

WARREN COUNTY BASKETBALL LEAGUE RULES
2009-2010 SEASON
GENERAL RULES

PLAYERS

1. Maximum age (age on September 1st of the current season): Freshman- age 10, Junior Varsity- age 12, and Varsity- age 14.
2. Substitute players may only be pulled from teams of a lower level and must be of the same gender. Substitute players must be identified to opposing coaches before the start of the game. Freshman level can pull from clinic level.
3. Any player who is present on the bench and is not playing in the game because of illness, injury, or disciplinary action should be identified to the opposing coach prior to the game.
4. Substitutes cannot start game, unless there are less than five (5) rostered players on bench. If seven (7) rostered players are on the bench, no substitutes allowed. Rostered players must complete 1 full uninterrupted quarter, prior to substitute playing.*
5. Maximum roster of eight (8) players. Waiver must be obtained from WCBL for additional players. No teams of more than 10 players. No rostering from lower levels will be allowed for teams with at least seven (7) existing eligible players.
6. If more than eight (8) players, each player must play one full uninterrupted quarter, prior to other players entering the court.
7. All players must be on roster prior to season to be eligible for tournament play. A player may only be rostered on one recreation team.
8. Street shoes are not permitted on any court.

GAME

1. All jump ball situations, after original tap, will be alternating possession, determined by the referee.
2. Technical fouls - 2 shots and possession at midcourt.
3. Four time-outs per game, five for freshman, one minute each. Coaches may call for the time-out.
4. Half time intermission shall not exceed five minutes.
5. Levels with shortened foul lines have the 3 second violation lane shortened to the new foul line.
6. During foul shooting, players may not move into the key for the rebound until the ball hits the rim. During a free throw, all players will move up one marked lane space, leaving the two spaces closest to the end line vacant (all levels except Freshman).
7. Suggest measuring height of adjustable hoops.
8. Head referee controls time on clock.

SCORE

1. Official scorer is the home team as listed on the schedule unless referee designates otherwise. When two books are kept, it is recommended they be kept side by side. Official scorebook must be at the table.
2. There will be no backcourt pressing rights at any level once a lead of 15 points is achieved. At freshman level defense must drop back to the foul line area.
3. Regular season tie games will have one (1) overtime of three minutes running with clock rules in effect according to level. Jump ball at beginning of overtime. 1 additional time-out per team. Regulation time-outs carry over to overtime period. Freshman and JV, last minute of overtime period is full court press. In the event of a tie after overtime, sudden death (first basket wins) will prevail. Jump ball at beginning of sudden death overtime. No additional time-outs. Full court press allowed at all levels.
4. Winning team must report scores to the WCBL within 24 hours of game completion or the game will be considered a tie.

CONDUCT

1. Bleeding player must be removed from game until the bleeding is stopped. If player has blood on uniform, clean uniform must be obtained prior to continuing in the game.
2. To enter the game, all subs must report to the score table before a dead ball.
3. Uniform shirts must be tucked in and shorts worn properly. No jewelry may be worn.
4. Only players may participate in the warm up. Coaches and players are permitted on the court.
5. Penalties for violation of play time rules: First violation = forfeit; Second violation = second forfeit, coach is dismissed for season. Written notice including proof of playtime violation must be provided to WCBL in order to process a playtime violation complaint.
6. In the event a coach does not adhere to any other rule as set forth by WCBL policy and is reported to the Executive Committee, a letter of reprimand will be issued. In the event a second offense is reported to the Executive Committee, an automatic loss added to the team record.
7. All players, coaches, and parents must abide by the Sportsmanship Pledge and adhere to rules set forth therein.

GRADE LEVEL RULES: HIGH SCHOOL RULES EXCEPT AS NOTED

SELECT

1. Players from grades 7 and 8. Younger grades allowed by individual town associations. Any player rostered on a recreation team will be allowed to play on Select teams once season is underway if reasons are documented and approved by WCBL board.
2. Four 10 minute quarters. Clock stops only for 2-shot foul shooting, with the clock starting when the shooter receives the ball for the second shot, time-outs, and every whistle during the last two minutes of the game, except for a lead of 20 points.
3. Girls use "285" ball. Boys use regulation size ball.
4. Two referees required. ***
5. Three Point shot applies. No playtime requirements.
6. All players must play on their town's recreational basketball teams. Towns must have a recreation team in order to participate with a Select Team. Select will have playoffs if there are at least six teams.

VARSITY**

1. Players from grades 7 and 8 (no older than age 14 as of September 1st). Younger grades allowed by individual town associations.
2. Four 10 minute quarters. Clock stops only for 2-shot foul shooting, with the clock starting when the shooter receives the ball for the second shot, time-outs, and every whistle during the last two minutes of the game, except for a lead of 20 points.
3. Every team member present at regular season games must play half the game (two full quarters, one uninterrupted quarter).
4. Girls use "285" ball. Boys use regulation size ball.
5. Two referees required. ***
6. Three Point shot applies.

JUNIOR VARSITY**

1. Players from grades 5 and 6 (no older than age 12 as of September 1st). Younger grades allowed by individual town associations.
2. Four 8 minute quarters. Clock stops only for foul shooting, time-outs, and every whistle during the last two minutes of the game.
3. Every team member present at regular season game must play half the game (two full quarters, one uninterrupted quarter).
4. Both girls and boys use "285" ball.
5. 10 foot baskets, 14 foot foul line. Foul line must be designated with tape.
6. Only one defensive player is allowed to press in the back court. Presser must wear a wristband at start, or during dead ball when switching players. Violation: 1 warning per half, then technical foul. Full court press last 2 minutes.
7. One referee required.

FRESHMAN**

1. Players from grades 3 and 4 (no older than age 10 as of September 1st). Younger grades allowed by individual town associations.
2. Four 8 minute quarters. Clock stops only for foul shooting, time-outs, and every whistle during the last two minutes of the game. Every team member present at regular season game must play half the game (two full quarters, one uninterrupted quarter)
3. Both girls and boys use "285" ball.
4. 8 foot baskets, 10 foot foul line. Foul line must be designated with tape. Suggest measuring height of adjustable hoops. Defense may not start until player crosses three (3) feet past the half court line.
5. No pressing in the back court. Violation: 1 warning per half, then technical foul. Full court press last 2 minutes.
6. One referee required.

LEAGUE ADMINISTRATION RULES

RESPONSIBILITIES:

1. Home coaches must call opposing coach and town coordinator at least *two* hours before canceling a game due to weather. Refer to Game Cancellation Policy for details.
2. Referees will be scheduled by the league coordinator.
3. Host gym must notify referees in the event of a cancellation. Host gym responsible for operation of time clock.
4. Home team, as listed on the schedule, is responsible for scorer, as well as paying for the referees. In the event the visiting team forfeits, the visiting team must reimburse the home coach for referee fees.

TOURNAMENTS AND PLAYOFFS

PLAYOFF RULES

1. Every team member present at a PLAYOFF game must meet playtime requirements as set forth for season play.*
2. No substitute players will be allowed for PLAYOFF games, with exception of mercy rule.
3. PLAYOFF games cannot end in a tie. Additional overtime periods must be played as needed. Tie games will have overtime of three minutes running with clock rules in effect according to level. 1 additional time-out per team per overtime period. Regulation time-outs carry over to overtime periods. Freshman and JV, last minute of overtime period is full court press.
4. Five time-outs per game for PLAYOFF games. One minute each.
5. All teams in the PLAYOFFS who win their game, must confirm the win with the tournament coordinator within 24 hours of the time their game was played.
6. JV and Varsity will have two (2) referees, Freshman will have one (1) referee with exception of final playoff game; final playoff game will have two (2) referees.
7. All games to be held @ gymnasium of low seed whenever possible. Neutral court may be used if league deems necessary.
8. Neutral official scorebook to be kept at all Playoff finals. Official scorer will be provided by the league.

EXCEPTIONS:

***Injury to player, player fouls out, disciplinary reasons (opposing coach must be notified).**

****High School federation rules apply with following exceptions.**

*****To the best of a program's ability to secure referee attendance.**

Revised: October 2009

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