

OBA Age Specific Parameters for Officials 2021-2022

LTAD Stage	Learn to Train		Train to Train	Train to Compete
Age Category	U10	U11–U12	U13–U14	U15–U19
Base Rule Set	FIBA Rules		FIBA Rules	FIBA Rules
Ball Size	5 (27.5)		6 (28.5)	Girls: 6 (28.5) Boys: 7 (29.5)
Duration	8 – 4 minute shifts and 4 minute extra shift(s) if/as necessary.		4 – 8 minute quarters and 4 minute extra overtime(s) if/as necessary.	4 – 8 minute quarters and 4 minute extra overtime(s) if/as necessary.
Warm Up	Recommended 10 minutes; minimum 5 minutes			
Interval Between Quarters	1 minute			
Halftime interval	Minimum of five minutes to a maximum of 10 minutes			
Late players	Allowed to play and add to scoresheet without any penalty if arrive and able to play a shift in 1st half – must meet equal participation guidelines		Add to scoresheet without any penalty	Add to scoresheet without any penalty
Free Throw Line	13 Feet	15 Feet	15 Feet	15 Feet
3-Point shot (if multiple lines exist, use as per indicated order)	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)	Old FIBA Rectangle		New FIBA Rectangle	
Use as per indicated order	NFHS (one spot up on free throws)		NFHS (one spot up on free throws)	
No Charge Semi-Circle	Not in use		Not in use	In Use
Team Fouls Penalty	Penalty is applied per each two shifts which equals a quarter. e.g., team fouls occurring in the 1st and 2nd shift count toward penalty for Quarter 1 and determine penalty situations. For purposes of penalty, team fouls are reset at the end each “quarter”; end of shift 2, 4, and 6.		Penalty applied per quarter and extra overtime(s) as per FIBA rules.	Penalty applied per quarter and extra overtime(s) as per FIBA rules.
Substitution	Only between shifts unless and injury or disqualification occurs		FIBA rules	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. e.g. if player is substituted within first 1 minute 59 seconds, then shift belongs to substitute; if with 2 minutes or more played, then it belong 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	Person-to-person and zone – No mandatory person to person rule anymore.			
Drop Back Rule (enforced by officials) *Penalized by awarding frontcourt throw-in at throw-in line and/or repeated violations may result in delay of game warning, then technical foul(s)	No pressing*	15 points or more*	Not in use	Not in use
Full Court Press	A team can only defend in own backcourt. NO PRESSING*	U11 Press allowed for last 2 shifts. U12 Press allowed for last 4 shifts.	No Restrictions	No Restrictions
Shot clock	Not in use		Not in use	FIBA Rules

<p>Closely Guarded Note: If there is no shot clock a modification of the FIBA rule will be applied.</p>	<p>Modified FIBA Rule: As per FIBA rules (Article 27.1, 27.2). Count applied to holding the ball, playing active defense within 1 metre anywhere on the court with addition as follows: If in the judgement of the officials, a team is withholding ball from play and/or delaying, closely guarded is applied to actively guarding within one metre both holding OR dribbling the ball.</p>		<p>As per FIBA rules (Article 27.1 and 27.2).</p>
<p>Time-outs</p>	<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 timeouts 	<p>FIBA Rules</p>	<p>FIBA Rules</p>
<p>Free Throws After Time Expired</p>	<p>Free throws shall be attempted after time has expired in the last period of the game provided a foul occurs:</p> <ul style="list-style-type: none"> • So near the expiration of time that the timer could not stop the clock before game time had expired; or • After time expired but while the ball was in flight during a try for a field goal. 		
<p>Concussion Prevention and Management Policy</p>	<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 ANY of the signs or symptoms (see below) and/or functional changes consistent with a concussion, the athlete should be immediately removed from play and receive immediate medical assessment. <i>Once removed they may not return the same day.</i> IF IN DOUBT SIT THEM OUT. Requires medical clearance from physician or nurse practitioner before return to practice or play.</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>		

Effective Nov. 1, 2021