

WYA Basketball Playing Rules

Divisions:

Kids: (K4, K5, 1st) Coed

Pee Wee: (2nd, 3rd)(Also 4th for girls league)

Midget Boys: (4th, 5th)

Minor Boys: (Junior High 6th -8th)

Minor Girls: (5th grade-8th Grade)

*A. Players will be placed in a division as of their age and grade on 01AUGxx. Children will play in their age division, unless approved by the **Basketball Director**. Exceptions will be made and age groups are subject to change due to signup numbers.*

B. Unless otherwise specified, games shall be played under the official S.C. High School basketball rules.

C. Kids/ Pee Wees-27.5" ball, 8' goal, 7' free throw

Midget Boys/ Minor Girls—28.5" ball, regulation goal, regulation free throw (may cross line on follow through)

Minor/ Junior Boys—29.5" ball, regulation goal, regulation free throw

D. Conduct of coaches:

Each coach's role is to be a positive role model to his/her team, set a proper example, and understand the score comes second to the safety and wellbeing of the players. Verbal or physical abuse against the opposing team, referees, or spectators will not be tolerated. Teaching of fundamentals and the spirit of the game are our goals over winning. Coaches set the tone.

E. Conduct of fans:

Each coach will be responsible for the conduct of his or her team's fans. Coaches may be asked by referees, Coordinators, Board Members, or the Basketball Director to speak to one of their team's fans about their conduct. This will be done first to prevent a conflict between fans and WYA. Problem fans are much more receptive to a coach of their team than anyone else.

F. Game Roster, Score, Timekeeping

1) Prior to the start of each game, each coach shall insure that all players on a roster are listed in the scorebook. One technical shall be assessed to a team entering a player into a game that is not listed in the scorebook

2) Each team shall supply one person (over 17) to either run the clock or keep the scorebook. It is up to each coach to make sure number of fouls on each player is correct.

G. Jump-ball:

Jump-ball will be used only for the opening "tip-off" of the game. At any time a "jump or held" ball situation arises, and at the start of each quarter or playing period, the possession of the ball will change alternately. After the opening tip-off, the "arrow" indicator at the scorer's table will be pointed in the direction opposite to the team who takes first possession of the ball.

H. Playing Time Rules for Players:

- Each quarter shall be divided into two periods. A 30 second time out shall separate the 2 periods in each quarter.
- Each player must play at least **ONE** period per quarter
- **If a team has more than 5 players, each player must sit out at least ½ a quarter in each half. Exceptions will be made due to injuries, or other players that have fouled out.**
- Substitutions can only be made between playing periods, except in the case of injury or a player committing his/her 3rd or 4th foul or fouling out.
- A coach may substitute for any player who commits their 3rd or 4th foul in any period. The player must re-enter the game in one of the periods in the next quarter. (Example: A player commits 3rd foul 2 minutes into the first period of the 2nd quarter, the coach can wait until the 2nd period of the 3rd quarter to re-enter the player). The player must play the whole period they re-enter in and play the rest of the game per paragraph H rule stating, “Each player must play at least 1 period per quarter.”
- Free substitution will be permitted the last period of the 4th quarter of the game and overtime periods.
- Minor- Junior Divisions may free substitute the whole game as long as each player gets his/her due time on court.

Exceptions to the rule will be made, but must be approved by the coordinator of the age group or the Basketball Director before the start of the game. (Example, Practice attendance, illness, injury, attitude...)

I. Length of Game:

Kids/Pee-Wee: 6 minutes running time quarters; 1 minute between quarters; 5 minutes between halves; last two minutes of game shall be stop time. Last 2 minutes of game shall be running time if score spread is 10 points or more.

Midget – Junior Divisions: 8 Minutes running time quarters; 1 minute between quarters, 5 minutes between halves; last two minutes of game shall be stop time. Last 2 minutes shall be running time if score spread is 15 points or more.

Clock will stop for free throws and time-outs in all divisions.

J. Time-outs:

Kids-Pee Wee Division: 2 per regulation game

Midget – Junior Divisions: 3 per regulation game.

K. Overtime:

- Tie game to be decided by 2-minute stop time (overtime period). If a tie still exists, next period shall be sudden death. Games tied after sudden death will count as a tie game.
- Each team shall receive one (1) time out per overtime period. Time outs are NOT accumulative.
- A jump ball will be held at the start of each overtime period.

L. Bonus Free Throws:

Pee Wee Division: Bonus free throw shall start on the 5th team foul of each half.

Midget – Junior Division: 7th team foul.

M. Three Point Shot:

The 3 Point shot shall be permitted in all leagues except for kids K4, K5 and 1st Grade Coed League.

N. Mercy Rule:

Pee-wee- Midget Division

A team ahead by 5 points must play half court defense. (No Press)

A team ahead by 10 points or more must play a zone defense within the 3-point line.

Minor – Junior Divisions:

A team ahead by 10 points must play half court defense. (No Press)

A team ahead by 15 points or more must play a zone defense within the 3-point line.

O. Division Adjustments

1. Kids

- Half court defense
- No backcourt press
- Travelling and double dribble to be given latitude.
- No stealing the dribble, no taking the ball once the handler stops the dribble. However the 5 second rule shall be enforced.
- 1 coach allowed on floor, acting as referee.
- No lane violations
- Free throw--The shooter is allowed to cross the line on follow-through, but cannot take unfair advantage. (Referee judgment call)

2. Pee-wee

- Half court defense
- No backcourt press- The defense can however pickup a player on a fast break. The last 2 minutes of the game a team can full court press unless they are ahead by 5 points or more.
- No stealing the dribble, no taking the ball once the handler stops the dribble. However the 5 second rule shall be enforced. Stealing is allowed during the last 2 minutes of the game unless a team is ahead by 5 points.
- Coaches not allowed on playing area. One coach will be allowed to stand up in the coach's box. Only head coaches may discuss with referees. No fans allowed in team area.
- Some latitude allowed on travelling.
- No lane violations.
- Free throw--The shooter is allowed to cross the line on follow-through, but cannot take unfair advantage. (Referee judgment call)

3. Midget Boys & Minor Girls

- Half court defense
- Five seconds in the key
- No backcourt press- The defense can however pickup a player on a fast break. The last 4 minutes of the game a team can full court press unless they are ahead by 5 points or more.
- Free throw--The shooter is allowed to cross the line on follow-through, but cannot take unfair advantage. (Referee judgment call)
- Coaches not allowed on playing area. One coach will be allowed to stand up in the coach's box. Only head coaches may discuss with referees. No fans allowed in team area.

4. Minor Boys & Juniors

- No adjustments

5. All divisions

- If a team persists in defense violations, the referee shall give delay-of-game warning to the offending team. **After** two warnings the referee will assess a technical foul on the offending team.
- There will be a zero tolerance policy when it comes to harassment of any referee, coach, or player. In these situations, it is our job to set an example for the children and use the proper protocol to rectify the problem. It is not a coach or fans job to take matters into their own hands and act as they see fit.

- *Remember coaches, this game is about the children and not the parents and coaches. The goal is to show how to play the game, play as a team, how to win with humility and lose with honor. As parents and coaches our children will be watching us to see how this is done.*
- *The referee's are not going to call the game as if the children are playing high school, college or NBA basketball. Therefore, there will be allowances made for their age. It is not up to the coach or parent to determine the proper call or agree with the call, it is their job to be respectful and agreeable with whom we have designated to judge the game.*
- *The ultimate goal of the game will be to love our children. This is done by providing a place for them to compete, encouraging them to do their best, and by setting an example for dealing with life. As parents and coaches we all know that there is nothing in life that is 100% fair, therefore we need to keep our head up, look forward, love the children, and have fun.*