

**OBA Selected Game Parameters By Age Group (version 2 dated 11 Dec 2012)**

	U10	U11 – U12	U13 – U14	U15 – U19
	Novice	Atom/Major Atom	Bantam/Major Bantam	Midget and Up
Duration	8 – 3 minute shifts and 3 minute extra time shift(s) if/as necessary	8 – 4 minute shifts and 4 minute extra time shift(s) if/as necessary	4 - 8 minute shifts and 4 minute extra time periods if/as necessary	4 - 8 minute shifts and 4 minute extra time periods if/as necessary
Free Throw Line	13'	15'	15'	15'
3 point shot If multiple lines exist, use as per indicated order/preference	Not in use	1. NFHS 19.75' 2. FIBA old 6.25m 3. FIBA new 6.75m	1. FIBA old 6.25m 2. NFHS 19.75' 3. FIBA new 6.75m	1. FIBA new 6.75m 2. FIBA old 6.25m 3. NFHS 19.75'
Restricted Area (key)	New FIBA Rectangle or NFHS (one spot up on free throws)	New FIBA Rectangle or NFHS (one spot up on free throws)	New FIBA Rectangle or NFHS (one spot up on free throws)	New FIBA Rectangle or NFHS (one spot up on free throws)
No charge semi-circle	Not in use	Not in use	Not in use	Not in use
Shot clock	Not in use	Not in use	Not in use	24 second
Young Player Development Rules	In Use	In use	Not in use	Not in use
Allowable Type of Defense	<ul style="list-style-type: none"> <li>Person-to-person defense in front court for full first 7 shifts</li> <li>Person-to-person defense can be full court for 8<sup>th</sup> shift and any extra shifts</li> </ul>	Person-to-person can be full court	No restriction	No restriction
Equal participation	<ul style="list-style-type: none"> <li>In use for 8 regular shifts.</li> <li>Not in use for any extra shifts</li> </ul>	<ul style="list-style-type: none"> <li>In use for the first 7 shifts.</li> <li>Not in use for last shift and any extra periods</li> </ul>	Not in use	Not in use
Substitution	<ul style="list-style-type: none"> <li>Only between shifts unless injury or disqualification for first 8 shifts</li> <li>Substitution as per FIBA rules in effect for any extra shifts</li> </ul>	<ul style="list-style-type: none"> <li>Only between shifts unless injury or disqualification for first 7 shifts</li> <li>Substitution as per FIBA rules in effect for 8<sup>th</sup> shift and any extra shifts</li> </ul>	Substitution as per FIBA rules in effect	Substitution as per FIBA rules in effect
Drop back Rule	In use for first 7 shifts and in 8 <sup>th</sup> shift if spread is 15 points or more See Below	15 points or more See Below	20 points or more See Below	Not in use
Closely guarded	See below	See below	See below	See below

## **Drop back Rule**

When a team leads by (15 points or more for U12 or younger age groups) OR (20 points or more for U13/U14 age groups), its players must 'drop back' behind the eight-second (division) line.

Once the losing team secures player control of the ball (dribbling or holding the ball) in its backcourt, the winning team must retreat immediately into their backcourt behind the eight-second (division) line.

The losing team shall be allowed to dribble the ball unimpeded across the eight-second (division) line and establish frontcourt status.

**Violation of the 'Drop Back Rule' will result in the ball being awarded out-of-bounds to the losing team, at the frontcourt sideline, at the extended free throw line (preferably opposite the bench area in the front court).**

## **Closely Guarded**

When there is no shot clock in use for the game, the NFHS Closely Guarded Rule is in effect. The intent is to create the competitive balance between offense and defense that is inherent if the shot clock were in use. The NFHS closely guarded rule, definitions and guidelines are different than the FIBA closely guarded rule, definitions and guidelines and will be enforced as per NFHS without any modification. The rule can be found in the **2012-13 FHS Basketball Rules Rule 4 Section 10** and is cited below:

*A closely guarded situation occurs when a player in control of the ball in his/her team's frontcourt, is continuously guarded by any opponent who is within six feet of the player who is holding or dribbling the ball. The distance shall be measured from the forward foot/feet of the defender to the forward foot/feet of the ball handler. A closely guarded count shall be terminated when the offensive player in control of the ball gets his/her head and shoulders past the defensive player.*

# **INSTRUCTIONS TO SCORERS – Ontario**

## **(FIBA RULES)**

**These instructions have been developed in co-operation with Ontario Basketball, the International Association of Approved Basketball Officials (IAABO) and the Ontario Association of Basketball Officials.**

### **PRIOR TO THE GAME**

- Obtain the roster of names, numbers, and starters from each team at least twenty (20) minutes prior to starting time.
- Enter names of team members and uniform numbers, in **numerical order**, on the score sheet.
- Ensure Coach and Assistant Coach(s) are listed for each team.
- At least ten (10) minutes prior to game time, both coaches are to confirm their agreement with the names and numbers of their team members, names of coach, assistant coach, indicate the five (5) starters and sign the score sheet

### **ALTERNATING POSSESSION ARROW**

- Jump ball begins 1<sup>st</sup> period only. Arrow is set in the direction the opponent's basket of the team that is not the first team to gain control of a live ball on the court.
- Alternating possession applies to all held balls situations and the beginning of the 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup> and all extra periods
- The arrow is reversed immediately after the alternating possession throw-in ends
- A foul before beginning of a period or during the AP throw-in does not change the arrow

### **SCORING**

- Keep a running summary of points scored.
- Mark the running score first and then mark the appropriate points for the individual player.
- The running score and total of the individual player's points should equal each other.
- All field goals are two (2) points unless the official(s) demonstrate the successful three (3) point signal.
- End of each period, tally the individual player point totals, indicate and block off that period from further entries.
- Indicate the running score at the end of the period by circling the last running score entry and/or adding a line separating it from the next numeral.

### **FOULS**

- Keep a running summary of fouls committed.
- Mark the team total foul first and then mark the foul against the appropriate player.
- The total of the individual player fouls should equal the team running foul count.
- Resist the temptation to start recording fouls until the officials report them to the table. Obtain eye contact with the reporting official and then maintain focus until the report is complete and then record.
- All player personal, technical, unsportsmanlike and disqualifying fouls are 1) recorded against the player and count towards the player's five (5) fouls and 2) against the team total in the period towards penalty.
- Technical Fouls committed by Coach, Assistant Coach, Substitute, Excluded Player or Team Follower do not count as a team foul to reach the penalty situation in each period.
- Inform reporting official when a player has committed a total of five (5) fouls or two (2) unsporting fouls.
- Fouls are designated as:
  - P: personal
  - T: technical
  - U: unsporting
  - D: disqualifying
  - C: direct technical to coach
  - B: bench or other technical not direct to Coach

## **TIMEOUTS**

- Only the Coach or Assistant Coach may request a Time-Out.
- Sound the horn at first opportunity after receiving request, indicate the time-out request to the officials by making the time-out signal and pointing to appropriate bench.
- If the officials don't hear the horn, continue to sound the horn and timer should stop/do not start the game clock
- A time-out opportunity exists for
  - both teams when the ball is dead, the clock is stopped and an official has ended any communication to the table including after a successful last or only free throw
  - the non-scoring team if scored upon.
- Each team is permitted two (2) 60- second timeouts in the first half and three (3) 60-second time-out is the second half. Each team may be granted one (1) 60-second time-out in each overtime period.
- Unused time-outs do NOT carry over to the next half or extra period.
- Notify the officials when a team has no time-outs left in a half and/or extra period

## **SUBSTITUTES**

- Only the substitute, not Coach or Assistant Coach, may request substitution.
- Substitutes are to wait at the scorer's table until beckoned by an official. Substitutes at a time-out or interval of play are to report to the scorer then may go to the bench or huddle and need not be beckoned on by an official when play resumes
- Sound the horn and indicate the substitution request to the officials at the first substitution opportunity. A time-out opportunity exists
  - 1) for both teams when the ball is dead, the clock is stopped and an official has ended any communication with the table including a successful last or only free throw and
  - 2) for the non-scoring team if scored upon in the last two (2) minutes of the 4<sup>th</sup> and any extra periods.
- Opportunity begins when ball is dead, clock is stopped and an official has stopped communicating with the table. The opportunity ends when the ball becomes live/at the disposal of a player for a throw-in or a first or only free throw.
- A disqualified player or player who has committed five (5) fouls must be substituted immediately (within approximately thirty (30) seconds).
- A injured or bleeding player must be substituted if not immediately (within approximately fifteen (15) seconds) ready to play unless a time-out is taken by either team and he/she is ready to play at the end of the time-out and has not yet been substituted.

## **AT COMPLETION OF THE GAME**

- Do a final tally and verify the score. Bring any discrepancy to the attention of the officials.
- Have the officials sign the score sheet after verifying it.
- Sign the score sheet

## **REMINDERS and RECOMMENDATIONS**

- Introduce yourself to the officials and have a pre-game meeting to review your duties
- Sit together with the Timer, Shot Clock Operator and Commissioner (if present).
- Work as a team to ensure each other's accuracy.
  - Ask for help identifying the player scoring as needed
  - Repeat the score after baskets with the Timer operating the score board so the score on the score sheet and score board match. .
- Good administration is vital to the game. Be attentive, accurate and maintain focus during the entire game. Minimize distractions i.e. turn cell phone off and keep table area as neat and organized as possible.
- Maintain impartiality throughout the game.
- Inform the officials at first opportunity if:
  - coach, assistant or other bench personnel are occupying/distracting you or not communicating with you in a professional manner.
  - if there is a discrepancy or a problem with the score
- Have spare pens and score sheets at the table

## **INSTRUCTIONS TO TIMERS – Ontario**

### **(FIBA RULES)**

**These instructions have been developed in co-operation with Ontario Basketball, the International Association of Approved Basketball Officials (IAABO) and the Ontario Association of Basketball Officials.**

#### **PRIOR TO THE GAME**

- Introduce yourself to the officials and have a pre-game meeting to review your duties
- Familiarize yourself with clock and verify operation
- FIBA regulation pre-game time interval is twenty (20) minutes. Ontario Basketball Association (OBA) recognizes that a variety of factors impact the time between multiple sets of games and thus the pre-game interval can vary accordingly. Once one game finishes, the game clock should be set and running down to the designated game time. The OBA minimum warm-up time is five (5) minutes.

#### **WARNING SIGNALS**

- Before the 1<sup>st</sup> and 3<sup>rd</sup> period when three (3) minutes, one (1) minute and thirty (30) seconds remain.
- Before 2<sup>nd</sup> and 4<sup>th</sup> and each extra period, when thirty (30) seconds remain prior to start of period.
- Notify officials and teams at least three (3) minutes prior to start of 3<sup>rd</sup> period.

#### **TIMING**

- FIBA regulation is four (4) periods of ten (10) minutes. OBA timing by age category is:
  - U10 – eight (8) periods of three (3) minutes
  - U11 and U12 - eight (8) periods of four (4) minutes
  - U13-U19 – four (4) periods of eight (8) minutes
- FIBA regulation half time is fifteen (15) minutes. OBA halftime is a minimum of five (5) minutes to a maximum of ten (10) minutes.
- FIBA regulation time between periods and each extra period is two (2) minutes. OBA time between periods and each extra period is one (1) minute
- FIBA regulation extra periods is five (5) minutes. OBA extra periods are:
  - U10 – three (3) minutes
  - U11-U19 – four (4) minutes
- Intervals of Play:
  - Pre-game: Begins twenty (20) minutes prior to scheduled game time. Ends when the ball becomes live.
  - Between periods: Begins when game clock signal sounds to end a period. Ends when ball becomes live.
- Disqualification replacement period: thirty (30) seconds.
- Injury & Bleeding replacement period is immediate (within approximately fifteen (15) seconds) unless a time-out is taken by EITHER team, the player has not been substituted and has recovered by end of a time-out and player may remain in the game.

#### **START CLOCK**

- Jump Ball: When the ball is legally tapped by either jumper.
- Throw-in: When the ball legally touches or is touched by a player on the court.
- Missed Free Throw: When the ball is legally touches or is touched by any player on the court
- Get into the habit of a quick check that the clock is actually running when starting

#### **STOP CLOCK**

- When official sounds whistle for a jump ball, foul or violation.
- When field goal is scored against a team which has requested a time-out.
- When field goal is scored in the last two (2) minutes of the 4<sup>th</sup> period and any extra period.
- When twenty-four (24) second device signal sounds while a team is in control of the ball.
- Get into the habit of a quick check that the clock is actually stopped when stopping

## **TIMEOUTS**

- Only the Coach or Assistant Coach may request a Time-Out.
- Sound the horn at first opportunity after receiving request; indicate the time-out request to the officials by making the time-out signal and pointing to appropriate bench.
- If the officials don't hear the horn, continue to sound the horn and timer should stop/do not start the game clock
- A time-out opportunity exists for:
  - both teams when the ball is dead, the clock is stopped and an official has ended any communication to the table including after a successful last or only free throw
  - the non-scoring team if scored upon.
- Start timing the time-out immediately after official blows whistle and makes signal. Sound horn when fifty (50) seconds have elapsed. Sound horn again at end of time-out sixty (60) seconds. Time-out ends when an official sounds whistle and beckons teams back on the court.
- Each team is permitted two (2) 60- second timeouts in the first half and three (3) 60-second time-out is the second half; Each team may be granted one (1) 60-second time-out in each overtime period.
- Unused time-outs do NOT carry over to the next half or extra period.
- Aren't permitted to the scoring team when the game clock is stopped following a successful field goal during the last two (2) minutes of the 4<sup>th</sup> period and any extra period unless
  - an official has interrupted the game,
  - the non-scoring team has been granted a time-out or substitution.
- If request is made by either team after the ball is at disposal of free thrower for the first or only free throw, time-out shall be granted if the last or only free throw is successful, the free throw is followed by a throw-in from centre line extended, a foul is ruled between the free throws, or a foul or violation is ruled before the ball becomes live after the last or only free throw.

## **SUBSTITUTES**

- Only the substitute, not Coach or Assistant Coach, may request substitution.
- Sound the horn and indicate the substitution request to the officials at the first substitution opportunity. A time-out opportunity exists
  - for both teams when the ball is dead, the clock is stopped and an official has ended any communication with the table including a successful last or only free throw and
  - for the non-scoring team if scored upon in the last two (2) minutes of the 4<sup>th</sup> and any extra periods.
- Allow reporting official to complete report prior to sounding the horn.
- Do NOT sound the horn for substitution:
  - when official is ready to administer a free throw or throw-in
  - unless the ball is DEAD and the clock is STOPPED
- Shall not be permitted to the scoring team when the game clock is stopped following a successful field goal during the last two (2) minutes of the 4<sup>th</sup> period and any extra period unless: An official has interrupted the game or the non-scoring team has been granted a time-out or substitution.
- If request is made by either team after the ball is at the disposal of free thrower for first or only free throw, substitutes may enter the game after the last or only free throw is successful, a free throw is followed by a throw-in from centre line extended, a foul is ruled between free throws, or a foul or violation is ruled prior to the ball becoming live after the last or only free throw.

## **REMINDERS and RECOMMENDATIONS**

- Sit together with the Scorer, Shot Clock Operator and Commissioner (if present).
- Take your role seriously; it is vital to having a well administered game. Be attentive, accurate and maintain focus during the entire game. Minimize distractions i.e. turn cell phone off and keep table area as neat and organized as possible.
- Maintain an appearance of impartiality throughout the game.
- If a Coach, Assistant Coach or Team Bench is 1) occupying/distracting you or 2) not communicating with you in a professional manner inform an official at the first opportunity.
- Use any means possible to notify officials if the signal fails or is not heard by the officials

## **INSTRUCTIONS TO SHOT CLOCK OPERATORS - Ontario (FIBA RULES)**

**A 24 second shot clock is in effect for U15 and above Ontario Basketball Association games.**

### **PRIOR TO THE GAME**

- Introduce yourself to the officials and have a pre-game meeting to review your duties
- Familiarize yourself with clock and verify operation

### **STARTING/RE-STARTING SHOT CLOCK**

- Start a new shot clock when a team establishes a new team control of a live ball on the playing court.
- Start the shot clock on a throw-in when the ball touches or is legally touched by any player on the playing court.

Whenever a team that has control of the ball is given a throw-in as a result of:

- A foul or violation (not for the ball having gone out-of-bounds by the team not in control of the ball),
- The game being stopped because of an action not connected with the team in control of the ball,
- The game being stopped because of an action not connected with either team,

And the throw-in in their backcourt:

- the twenty-four (24) second clock shall be reset to twenty-four (24) seconds.

If the throw-in is in the frontcourt:

- and fourteen (14) seconds or more are displayed on the twenty-four (24) second clock the shot clock is not reset and left with the time remaining
- and thirteen (13) seconds or less are displayed on the twenty-four (24) second clock then it is reset to fourteen (14) seconds

The shot clock is stopped and reset to twenty-four (24) seconds, with no display visible, when:

- ball legally enters the basket
- ball touches the ring of the opponents' basket (unless the ball lodges between the ring and the backboard).
- a team is awarded a backcourt throw-in or free throw(s).
- the team in control of the ball commits an infraction of the rules.

The shot clock is stopped, but not reset, when the same team that previously in control is awarded a throw-in as a result of:

- the ball having gone out-of-bounds.
- a player of the same team having been injured.
- a jump ball situation.
- a double foul.
- cancellation of equal penalties against the teams.

The shot clock is switched off when:

- a team gains a new team control with fewer than twenty-four (24) seconds remaining on the game clock in any period, or
- if the shot clock is supposed to be reset to fourteen (14) seconds in the frontcourt and there are less than fourteen (14) seconds remaining on the game clock in any period

## NOTES

- the mere touching of the ball by an opponent does not start a new twenty-four (24) second period if the same team remains in control of the ball.
- if the officials judge that the opponents are disadvantaged by the game stopping by an action not attributable to them, then the shot clock is not reset and continues from where it was stopped.
- the twenty-four (24) second clock signal does not stop the game clock, the game, nor cause the ball to become dead, unless a team is in a control of the ball.
- if the twenty-four (24) second clock signal sounds in error it is disregarded unless the officials judge that a team in control has been placed at a disadvantage; if so, the game is stopped, the clock corrected and the team that was in control is awarded possession

## PRACTICAL ADVICE

- If in doubt, don't reset
- Don't reset after a whistle until officials have finished any communication on floor and/or to table
- Get in the habit of taking a mental note of the time showing on the shot clock (and game clock if/as possible) before you reset it (in case a correction is needed)
- Pay attention to whether in your judgment, a shot was released before the signal sounds or not (there may be a case the officials consult with you such as loud gym and inaudible signal)

## OFFICIALS' SIGNALS

RESET: A whirling motion of a pointed index finger above head



VIOLATION: Taps top of shoulder with finger tips of open hand

