

# Youth and High School League Rules

All games will be governed using High School Federation Rules, with the following Modifications and Emphasis.

## ARRIVAL

Teams should arrive about **fifteen minutes before their scheduled game time.**

## SCOREKEEPERS

Each team must provide one volunteer to handle score clock or score sheets. Please have this person ready before the game.

## GAME TIME FORMATS

- **Two 22 minute RUNNING halves.** Stop clock during final 2 minutes of SECOND half, ONLY if score differential is 10 points or less. Can rotate in and out of stop clock time, based on the difference in the score.
- Halftime for all games will be no more than 3 minutes.
- Overtime: The **first** overtime period shall use a **two-minute** running clock. Second overtime period will be **one minute** running clock. The final overtime will be sudden death, first team to score. Overtimes will start with a jump ball.
- **Time-outs: Two (2) thirty second time outs per half.** Time outs do NOT carry forward to second half or into overtimes. Each team will receive one **(1) thirty second time out per overtime.** **Clock STOPS on all time-outs.**
- **When difference in score is 20 points or more: No Full-Court Press** (second violation punished by a team technical foul). Full-court press can be resumed if score differential is reduced to 19 or less.

## FOULS

### Common Fouls

**Five** personal fouls constitute a disqualification in all divisions except when a team has only five remaining players (see “no foul out” rule).

- “No Foul Out” Rule: Players can foul out during a game **except when a team has only five remaining eligible players.** When left with only 5 players, on their **sixth** foul an administrative technical foul will be issued, resulting in 2 shots and the ball. Additionally, any resulting free throws from the foul will be attempted as in normal game play.

### Technical Fouls

- **Non-administrative technical fouls** give the opposing team **two (2) free throws and possession of the ball.**
- **Administrative technical fouls** (i.e. incorrect substitution, score book error, “no foul out rule,” etc.) will follow normal High School Federation Rules, and will result in **two (2) free throws and possession of the ball.**
- Two technical fouls by a single player will result in that player being ejected from the game.
- Ejected players must meet with the Event Director prior to being eligible to participate in additional games. **It is the responsibility of the player to contact the Event Director to reestablish eligibility.**

### Free Throws

- Bonus – one and one will be attempted at seven team fouls per half.
- Double Bonus - two shots will be attempted at ten team fouls per half.

## BASKETBALLS

**Bring your own basketballs during official Hoop-Beaverton tournaments and leagues.**

- **Boys 6<sup>th</sup> grade and below** – a 28.5 inch basketball will be used for all games.
- **Boys 7<sup>th</sup> grade and above** – a regulation men’s size basketball will be used for all games.
- **Girls & Women** – a 28.5 inch basketball will be used for all games.

(SEE REVERSE)

## **CLEAN-UP**

**We ask coaches to please have your teams clean up under your benches after your game is over. We thank you for your help in keeping our facility the best for your league experience!**

## **UNIFORMS**

All players must wear a uniform or jersey with a visible number. **If a team has players wearing jerseys without numbers, and the referees determine that there is no other resource to determine individual fouls, the opposing team has the option of beginning the game by shooting one free throw for every player without a numbered jersey.** All jerseys should be the same color and in good taste. If a shirt is worn under the uniform, it must be of a similar color.

## **PROTESTS**

**NO PROTESTS WILL BE ACCEPTED.** All questions concerning the enforcement of rules will be interpreted by the referees and Event Commissioner, and their decision will be FINAL.

## **SAFETY**

Any equipment that may cause injury to a participant of the game is not permitted. Items such as rings, watches, earrings, and plaster casts are not allowed and braces must be cleared through game officials.

## **CONDUCT**

- The actions of game officials shall be accepted as unbiased and made to the best of their ability. Coaches and players will refrain from any overt actions of disapproval, whether by gesture or in voice.
- Each game is conducted without verbal and physical abuse from other coaches, players and spectators toward coaches, players and officials on the court. Officials may stop the game if the situation warrants such action. The violating team will forfeit the game.
- The use of abusive language and profanity by coaches, players and spectators is prohibited at all times. Belittling, shouting and trash talking at players in a hostile manner is also prohibited.
- The use of drugs, alcoholic beverages and tobacco products are prohibited at all times.
- **ABSOLUTELY NO FIGHTING!**

## **OFFICIAL ROSTERS**

- A team roster must be submitted prior to the start of the event.
- **Waivers** - Every player (or legal guardian if player is under 18) must sign a waiver before they will be permitted to participate.
- Ineligible participants will be removed immediately from team rosters.
- Teams with ineligible players will forfeit those games in which the ineligible player(s) has participated.
- If a player's eligibility is in question, the player will be prohibited to participate until the Event Commissioner has confirmed their eligibility.
- Players are only allowed to play on one team per division. Players can play up in grade level but cannot play down. For example a 6<sup>th</sup> grade player is allowed to play in a 6<sup>th</sup> grade division and 7<sup>th</sup> grade division, but cannot play on two 6<sup>th</sup> grade teams. A 6<sup>th</sup> grade player can play up as many grades as he wants but cannot play down into a 5<sup>th</sup> grade division.

## **FOOD**

**The Hoop has a full service café. Please, do not bring food from outside into the building.**