double team happens in the back court, the officials will stop the play, and have a side out to the non-offending team.
3. Players are expected to be within arm's reach of their player on the ball only (inside (the equivalent) of the 3 point area) Players on the weak side will be able to be in a help position.

Crossing Timeline/Game Timing

Teams have 8 seconds to get the ball over the timeline. Throughout regular season and playoff games, timing will consist of 2 - 12 minute halves, stop time. Teams will be allowed 2-30 second timeouts per half, non-cumulative. The coach can call a timeout from the bench (not through the score table), but it must be on a dead ball. There will be a 5 minute break at halftime. **PLEASE NOTE:** the first game of a double header MUST end at 4:45 p.m. and second game MUST start at 5:00 pm and end at 6:00 p.m. To assure fairness to all teams, there is to be NO compromise of this rule regardless of the facility in which the game is being played.

Tie Games

Games should not end in a tie. If a game is tied at the conclusion of regulation time, a three minute overtime period will be played. This format will be repeated until the score is NOT tied at the end of a three-minute period or until curfew is reached. At curfew, tied games stand. **PLEASE NOTE** - teams are not allowed a timeout during overtime and no extra fouls are permitted - players still foul out on the 5th foul.

Fall Back Rule

All games will be governed by a fall back rule, requiring any team with a 15-point lead or greater to "fall back" behind the center line when the ball is turned over in the offensive zone.

Team Fouls

Teams will shoot 2 shots on the 7th foul (per half)

Uniforms

In the event of conflicting colours, the home team will be responsible for wearing some alternate markings. The referees will determine the necessity for such action.

Home Team

The home team is the second team named on the schedule and is expected to supply the following -

- | | | |
|-----|---|--|
| a) | visible scoreboard | } preferably adults, however <u>trained senior students</u>
are acceptable, no more than 3 students at the table
at one time |
| b) | timekeeper | |
| c) | scorekeepers | |
| d) | scoresheets | |
| e) | adult to supervise the scoredesk (if using senior students to score/time) | |
| f) | N.C.A.A. arrow | |
| g) | a good quality leather game ball, size 6 is the official playing size | |
| h)) | copy of Summary of 2018-19 Basketball Playing Regulations | |

Small Gyms

Games played at schools that have small gyms may require a discussion between coaches and game officials prior to the start of the game. A review of court lines and boundaries is encouraged and consideration should be given to extending the key line to include both the "over and back" line and the 10-second line. **PLEASE NOTE:** A 3-point line will not be used in any games.