

Harris County Basketball Association
Youth Winter League Rules & Regulations

Section 1. Objectives

The general objective is to maintain an instructional league for the children.

The specific objective of the instructional league is to familiarize the youth with the fundamentals of basketball.

Section 2. General Registration Rules (applies to all ages):

1. Age control date is based on the age of the player on December 31st.
 - a. Proof of age is required with a copy of a Birth Certificate. By the second game of season, all birth certificates must be on file at the Recreation Dept. in order for child to be eligible to play.
2. Players can play up in an older age bracket; however, they must remain in their selected bracket for the remainder of the season.
3. Players cannot play down to a younger age bracket.
4. Players that make a Middle School or High School team, regardless of level of play are not eligible for HCBA. A player found in violation of this rule the following will happen:
 - a. All games played in will be forfeited to the opposing teams.
 - b. Head coach will be suspended and must appear before the basketball board for this infraction.
 - c. If the infraction is discovered at the end of the season disciplinary action will be applied to the following season or for Allstars.
5. HCBA and GRPA games in all levels are governed by the current rules and regulations of the GHSA Constitution and Bylaws with the exception as may be found herein.
6. National Federation of Basketball Rule Book is the official guide for the GHSA and the GRPA games with the exceptions of those found herein.
7. Official roster limit is 13 players. Teams must split at 14 players at all levels.
8. Roster will be frozen after the second game of the season; ADDITIONAL PLAYERS MAY NOT BE ADDED; only exception allowed when player has moved into county after registration closes.
9. Per the "Return to Play Act of 2013", effective January 1, 2014, all agencies are required to provide concussion education material to all youth participants and their parents. Parents are responsible for acknowledging receipt and understanding of concussion material provided by the recreation center during registration.

Section 3. Specific Division Rules (separated by age bracket):

Co-ed 5/6:

1. **Goal Height** = 8 feet
2. **Ball Size** = 27.5 (Junior/Youth)
3. **Length of Game** = (4) 6 minute quarters
4. **Tip-off** = Flip Coin
5. **Free-throw Distance** = 12 feet (GRPA; temporary line should be added to lane); fill bottom block
6. **Press** = Not allowed when player rebounds or gains possession of the ball; defense must stay in the paint (lane); cannot stall ball at mid-court, defense can engage after 10 seconds. Fast breaks and back court defense are allowed on missed shots or steals.
7. **Overtime** = None; end game with tie

Co-ed 7/8 (Flea Division):

1. **Goal Height** = 8 ½ feet
2. **Ball Size** = 28.5 (Intermediate)
3. **Length of Game** = (4) 7 minute quarters
4. **Tip-off** = Flip Coin
5. **Free-throw Distance** = 12 feet (GRPA; temporary line should be added to lane); fill bottom block
6. **Press** = Back court pressure is not allowed after score or inbound play until the last minute of the 4th quarter and the last minute of each overtime period. The press can only begin at mid-court at all other times of the game. Fast breaks and back court defense are allowed on missed shots or steals.
7. **Overtime** = Three-minute periods; running clock; continue until winner is decided

Girls 9/12 (Midget Division):

1. **Goal Height** = 10 feet
2. **Ball Size** = 28.5 (Intermediate)
3. **Length of Game** = (4) 8 minute quarters
4. **Tip-off** = Jump
5. **Free-throw Distance** = 15 feet (official); the bottom block will be left open
6. **Press** = Allowed during last two-minutes of each half; defense must retreat behind mid-court line when offense rebounds and gains possession of the ball; defense may attack ball when offense has passed mid-court. Fast breaks and back court defense are allowed on missed shots or steals.
7. **Overtime** = Four-minute periods; running clock; continue until winner is decided

Boys 9/10 (Mite Division):

1. **Goal Height** = 8 ½ feet
2. **Ball Size** = 28.5 (Intermediate)
3. **Length of Game** = (4) 8 minute quarters
4. **Tip-off** = Jump
5. **Free-throw Distance** = 15 feet (official); the bottom block will be left open
6. **Press** = Allowed during last two-minutes of each half; defense must retreat behind mid-court line when offense rebounds and gains possession of the ball; defense may attack ball when offense has passed mid-court. Fast breaks and back court defense are allowed on missed shots or steals.
7. **Overtime** = Three-minute periods; running clock; continue until winner is decided

Boys 11/12 (Midget Division):

1. **Goal Height** = 10 feet
2. **Ball Size** = 28.5 (Intermediate)
3. **Length of Game** = (4) 8 minute quarters
4. **Tip-off** = Jump
5. **Free-throw Distance** = 15 feet (official); the bottom block will be left open
6. **Press** = Full-court press allowed during entire game
7. **Overtime** = Four-minute periods; running clock; continue until winner is decided

Girls and Boys 13 and up:

1. General Division Rules:

- a. **Overtime** = Four-minute periods; clock stops for whistles and free-throws; continue until winner is decided
- b. **Press** = Full-court press allowed during entire game
- c. **Length of Game** = (4) 9 minute quarters
- d. **Goal Height** = 10 feet
- e. **Tip-off** = Jump
- f. **Free-throw Distance** = 15 feet (official); the bottom block will be left open

2. Specific Division Rules (separated by age bracket):

- a. **Girls 13/15** (Junior; 14 and under Division)
 - i. **Ball Size** = 28.5 (Intermediate)
- b. **Girls 16/17** (Senior Division)
 - i. **Ball Size** = 28.5 (Intermediate)
- c. **Boys 13/14** (Junior Division)
 - i. **Ball Size** = 29.5 (Official)
- d. **Boys 15/17** (Senior Division)
 - i. **Ball Size** = 29.5 (Official)

Section 4. General Game Rules (applies to all ages):

1. Dress Code:

- a. Every player must wear matching jersey shirts with factory type legal numbers only on front and back described in the Georgia High School Association Rule Book.
 - i. Legal numbers consist of 0, 00 (0 and 00 cannot be used on same team) 1-5, 10-15, 20-25, 30-35, 40-45, and 50-55. It is legal for players to wear matching color or white t-shirts only under game jerseys.
- b. If uniforms have not been delivered, player(s) should wear black shorts and solid color t-shirt (no logos or words) with number written in bold on front and back.
- c. NO CUT OFFS or SWEATS unless mandated by religious beliefs.
- d. Shirts must be tucked in and shoes must be tied (recommend to double-knot). Shoes shall be smooth and soft-soled for athletic use.
- e. No jewelry.
- f. No pockets are allowed in shirts or shorts.

2. Free Throws:

- a. Up to four people from the defensive team and two people from the shooting team line up along the sides of the paint (free-throw lane).
- b. There may only be a total of three players lined up on each side of the free-throw lane; they cannot leave their designated places until the shooter releases the ball.
- c. The shooter must line up behind the designated free-throw line; they cannot pass this line until after the ball has hit the rim or backboard.
- d. All remaining players must remain behind the 3-pt line during a free-throw; they cannot approach the lane until after the ball has hit the rim or backboard.

3. Coaches and Other Volunteers:

- a. There may be a maximum of three (3) coaches or non-players allowed on the bench during each game.
- b. All coaches must be certified by a nationally recognized organization for Basketball and have successfully completed a background check and Code of Conduct agreement.
- c. The Coach for the Home Team, before each game, is required to provide the referee with an regulation game ball in good condition.
- d. Only one (1) coach is allowed to stand during the game.
 - i. The coach standing is the only one allowed to speak to the referees and call time-outs.
 - ii. Head Coaches must have a Pre-Game meeting with Referees to review Rosters and Specific and General Division Rules prior to the start of each game.
- e. There will be one Scorekeeper for each game; will be parent and high-school student volunteers and will be responsible for managing the clock, possession arrow and scores on the board for each team.
- f. There will be two Statisticians for each game; will be parent and high-school student volunteers and will be responsible for tracking fouls and the following stats for each player/team:
 - i. Personal Fouls
 - ii. Rebounds
 - iii. 2-Pointers (Attempts and Made)
 - iv. 3-Pointers (Attempts and Made)
 - v. Free-Throws (Attempts and Made)

4. Clock and Time Outs:

- a. The clock must stop for free-throws and time-outs only.
- b. The clock will not stop for every whistle (i.e. turnovers and personal fouls).
- c. Teams will be allowed 5 time outs per game (3 full and 2 twenty seconds).
- d. Teams will be allowed only 1 time out during each overtime period. overtime period.
- e. If in the 4th quarter, a team gains a twenty (20) point advantage, the clock will run continuously for the balance of the game except during time-outs. If the losing team gets within (10) points during the last quarter, the clock will be operated by regulation for the remainder of the game. (Mercy Rule)

5. Mandatory Play:

- a. Each team has 15 minutes from the scheduled start time of each game to field 4 players or they will lose the game by forfeit. A team can continue with four players except in the case of an ejection.
- b. Every child must play a minimum of 3 minutes per half.
- c. If a child is late for the start of a game he/she may be benched for the first half.
- d. If a child becomes ill during the game and/or cannot play for any reason, the coach must notify the referees and the opposing coach and the child must be taken off the bench by the parents.
- e. In the event an individual believes a player did not play the minimum time mandated, they may file a protest in accordance with Section 7 of Youth Winter League Rules and Regulations within one day (following the game in question).
 - i. If protest is deemed justified, the Head Coach will be Suspended for 2 games (coach may not attend games) and player or players who were not played must play the entire 1st and 3rd quarters of the next game.

6. Ejected Players and Coaches:

- a. A player that is ejected for any reason must be taken off the bench by the parents.
- b. If a player is ejected from a game, they must sit out the next game.
- c. If a player receives 2 ejections or 4 technical fouls in a season and he/she will be ineligible to play for the remainder of the season.
- d. Ejected coaches must leave the game, leave the gym/court, and
 - i. Will be suspended for the next two games
 - ii. Will not be allowed to watch their team play during a suspension
 - iii. If a coach receives 2 ejections or 4 technical fouls in a season and he/she will be ineligible to coach for the remainder of the season and any HCBA Programs for that current year including the following Winter League Season.
 - iv. If a coach shows up at a game during a suspension, referees will be asked to stop the game and the coach will be required to leave.
- e. In the event an individual believes a coach was not suspended or suspension was not properly enforced, they may file a protest in accordance with Section 7 of Youth Winter League Rules and Regulations within one day (following the game in question)
 - i. If protest is deemed justified, the coach's team will forfeit the game in question and Coach's suspension must be enforced.
- f. Any coach ejected from a tournament game (i.e. Allstars) will not only be suspended from the remaining game(s) in the tournament, but will also be suspended from any HCBA Programs for that current year including the following Winter League Season.

7. Protests:

- a. Only protests of interpretation of rules or eligibility of players will be considered; judgment calls made by referees will NOT be considered.
- b. All protest will be given verbally to the official scorer before the end of the game or by emailing HCBA at harriscobasketball@gmail.com within 24 hours following the game or event in question.
- c. Protestors must remit a \$20 Protest fee to HCBA within 24 hours of filing a protest.
- d. Protest Fees will be refunded if protest is justified.
- e. Fees collected from unjustified protests will be applied to future HCBA Programs

8. Profanity:

- a. Use of foul language by any fan, player, coach, referee or other bystander will not be tolerated; the opposing team of the individual(s) involved will be allowed to shoot two (2) technical free-throws, and
 - i. If anyone is caught using foul language, they will be automatically ejected from the current game and will not be allowed in the next game.
 - ii. After 2nd offense, person will be ejected from current game and the next game scheduled, and person must appear before the Board for permission to return to any future games.
 - iii. After 3rd offense, person will be ejected from the current game and suspended for remainder season and any HCBA programs for the remainder of the year and following Winter League Season.

9. Championship Tournament:

- a. Teams eligible for tournament will be the top four teams with the highest winning record for each age division.
- b. The tournament will only be for 7/8 year olds and up.
- c. Each division must have at least 4 teams to have a tournament.
- d. If division is not eligible to participate in championship tournament, then team with most wins will be automatically deemed the Champion for that division.
- e. In the event of a tie for teams selected into Championship or as Champion, the tie-breakers will proceed in the following order:
 - i. Team with highest winning record.
 - ii. Team with highest winning record when playing head-to-head in past games during regular season.
 - iii. Team with fewest points allowed by all teams played against for the entire regular season.

10. All-Star Tournaments:

Please refer to the Harris County Basketball All-Star Policy and Procedures for information on coach and player selections, practices, and game structure.