



HOOPS BY THE RIVER 2025 WINTER BASKETBALL LEAGUE

LEAGUE RULES AND REGULATIONS

1. INTRODUCTION:

- A. Hoops By The River, INC. (HBTR) Basketball league is an all year around tournament broken down into sessions, that consist of 11 division, boys and girls.

8U	MIDDLE SCHOOL (GIRLS)
9U	14U (MIDDLE SCHOOL)
10U	HIGH SCHOOL (GIRLS)
11U	JV HIGH SCHOOL
12U	VARSITY HIGH SCHOOL
13U	

REGISTRATION FEE:

1. All Divisions - **\$350**

REFERFEE FEE:

1. 8U - Middle School Divisions/ **\$40**
2. High School Divisions/ **\$60**

2. ROSTER:

- A. Completed rosters, paperwork and all proper qualifying documents (birth certificate, school I.D) must be received before or by the teams first scheduled game.
- B. No player will be allowed to participate in league games until proof of identification is provided.
- C. Rosters are frozen after the conclusion of a teams 2nd game. Players who participated in a game may not be taken off the roster and replaced with another player. Once a player has played with a participating team he or she cannot change teams. **ROSTERS ARE NOT OPEN ROSTERS**
- D. A player must play in at least two(2) regular season games to be eligible for the playoffs
- E. A player can only play with one(1) team and one(1) team only. A player can only play with his/her program in advance division with the approval of league officials.

3: UNIFORMS: MUST BRING YOUR OWN UNIFORMS WITH NUMBERS ON FRONT AND BACK OF UNIFORMS OR T-SHIRTS.

- A. All participating team players must wear their organization uniforms or t-shirts representing their organization.
- B. All players must wear basketball shorts during scheduled games, **NO SHORTS WITH POCKETS ARE ALLOWED**
- C. Players will not be allowed to participate in games with-out proper basketball gear (Example: No team uniform/t-shirt, no sneakers)

4. GAME PLAY:

- A. 8U through Middle School Divisions play Sixteen(16) minute halves with the clock stopping at two(2) minutes for every whistle, both halves. Each team player receives six(6) personal fouls before being fouled out of the game. Each team receives five(5) time-outs during game play, three(3) 30 second and two(2) full.
- B. High School Divisions play eight(8) minute quarters with the clock stopping at two(2) minutes for every whistle, both halves. Each team player receives six(6) personal fouls before being fouled out of the game. Each team receives five(5) time-outs during game play, three(3) 30 second and two(2) full.
- C. Each team player must sign in the official league score book before the start of their scheduled game. All coaches are responsible for their players to sign-in, a technical foul will be issued to any player who enters a game with-out signing in the official league score book.
- D. A player who arrives late will not be assessed a technical foul providing that the player signed the official league score book before entering the game.

- E. During game play, a teams bench is only allowed 2 coaches and 12 team players sitting at the bench. All players not in the game must be seated and remain seated during game play. Coaches cannot cross the coaches line or step on the court during game play. one(1) warning will be issued to players and coaches before a technical foul is given. **(TECHNICAL FOULS COUNTS AS PERSONAL FOULS)**
- F. Any team player not playing due to injury or grades is allowed to sit with the team during game play. **(SAME RULES APPLY TO THAT PLAYER/PLAYERS)**
- G. Parents, family and friends are not allowed at the team bench during game play. **(COACHES WILL BE HELD RESPONSIBLE)**

5. TECHNICAL FOULS: A technical foul is an infraction of the rules that results in a penalty. Technical fouls can be called against players, coaches, spectators, or the entire team, which will result to the opposing team shooting two(2) free-throws and receiving possession of the ball.

EXAMPLES OF TECHNICAL FOULS:

- 1. Unsportsmanlike conduct, such as taunting, fighting, or verbally attacking a referee.
- 2. A team having too many or too few players on the court.
- 3. Using foul language.
- 4. A player participating in a game when they are not on an active roster.
- 5. Delaying the game.
- 6. Player/players on team bench standing.
- 7. Player/players sitting on bench running on the court during game play or any incident.
- 8. Parent/parents and friends at team bench during game play.

* **COACH TECHNICAL FOUL** - Coaches will be ejected after receiving two(2) technical fouls and asked to leave the team bench. **(When and if a coach continues to cause any fraction during the rest of the game, they will be asked to leave the premises).**

* **PLAYER TECHNICAL FOUL** - Players will be ejected after receiving two(2) technical fouls and not allowed back in the game.
(REMEMBER TECHNICAL FOULS COUNT TOWARDS PERSONAL FOULS)

* **TEAM TECHNICAL FOUL** - When a team receives two(2) team technical fouls in one(1) game, the team will be penalized their next scheduled game, which will result to the opponent starting the game shooting two(2) free throws and possession of the ball.

6. FORFEITS:

- A.** Fifteen(15) minute forfeit time for all teams after start of scheduled game.
- B.** If a team forfeits a game, they are still responsible for the games referee fee. Fee must be paid before next scheduled game or next game will be called another forfeit.
- C.** Any team with two(2) forfeits will be expelled for the rest of the season.
- D.** If a team forfeits a play-off game or championship game, that team will be automatically expelled from league play for two(2) sessions.

WE ASK ALL COACHES AND TEAMS TO ARRIVE 30 MINUTES BEFORE SCHEDULED GAME.

7. PROTEST:

- A.** All protest regarding ineligible player/players or league rules must be registered during or immediately after the game. Protest are to be made in writing at the official scorers table with either the league site director or if available, any hoops by the river official. Judgement calls by referees cannot be protested.

8. PLAY-OFFS:

- A.** The top four(4) teams in each division will make the play-offs.
- B.** In the event of a tie, the tie breaking dead-lock will be decided in the following order:
 - * Best head to head record.
 - * Margins of victory.
 - * Forfeit team will automatically get the lower seed.

9. CHAMPIONSHIP:

- A.** The qualifying teams in each division will participate in the championship game.
- B.** Individual awards will be awarded to the first place team in each division.
- C.** MVP & SPORTSMANSHIP awards will be given out in each division.

10. RULES OF CONDUCT:

- A. Absolute no physical, verbal or mental abuse towards referees, staff, players, coaches, spectators will not be tolerated. Persons will be immediately ejected from the game site and possible from the league. **NO EXCEPTIONS**
- B. Any player or coach involved with fighting will result in automatic ejection from game play and possible ejection from the remainder of the league. **NO EXCEPTIONS**
- C. **ABSOLUTELY NO DRUGS OR ALCOHOL IS PERMITTED ON THE SITE PREMISES.**
- D. If a player or coach is ejected two(2) times in the league they will automatically be ejected for the remainder of the tournament with a possible ban for the next session.
- E. All teams must be accompanied by a Head coach and/or Assistant coach to play in any scheduled game. With-out supervision it will result to a lost and forfeit for that team.
- F. Full court press is very essential to winning games, if a team is up by twenty points or more during the second half, the full court, three(3) quarter and half court press must be removed.

EACH DIVISION WILL BE GOVERN BY AAU RULES AND REGULATIONS.

**Hoops By The River INC staff would like to thank
everyone in advance for participating.
Good luck to all.**

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