

| OBA Age Specific Parameters Chart for Officials (01Nov17) | | | | |
|---|---|---|---|---|
| LTAD Stage | Learn to Train | | Train to Train | Train to Compete |
| Age Category | U10 | U11- U12 | U13 – U14 | U15 – U19 |
| Ball size | 5 (27.5) | 5 (27.5) | 6 (28.5) | Girls: 6 (28.5) Boys: 7 (29.5) |
| Base Rule Set | FIBA Rules | | FIBA Rules | FIBA Rules |
| Duration | 8 – 4 minute shifts and 4 minute extra shift(s) if/as necessary. | | 4 – 8 minute periods and 4 minute extra period(s) if/as necessary. | 4 – 8 minute periods and 4 minute extra period(s) if/as necessary. |
| Warm-up | Recommended 10 minutes; minimum 5 minutes | | | |
| Interval between periods | 1 minute | | | |
| Halftime interval | a minimum of five minutes to a maximum of 10 minutes at half | | | |
| Late players | Allowed to play and add to Scoresheet without any penalty if arrive and able to play a shift in 1 st half – must meet equal participation guidelines | | Add to Scoresheet without any penalty | Add to Scoresheet without any penalty |
| Free Throw Line | 13' | 15' | 15' | 15' |
| 3 point shot for multiple lines, use in order/preference | Not in use | NFHS 19.75' FIBA old 6.25m FIBA new 6.75m | FIBA old 6.25m NFHS 19.75' FIBA new 6.75m | FIBA new 6.75m FIBA old 6.25m NFHS 19.75' |
| Restricted Area (key) | New FIBA Rectangle if present, if not then NFHS (one spot up on free throws) | | New FIBA Rectangle if present, if not then NFHS (one spot up on free throws) | New FIBA Rectangle if present, if not then NFHS (one spot up on free throws) |
| No charge semi-circle | Not in use | | Not in use | Not in use |
| Start of shift/period | Game begins with jump ball All other shifts and any extra period(s) begin with possession as determined by the alternation possession (AP) arrow. | | Game begins with jump ball All other periods begin with possession as determined by AP arrow. | Game begins with jump ball All other periods begin with possession as determined by AP arrow. |
| Team Fouls Penalty (Bonus) | Penalty is applied per each two shifts which equals a full FIBA period. E.g., team fouls occurring in the 1 st and 2 nd shift count toward penalty for period one For purposes of penalty (bonus), team fouls are reset at the end each "period"; end of shift 2, 4, and 6. | | Penalty applied per period and extra period(s) as per FIBA rules. | Penalty applied per period and extra period(s) as per FIBA rules. |
| Substitution | At the end of each respective shift only. Exceptions – substitution allowed for injury or disqualification. | | Substitution as per FIBA rules. | Substitution as per FIBA rules. |
| Injury | Injured player must be substituted and can't come back in on same shift If substitution is required (injury, fouling out or other), shift is assigned to athlete who plays most of the shift For example, if player is substituted within first 1 minute and 59 seconds then shift belongs to substitute; if with 2 minutes or more played then it belongs to player substituting out | | As per FIBA rules, injured player can remain in game if not yet substituted and either team takes a timeout and they have recovered by the end of the timeout | As per FIBA rules, injured player can remain in game if not yet substituted and either team takes a timeout and they have recovered by the end of the timeout |
| Stage Appropriate Defense (not enforced by officials) | Person-to-person | | Person-to-person and zone | Person-to-person and zone |

| Age Category | U10 | U11-U12 | U13- U14 | U15-U19 |
|---|--|---|---|---|
| Shot clock | Not in use | | Not in use | 24 second reset to 14 if same team that regains control previously had control |
| Closely Guarded <i>Note: If there is no shot clock a modification of the FIBA rule will be applied.</i> | Modified FIBA Rule: As per FIBA rules (Article 27.1, 27.2). Count applied to holding the ball, playing active defense within 1 meter anywhere on the court with addition as follows: If in the judgement of the officials, a team is withholding ball from play/ delaying, closely guarded is applied to actively guarding within one metre both holding AND dribbling the ball. | | As per FIBA rules (Article 27.1 and 27.2). | |
| Time-outs | <ul style="list-style-type: none"> • 2 timeouts in first half (shifts 1 -4) • 3 time-outs in the second half (shifts 5 – 8) with the stipulation that only 2 can be granted in the last 2 minutes of a game. • In effect, means use 1 before the 2:00 of 8th shift or lose it. • 1 time-out per extra period. • no 'carry over' of time-outs | <ul style="list-style-type: none"> • 2 timeouts in first half • 3 time-outs in second half only 2 can be granted in the last 2 minutes of a game. • In effect, means use 1 before 2:00 of 4th period or lose it. • 1 time-out per extra period. • no 'carry over' | <ul style="list-style-type: none"> • 2 timeouts in first half • 3 time-outs in second half only 2 can be granted in the last 2 minutes of a game. • In effect, means use 1 before 2:00 of 4th period or lose it. • 1 time-out per extra period. • no 'carry over' | |
| Drop back Rule (enforced by officials) Penalized by awarding frontcourt throw-in at throw-in line and/or repeated violations may result in technical foul(s) | A team can only defend in own backcourt | If leading by 15 pts or more have to allow opponents to advance ball to frontcourt | If leading by 15 pts or more have to allow opponents to advance ball to frontcourt | Not in use |
| Pressing | Not allowed – can only defend in own backcourt | Allowed – can defend in front and backcourt subject to drop back rule | Allowed subject to drop back | Allowed |
| Equal participation (not enforced by officials) | In effect for game incl. extra periods No 'open' shift(s) Sequence of shifts not regulated i.e. can play back-to-back if: <ul style="list-style-type: none"> • Player plays min 1 shift per half (shifts 1-4, 5-8) • Min. and max. shifts met for each player • At end of game, no player should have 2 or more shifts than another (barring disqualification, exclusion and/or injury constraints) | | Not in use | Not in use |
| Concussion Prevention and Management Policy | <p>If during a game or the interval of play preceding the game, an athlete, sustains a direct or indirect force to the head and subsequently exhibits signs, symptoms (see below) and/or functional changes consistent with a concussion, the athlete should be immediately removed from play and receive immediate medical assessment.</p> <p>Loss of consciousness, Seizure or convulsion, Amnesia, Headache, "Pressure in head", Neck Pain, Nausea or vomiting, Dizziness, Blurred vision, Balance problems, Sensitivity to light or noise, Feeling slowed down or "in a fog", "Don't feel right", Difficulty concentrating or remembering, Fatigue or low energy, Confusion, Drowsiness, More emotional, Irritability, Sadness, Nervous or anxious</p> | | | |