

Hudson Youth Basketball (HYB) 2022-2023 Rules

The National Federation of High School Associations rule book will be used for all league games.

GENERAL RULES

GAME PLAY

- Games shall consist of four (4) nine (9) minute quarters.
- The game clock will start with the initial jump ball and only stop at the end of each quarter except during the final two (2) minutes of the 4th quarter and the overtime period, where the clock will stop on each whistle (extenuating clock stoppage circumstances, such as injuries or malfunctioning equipment, etc. will be at the referee's discretion).
- During the running clock portion of the games. Free throws will be shot in a "1 for 2 or 1 for 3" style. Meaning a player fouled on 2 pt shot will shoot 1 free throw and if it is made, it will be worth 2 points. If it's missed, it will not be worth any points. The same principle applies to 3pt fouls. When the clock starts and stops normally, free throws will go back to normal procedure.
- Games will begin with a jump ball and then alternate possessions on tie-balls and at the beginning of each quarter, except for the Kindergarten Division, where a coin flip will determine who gets possession first.
- Teams must start the game with at least four (4) players, but can finish with one (1), with the exception being the Kindergarten Division. At least three (3) players are required to start the game but can finish with one (1).
- Each team will be allowed two (2) one-minute timeouts per half.
- All players are required to play the equivalent of one full quarter per game.
- High School Rules apply on all free-throws; the Defense is allowed 4 players on the line during a free-throw attempt & the offense is allowed 2 players.
- Each team is required to keep a scorebook.
- Overtime rules are as follows:
 - The teams will play one two (2) minute period.
 - Each team will receive an additional timeout.
 - Team fouls & personal fouls will carry over from the 4th quarter,

- The overtime will begin with a jump ball and alternating possessions on tie balls, except for the Kindergarten Division where the team with the possession arrow in its favor will start with the ball.

SPORTSMANSHIP

- Personal Conduct Poor Sportsmanship will not be tolerated. Players, coaches, & fans are expected to show good sportsmanship before, during, and after all games. Hudson Youth Basketball Association will not tolerate individuals in attendance making degrading comments to others and/or harassing the referees, players, coaches, or fans. Violators will be removed from an event at the discretion of the referee or an HYB board member. If a coach receives a technical foul, that coach must remain seated during the duration of the game. If a coach receives 2 technical fouls during the season, that coach may be ineligible for future coaching duties. We must remember we are setting examples for our players.

TEAM SELECTION PROCEDURES

- Players may elect to play up one age group, but players will not be allowed to play down.
- Only one child may be reserved per team, unless a coach has two siblings in the corresponding age group. The saved player will automatically be that team's first round pick in their age group.
- If a coach has two (2) saved players, those players will assume the coach's first two (2) draft picks in the corresponding age group. Other extenuating circumstances will be reviewed by the board on a case by case basis.
- Girls will be allowed to play in the corresponding boy's age groups. Boys will not be allowed to play in any girl's age group.
- All players may only play on one team and in one age group.

TIE BREAKERS

- Season championship tie breakers are as follows:

- If two teams are tied after regular season play, tiebreaker procedures will be; Head to head in regular season play. If the two teams have split the games during the season, the champion will then be determined by a final championship game.
 - If three teams are in a three-way tie after regular season play, tiebreaker procedures will be; Head to head in regular season play. If any one of the teams have a losing record against one of the other teams they will be eliminated. If only one team remains, they will be deemed the season champion. If only two teams remain, the champion will then be determined by a final championship game. If all three teams have split, the three team names will be placed in a hat. The team that is selected first out of the hat will have a playoff bye and wait for the winner of the game between the remaining two teams. The champion will then be determined by a final championship game.
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DIVISION SPECIFIC RULES

Kindergarten Division:

- Only one coach per team is allowed on the court at a time. That coach is not to be an obstacle to the opposing team. The referee can use their discretion to determine whether a coach was an interference.
- Teams will play with 4 players per team on the court at a time.
- Kindergarten Division will play on 8' goals & use a 25.5-inch ball;
- The free-throw line will be 7 feet from the front of the rim.
- Each game will begin with a coin toss & then alternating possessions rules thereafter.
- There will be no guarding allowed in the backcourt. Each team will receive one violation warning per half. All violations after the warning will be considered technical fouls.
- The defense must remain behind the 3pt line at all times.
- Players will be given 3 steps for traveling and double dribble will be called at the referee's discretion if the player is gaining an advantage.
- All inbound passes not following a made shot will take place from the sideline, never from a team's own baseline.

- Any attempt by the offense to stall the clock will result in an automatic turnover after the first warning.

1st and 2nd Grade Division

- Only one coach per team is allowed to be standing on the sideline at a time. On court coaching during game play is not allowed.
- The boys and girls divisions will use a 27.5-inch ball; and will play on 8' goals. On a rare occasion, when facilities can't incorporate a 8 foot goal, this division will play on a 8.5' goal.
- 5 seconds in the lane will be introduced in this division. After multiple warnings from the official, a violation will be called.
- There will be no guarding allowed in the backcourt. Each team will receive one violation warning per half. All violations after the warning will be considered technical fouls.
- The Defense must remain behind the 3pt line until the ball crosses half court. The Defense must remain behind the 3pt line until the ball is inbounded in the front court.
- In the 4th quarter, the basketball must be inbounded in the front court after a timeout.
- The Free-throw line will be 12' 6" from the front of the rim.
- If a 20-point lead is achieved, that team then must remain behind the 3pt line to guard as long as a 15 point, or greater, lead is maintained

3rd and 4th Grade Divisions

- Only one coach per team is allowed to be standing on the sideline at a time. On court coaching during game play is not allowed.
- Games will be played with a 28.5-inch ball & on 9' goals for boys division and a 27.5" ball & 9' goals for girls division.
- Maximum of 5 seconds in the lane on Offense.

- There will be no guarding allowed in the backcourt for the first 3 quarters. Each team will receive one violation warning per half. All violations after the warning will be considered technical fouls.
- The 4th quarter will allow guarding the full length of the court.
- The free throw line will be marked on the official floor.
- If a 20-point lead is achieved, that team then must remain behind the 3pt line to guard as long as a 15 point, or greater, lead is maintained.

5th and 6th Grade Divisions

- Only one coach per team is allowed on the court at a time.
- Games will be played on 10 feet goals with 28.5" basketballs.
- Maximum of 5 seconds in the lane on Offense.
- The free throw line will be marked on the official floor.
- If a 20-point lead is achieved, that team then must remain behind the 3pt line to guard as long as a 15 point, or greater, lead is maintained.
- Full court defense is allowed throughout the duration of the game.