

# **WARMINSTER BASKETBALL LEAGUE RULES 2009**

## **STARTING TIME**

1. If both teams have at least five (5) players present by the starting time, the game must be started.
2. If by fifteen minutes after the scheduled start time, one or both teams are unable to field enough players, one team or both teams will forfeit the game.
3. The referee will utilize the school clock as the official time unless it is obviously incorrect.
4. The first game must start by 6:05 p.m., the second game by 7:05 p.m., the third game by 8:05 p.m. Same format for Saturday games.
5. Variations of game starting times are permitted only with the prior approval of the League Commissioner and the respective Vice President.

## **PLAYING TIME**

1. Each quarter will be seven (7) minutes in duration.
2. There will be a two- (2) minute rest period between quarters, and a five- (5) minute half time.

## **OVERTIME**

1. Regular Season: If the game ends in tie, there will be one (1) three (3) minute overtime period. If the teams are still tied after the overtime period, the game will end in a tie. If game looks like it will run into the time slot for the next scheduled game there will be no overtime.
2. Playoffs: A winner will be determined by playing consecutive three (3) minute overtime periods. There will be NO sudden death scenarios.

## **CLOCK**

1. The clock will run continuously on all non-shooting fouls, except in the last two- (2) minutes of the fourth quarter, and during any overtime period.
2. The clock does, however, stop on all shooting fouls, timeouts, and at the discretion of the referee (such as an injury, etc.). The clock will start again when the ball is passed inbound and touched by any player.
3. On a foul shot, the clock starts when any player touches the ball.
4. Within the last two- (2) minutes of the fourth quarter, the clock stops on all whistles.

## **TIMEOUTS**

1. Each team will receive one (1) timeout per quarter (noncumulative) which will last for forty-five (45) second duration.
2. Each team will receive an additional twenty (20) second timeout for the 4th quarter only.
3. Each team is permitted one (1) timeout during an overtime period.
4. A technical foul will be called if more than the allowed timeouts are taken during the half or in an extra overtime period.

5. Only players and coaches may call timeout. A player or coach whose team is in possession of the ball may call a timeout at any time. Any player on the court or coach from the sideline may call a timeout during a dead ball situation (after a basket is scored, before a foul shot, ball goes out of bounds, etc.).

### **LANE RULE**

1. A three (3) second lane violation will be enforced in all leagues using ten (10) foot baskets.
2. A five (5) second lane violation will be enforced in all leagues using less than ten (10) foot baskets.

### **SIDELINE**

1. Both teams must sit on same sideline of the court.

### **PROTESTS**

All protests must be filed in writing within 24 hours to the League Commissioner. The Protest Board will consist of the President, Vice President Boys, and the Vice President Girls. No protests will be considered by the Board with respect to a judgment call by the Referee.

### **OUT OF BOUNDS**

1. The defensive player must allow a clearance of three (3) feet from the player in bounding the ball.

### **DOUBLE TEAM**

1. There will be no double team of any player until they reach the foul line. \*\* Penalty\*\* the offensive team will be awarded a free inbounds throw into the backcourt. (Junior divisions -under 10 - only).

### **TURNOVERS**

1. When offensive player holds the ball for five (5) seconds when closely guarded, the ball will be awarded to the opposing team.

### **COACH'S INQUIRY**

Inquiries will only be allowed during normal timeouts.

### **EQUIPMENT**

All players must wear sneakers or gym shoes and the uniforms issued by the league. ONLY the COACH is permitted to bring basketballs into the gym at any time.

### **PLAYER TIME**

1. No player can play 4 quarters unless all the players have played 3 full quarters
2.
  - A. If a player is present for the entire game (4 quarters), the player's minimum required playing time be Two (two) quarters.
  - B. If a player is present for only the second half (2 quarters), the player's minimum required playing time is one (1) quarter.
  - C. However, if a player arrives before the start of the second quarter, he is still entitled to play two (2) Quarters.
3. No player shall play more than three (3) complete quarters excluding overtime period. Each player must sit out one complete quarter except as noted in the following statements.

4. When a team starts the game with less than a full roster of eight (8) players, the coach must notify the referee and the opposing coach immediately. The shorthanded team shall use the following format:
  - A. 7 players - no one plays 4 quarters.
  - B. 6 players - only 2 players may play 4 quarters..
5. There will be no matching of players by the opposing team at the beginning of a period. Coach of team A should not wait to see what players Team B has on the floor before picking his lineup for that period.
6. If a player fouls out of a game, then another player who have already played three (3) complete quarters could enter the game only if all remaining players have played 3 quarters.
7. There will be no substituting during the 1st, 2nd, & 3rd quarters unless a player is hurt or has committed his or her 5th foul.
8. If a player gets injured in any quarter that player will get credit for playing that quarter. He will be allowed to reenter that same quarter if the referee feels he is capable.
9. If a player is injured in the 4rth quarter he must be replaced by a player with the least playing time of the remaining players on the bench.

## **BACKCOURT**

1. Boys and Girls age 13 - 18 yrs. No free half court.
2. Boys 11-12 and Girls 11-13. No free half court unless the team is losing by 10 or more points in a gym with no 3 point line or by 15 or more points in a gym with a 3 point line.
3. Leagues using under ten (10) foot baskets - free half court all the time.

Description of free half court: If defensive team rebounds ball **and makes no attempt to advance it**, they get a free half and the other team must get back to their defensive end.

4. Each division may adopt specific rules with respect to backcourt. Keep in mind; the children should be the primary basis for the decision NOT the strategy to win a game.
5. The offensive team must cross over mid-court within 10 seconds of gaining possession of the ball. Except at the larger gyms, Log, Klinger & Tennent, after the ball crosses mid-court, backcourt will be designated by the foul line at the opposite end of the court.
6. Defensive team must stay below top of key to allow offensive team to come across half court. Once offensive team is across they must try to advance ball. They cannot stand between the defense and the half court as a stall tactic. If offensive team does not try to advance ball they will be called for a 5-second delay of game violation.

## **FOULS**

1. Each player will be allowed five (5) personal fouls. If a team has only five players, then a player with five fouls will be allowed to continue. However, whenever a player with five fouls commits an additional foul, the violated team will receive a two (2) shot technical foul and possession of the ball out of bounds. This will be in addition to the regular foul shot or shots if applicable. Any player committing two (2) technical fouls will be ejected from the game.
2. All flagrant or intentional fouls will be two (2) shot fouls and possession of the ball. The referee's judgment should be used in removing the player from the game if the circumstances so warranted.

3. The first six (6) personal fouls committed by each team during each half will be non shooting fouls and will result in the violated team receiving the ball out of bounds at a point closest to the point of the violation.

EXCEPTION: If a player is fouled in the act of shooting, he will receive two (2) foul shots or 3 shots if from the 3-point area and the team committing the foul is credited with a personal foul.

4. After a team has committed seven (7) personal fouls, it will be in a penalty situation. All personal fouls committed by a team in the penalty situation will result in the violated team receiving a 1/1 for a non-shooting foul. With the commission of a tenth foul the violated team will receive two (2) shots for every foul thereafter.

EXCEPTION: If a player is called for a player control foul, it will not be a shooting foul. The violated team will inbound the ball at a point closest to the infraction and the violating team will be credited with a personal foul. The only player who may be called for a player control foul is the player with the ball in his possession.

## **TECHNICAL FOULS**

1. ANY coach receiving two (2) technical fouls must escort himself out of the gym. This situation must be immediately reported to the Board for possible disciplinary action.

2. ALL technical foul situations involving coaches must be reported to the President.

3. Any player receiving two- (2) technical fouls will be ejected from the game, but will be allowed to remain in the gym with his coach. This rule applies no matter the number of players on a team.

4. Any player or coach receiving two (2) technical fouls in one (1) game will be suspended for the following game.

Any player or coach suspended for two (2) games will be disqualified from the league with no fees refunded.

5. Any player who is the initiator of a fight or uses obscene language or gestures towards the referees, coaches or other players will receive a technical foul and will be ejected from the game.

6. ALL technical fouls will be two (2) shot fouls. A player on the court must shoot the foul shots ( no substitutions).

6. Technical fouls will be counted as a personal and team foul.

7. If flagrant or intentional foul outside 3-point area - 3 shots and possession of the ball.

## **GENERAL COMMENTS**

1. Referees WILL be respected, and the game will be played with a HIGH degree of SPORTSMANSHIP.

2. Remember -- WE ARE HERE FOR THE CHILDREN.