



2010

WINTER LEAGUE BASKETBALL RULES



WOOSTER PARKS & RECREATION DEPARTMENT

YOUTH BASKETBALL RULES 2010

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I. COACHES RULES

ONLY 2 COACHES on the bench & near the bench area.

ONLY THE HEAD COACH may stand at any point during game play. The ASSISTANT COACH MUST consistently be sitting on the bench.

BOTH coaches must stay in the COACHES BOX (marked on the court).

If either coach violates any of these rules, they will be given a "T" and both coaches must remain seated.

II. SPECTATING RULES

Spectators:

- Should NOT be anywhere past the front of the bleachers
- Should NOT be anywhere behind the benches
- Should NOT walk on the sidelines, between any of the courts
- Should NOT walk in front of the scorekeepers during a game.
- **WILL NOT approach an official or scorekeeper at anytime before, during or after a game to discuss or dispute any calls that were made during the game.**

Spectators may videotape and/or take pictures (NO FLASH PHOTOGRAPHY) but they may only do so from the bleacher area (NO walking up and down the sidelines).

III. NO PROTESTING

The referee's decision will be final!

Coaches, Spectators and Players should **NEVER** approach an official, scorekeeper or supervisors after a game to discuss a "bad" call. This warrants disciplinary action that will be decided by the supervisors. Take some time to cool off and report your concerns to Ashley or Sue on Monday if you still feel the need to discuss the matter.

Players, parents, and fans will emulate coaches' actions and reactions.

Parents also have a responsibility to display good sportsmanship.

Please let the children have fun. Win or lose, LET'S BE SUPPORTIVE!

Some of our officials and scorekeepers are also learning the ropes. Please remember that these officials and scorekeepers are doing their best!

IV. EJECTIONS/SUPSENSIONS

There will be ZERO TOLERANCE for disrespectful conduct. This also includes ANY type of profanity (if a referee, scorekeeper or supervisor finds it offensive then it should not be said in front of children).

If a Coach, Spectator, or Player gets ejected, there will be an automatic suspension which will be determined by the Basketball Coordinator/Advisor.

(Refer to guidelines on Code of Conduct Form)

It does **NOT** matter if you totally disagree with an official's calls. THEY ARE FINAL!

If we find that a coach is consistently breaking the rules and does not abide by the rules set forth for coaches then we reserve the right to not allow said coach back into our league.

V. CLOCK

The game shall consist of two 15 minute halves with a running clock.

The clock stops ONLY for time outs and foul shots & momentarily for Lower A & B league substitutions (NOT A TIMEOUT)

The last 2 min. of each half, the clock will stop on every whistle.

VI. TIMEOUTS

3 time-outs in a regulation game. The coach may call the time-outs if desired.

VII. OVERTIME

Open & Upper A - Overtime shall consist of 2 minutes.

Clock will stop on EVERY WHISTLE.

(1) extra time-out will be awarded to each team for the overtime period. (No carryovers)

Only 2 OVERTIME periods per game. If game has not yet been decided by the 2nd OT period then it will be decided by a shootout. (Shootout Rules TBA)

Lower A & B– NO overtime (games will end in a tie at regulation).

VIII. BASKETBALL SIZE

3rd – 6th graders will use an Intermediate Basketball (28.5).

IX. PLAYING TIME FOR PLAYERS

Open & Upper A - **Minimum** playing time for each player is 15 Minutes

Lower A & B - Follow substitution pattern (this will be monitored by the scorekeepers)

X. DEFENSE

OPEN & Upper A – ANY DEFENSE! Person-to-person, Zone, or BOTH

Lower A & B – Man to Man ONLY! Zone and Match-up zone defenses are not permitted at any point during the game! HELP DEFENSE (staying between your man and the ball) is allowed. Help defense is considered man to man only if the defender is still guarding his or her man (which means not staying in the middle at all times). A defender can help only if a **one-on-one isolation offense** is set up by the other team. Double teaming is not allowed. Once the defender has recovered from help defense the other player must either recover back to their man or **switch** who they are guarding with their teammate.

- **One on one isolation offense** - team sets up 4 players on one side and the player with the ball is on the other. Therefore, they are trying to get the defense away from the ball handler.

- **Switching** – is permitted ONLY on an isolation play or if the defense is being picked/screened. DOES NOT mean that your best player can play defense on everyone simply by saying SWITCH all the time.

Penalties – **Warnings** will be given to players who do not follow this rule because of just wanting to “go after the ball” as is evident in many players who are just beginning to play.

Technicals will be given to teams who intentionally and consistently break this rule.

(The Lower A & B are learning/beginning leagues and it is up to the discretion of the official to decide when to give the penalty.) The defender does not have to guard his/her person until they have entered the three point arc.

XI. PRESS

OPEN & Upper A – High School Rules (The winning team may press ONLY if they are leading by LESS than 10 points.) The first violation will be a warning and the second will be a technical foul. When not pressing, allow the offensive team to bring the ball across half court. If you are up by more than 20 points, you must begin your defense at least 5 feet back from the half court line (i.e. **ALLOW THE OTHER TEAM TO GET IT PAST HALF COURT**).

Lower A & B – **NO PRESSING!** If you are up by more than 20 points, you must begin your defense at least 5 feet back from the half court line (i.e. **ALLOW THE OTHER TEAM TO GET IT PAST HALF COURT**).

XII. GOALS

The 3-point line will be used; all other shots from the field will receive 2 pts.

XIII. JUMP BALL & ALTERNATING POSSESSION

The game will open with a jump ball.

Each succeeding jump ball situation will result in an alternating out-of-bounds possession, including the beginning of the half.

A jump ball will be used at the beginning of all overtime periods.

XIV. FREE THROW LINE

Open & Upper A - 15 feet (Regular free throw line) Lower A & B – 12 feet (Reg. 15' used for 3 seconds)

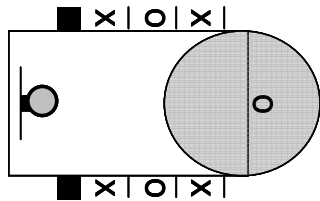


Figure A

Open & Upper A use Figure A
Lower A & B can use Figure A or Figure B
X's represent defensive players
O's represent offensive players

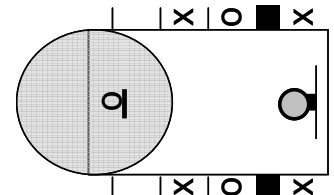


Figure B

XV. THROW-INS

On all throw-ins, all players (except the player putting the ball in play) must be at least 3 feet from the designated throw-in spot.

Possession will change if the ball has not left the thrower's hands within 5 seconds.

XVI. TRAVELING

A player is traveling if he/she falls to the floor with possession of the ball, or if he/she is on the floor, gains possession, then tries to stand up with the ball. (The only way that a player can legally get up off of the floor with the ball is to begin dribbling before rising.)

*Occasionally the playing court is slippery and players will slide on the floor accidentally. A ruling will be made by the officials on whether the traveling was caused by the player or the floor (this is NOT negotiable by coaches, players, or fans).

XVII. OVER & BACK

Over-& back shall be a violation. (All three points – the ball and both feet must have made contact with the front court in order for there to be an over-& back violation.)

XVIII. 3 & 10 SECONDS

There is a three second time limit in the high school free throw lane, and also a 10 second time limit for the offense to bring the ball past half court.

(The 3 second count starts over after every shot attempt.)

XIX. 5 SECONDS

Open & Upper A – While closely guarded, a player in his/her front court may not hold the ball for 5 seconds or dribble the ball for 5 seconds.

Lower A & B – While closely guarded, a player may not hold (dribbling is permitted) the ball for 5 seconds. Advancing toward the goal isn't necessary.

XX. # OF FOULS

Foul limit is five fouls per player per game.

When a player makes the fifth foul, they must leave the game.

XXI. FOUL PENALTIES

- **Charging foul** = ball changes possession. Offensive fouls count as team fouls, but one & one and double bonus shots do not apply.
- **Foul in the act of shooting** = 3 shots if beyond the 3-point mark and the goal is missed. 2 shots if inside the 3-point area and the shot is missed. 1 shot if the goal is made.
- **Technical foul** = 2 shots and possession
- **Intentional foul** = 2 shots and possession
- **7th foul of each half** = eligible for BONUS, one-and-one.
- **10 foul of each half** = eligible for BONUS, 2 shots

XXII. LOWER A & B LEAGUE SUBSTITUTIONS

Fill out ENTIRE FORM!

Subs are every 5 minutes using the substitution pattern sheet. The subs will immediately meet at the center court for the transition.

The clock will stop for 10 seconds for the transition only...this is NOT A TIMEOUT! Coaches using this as a timeout will be charged with a timeout.

We will NOT start a game until a sub pattern has been turned into the scorekeeper.
Scorekeeper MUST notify officials if a substitution pattern has not been handed in
Coaches must turn in the sub pattern supplied by the Wooster P&R Dept. NOT a homemade one.

Scorekeepers do not have copies from previous games.
(Please ask a supervisor, official, or scorekeeper if you need help!)

Using the sub pattern is NOT an option... every Lower A & B Team MUST use one every game. NO EXCEPTIONS!

XXIII. VARIATIONS TO THE SUBSTITUTION PATTERN

(Please consult with a supervisor if you are confused as to what these variations will do to your sub pattern.)

- **Medical:** Any player that is medically impaired may leave the game before 5 min. and be replaced by next player on the substitution pattern sheet during a rotation (only if needed.)
- **Foul Trouble:** If player has 3 fouls in 1st half, coach has the option of subbing player out until 2nd half.
- **Late Arrival:** Place player at end of rotation.

If a player comes out due to an injury, sickness or foul situation, the next player/number on sub pattern must be put in his/her place. Player taken out may only return in original pattern order.

If your team is up by 20 points or more in the 2nd half, a coach may sub out “more experienced” players to give their “less experienced” players more playing time.

It is an option to use this variation. However, you are HIGHLY ENCOURAGED to follow this as it will not only benefit the players on your bench who need more experience, but also the players on the other team who should not be getting beat by 40 points.

DO NOT try to put in your “more experienced” players in for your “less experienced” players if you are up by more than 20 points. You will forfeit the game immediately if you take advantage of this rule.

XXIV. OPEN & UPPER A LEAGUE SUBSTITUTIONS

Substitutes may enter the game: at halftime, during a timeout, and when the ball is dead.

Subs must check in at the **X** located at the scorers table on courts 1 & 4 and in between the benches on courts 2 & 3.

During multiple free throw personal fouls, substitutions may be made only before the final attempt in the sequence and after the final attempt has been converted.

If your team is up by 20 points or more in the 2nd half, a coach SHOULD sub out “more experienced” players to give their “less experienced” players more playing time. You are HIGHLY ENCOURAGED to follow this as it will not only benefit the players on your bench who need more experience, but also the players on the other team who should not be getting beat by 40 points.

XXV. POSSIBLE FORFEIT

There will be NO rescheduling of games due to going to another tournament. We will ask teams to let us know prior to the season of any conflicts so that we can reschedule for the other team.

If a team has to forfeit due to less than 5 players being there, we have allowed teams to borrow a player from the same school (same or lower division). This player cannot be one of the top 3 of their team (this is not in place to benefit a team, but to get them into a position to play a game).

If a team has their own players show up after the game has begun, the borrowed players can sit on the bench but cannot play unless the team has less than 5 players due to injury or fouls.

Teams that forfeit too many times or communicate poorly with supervisors regarding forfeits may not be eligible to play in our tournament or receive a trophy for league championship or runner-up.

XXVI. BLOOD RULE

A player with blood on an open wound must be taken out of the game. The player may return to the game after the wound is attended to. (Whether it is taped, bandaged, etc., as long as the blood is not leaking out.) A player who has blood on their uniform must be taken out of the game. The player may return to the game after blood-clothing is changed or the blood-borne pathogens have been neutralized and bleeding has been contained.

XXVII. JEWELRY

ANY type of Jewelry, Bobby Pins, Hair clips, etc... cannot be worn during the game. Any earrings must be taken out and **CANNOT** be with a band aid, tape, or other adhesive. Coaches are responsible for making sure players have followed this rule.

XXVIII. GYM

No food or drink is allowed in the gym. Water bottles are permitted. Please throw away your trash (water bottles).

XXIX. WEATHER CANCELLATIONS

We will attempt to make up any games that are cancelled by weather. However, due to a lack of gym availability this could be difficult.

IF A GAME IS CANCELLED DUE TO WEATHER THERE IS NO GUARANTEE IT WILL BE MADE UP.

Please call the Weatherline @ (330)263-5203 at least one hour before your scheduled game time. For 8am games we will try to have announcements on as early as possible. Due to limited gym availability we will try to play as many games as we can so we cannot cancel the night before.

IF AT ANY TIME THE SUPERVISORS OF THE WOOSTER PARKS AND RECREATION LEAGUE FEEL THAT A SCHOOL, TEAM, COACH, PLAYER OR PARENT IS TAKING ADVANTAGE OF ONE OF OUR RULES, WE WILL EXPLAIN THE TRUE MEANING OF THE RULE BUT WE RESERVE THE RIGHT TO MAKE AMENDMENTS AT ANY POINT OF THE SEASON AS WE SEE FIT.

PLEASE REMEMBER, THIS LEAGUE IS MEANT TO BENEFIT EVERY PLAYER INVOLVED. WE BASE OUR DECISIONS ON THE BETTERMENT OF THE LEAGUE, NOT ON INDIVIDUAL TEAM ISSUES.

IF WE CONSISTENTLY HAVE PROBLEMS WITH ANY TEAM FROM YOUR SCHOOL (GIRLS OR BOYS), WE RESERVE THE RIGHT TO NOT ACCEPT ANY REGISTRATIONS FROM YOUR SCHOOL DISTRICT FOR THE 2011 SEASON.

Contact Ashley Brillhart or Sue Skeens @ (330)263-5207 with any questions!

BAD WEATHER? Call the Weather Line at (330)263-5203 for cancellations