

# HPKAA RULES

## BIG EAST BOYS & GIRLS

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1. ALL GAMES WILL START WITH A JUMP BALL. ALL OTHER JUMP BALL SITUATIONS WILL USE ALTERNATE POSSESSION RULE.
2. GAMES WILL CONSIST OF FOUR 10 MINUTE QUARTERS. THE CLOCK WILL ONLY STOP AT REFEREE'S REQUEST, TIME OUTS AND LAST 2 MINUTES OF GAME; CLOCK WILL NOT STOP FOR FOUL SHOTS.
3. EACH TEAM WILL RECEIVE THREE THIRTY SECOND TIME-OUTS PER HALF.
4. IF OVERTIME IS NEEDED IT WILL BE THREE MINUTES WITH EACH TEAM HAVING 1 TIME OUT, THERE ARE NO CARRY OVER TIME OUTS. CLOCK WILL STOP IN LAST TWO MINUTES.
5. TEAMS MUST PLAY ZONE DEFENSES EITHER A 2-3 OR 2-1-2. DOUBLE TEAMING BALL IS ONLY ALLOWED IN THE LANE. IF AN ILLEGAL DEFENSE IS USED FIRST TIME IS A WARNING SECOND WILL RESULT IN 1 TECHNICAL FOUL SHOT AND POSSESSION. **THIS WILL BE ENFORCED.**
6. TEAMS ON OFFENSE MUST BE ALLOWED TO CROSS MID COURT. DO NOT SET UP DEFENSIVE GUARDS ANY HIGHER THAN THE TOP OF THE KEY. ONCE POSSESSION IS ESTABLISHED THE GUARDS CAN THEN PURSUE THE BALL.
7. ON CHANGE OF POSSESSION TEAM MUST CLEAR BACK COURT.
8. BACK COURT VIOLATION WILL BE IN EFFECT, MID COURT LINE WILL BE THE BACKCOURT LINE.
9. A 5 SECOND LANE VIOLATION WILL BE IN EFFECT.
10. FREE THROWS WILL BE AWARDED ON ALL SHOOTING FOULS; ON ALL OTHER FOULS BALL WILL BE AWARDED OUT OF BOUNDS.
11. A ONE AND ONE WILL BE IN EFFECT AFTER 7 TEAM FOULS PER HALF. 2 SHOTS AFTER 10
12. PLAYERS FOUL OUT AFTER 5 FOULS.

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13. ALL PLAYERS MUST PLAY AT LEAST 2 QUARTERS (whether they come late or leave early) AND NO MORE THAN THREE PER GAME. IF IN THE EVENT A TEAM HAS LESS THAN 10 PLAYERS THE PLAYER OR PLAYERS WHO PLAY THREE QUARTERS MAY NOT DO SO IN THE NEXT GAME. **BE FAIR WITH EXTRA TIME.** PLAYOFFS ARE INCLUDED IN THE RULE. A LOG WILL BE KEPT IN BACK OF SCORE BOOK TO KEEP TRACK OF PLAYERS TIME. PLEASE TRY TO DISTRIBUTE TIME EVENLY FOR ALL PLAYERS...LET PLAYERS THAT MAY NOT BE THE BEST PLAYERS HAVE THE EXTRA QUARTER OCCASIONALLY.
14. SUBSTITUTIONS ARE ONLY ALLOWED IN THE BEGINNING OF EACH QUARTER UNLESS A PLAYER IS INJURED OR A PLAYER FOULS OUT.
15. NO JEWELRY CAN BE WORN; NO PLAYER CAN PLAY WITH A CAST ON.
16. UNSPORTSMANLIKE CONDUCT WILL NOT BE TOLERATED FROM ANYONE INCLUDING PARENTS.
17. ANY PLAYER OR COACH EJECTED FROM A GAME WILL BE SUSPENDED FROM NEXT GAME; A SECOND EJECTION WILL RESULT IN TERMINATION FROM LEAGUE.
18. ALL PLAYERS MUST CHECK IN AT SCORERS TABLE BEFORE ENTERING GAME.
19. INTENTIONAL OR TECHNICAL FOULS WILL BE REFEREE'S CALL.
20. **EACH TEAM "MUST" SUPPLY EITHER A VOLUNTEER FOR SCORE BOOK OR TO RUN CLOCK. GAMES WILL NOT START UNTIL IS DONE. IF GAME IS DELAYED TIMEWILL REMOVED FROM CLOCK.**
21. **PLEASE REMEMBER THAT THE PLAYERS ARE 9 AND 10 YEAR OLD CHILDREN.**

**THANK YOU!!!**