

Warren County Basketball League



Rules Handbook

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The latest updates are underlined in the body of this document.

For more information visit our website at www.warrencountybasketball.org

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1 Introduction

The Warren County Basketball League (WCBL) is organized for the purpose of recreational basketball for boys and girls in the WCBL jurisdiction. These rules will govern all WCBL members, towns, associations, organizations, players, coaches, referees, teams and games. NJSIAA rules apply unless otherwise noted. Appeals and/or grievances may only be submitted in writing by town/association/organization coordinators and must be sent to the WCBL executive board for review.

2 Players

1. The following maximum age restrictions (as of September 1st of the current league season) will apply to players at the appropriate level:
 - a. **Freshman:** players from grades 3 and 4 (no older than age 10 as of September 1st). Younger grades allowed by individual town associations.
 - b. **Junior Varsity (JV):** players from grades 5 and 6 (no older than age 12 as of September 1st). Younger grades allowed by individual town associations.
 - c. **Varsity:** Players from grades 7 and 8 (no older than age 14 as of September 1st). Younger grades allowed by individual town associations.
 - d. **Select:** Players from grades 7 and 8 (no older than age 14 as of September 1st). Younger grades allowed by individual town associations. Only players rostered to recreational teams are eligible to play on Select teams.
2. Players must reside in one of the league's participating towns or attend one of the league's participating schools. Players outside this domain who want to join a WCBL team must have reasonable justification which must be approved by the league.
3. Substitute players are defined as players that are pulled up to play on teams at a higher level of the same gender.
4. Substitute players are limited to playing up three (3) times with a single team during the season, this includes league playoffs/tournaments. Anything more needs to be approved by the league.
5. Substitute players must be identified to opposing coaches before the start of the game.
6. Freshman level can pull substitute players from the clinic level.
7. Substitute players are obligated to play for their primary team in the event of a schedule conflict.

3 Team Formation / Player Drafts

It is the individual town's responsibility to draft the teams evenly and fairly.

1. Teams will be formed at the beginning of the season.
2. Towns must have a recreation team in order to participate with a Select team.
3. Paid coaches and trainers are permitted.
4. Boys and girls teams are to be picked equally at Freshman, Junior Varsity, and Varsity levels.
5. There will only be one coach at the start of team selections, or a draft, no assistant coach. The coach will automatically start with their own child/children only on his/her team. All remaining players are to be split between the teams equally, based on their basketball ability.
6. Assistant coach will be chosen after teams are selected.
7. To allow towns to better balance teams at any level, roster changes will be permitted after game play begins; however, rosters must be finalized and resubmitted to the WCBL before a third game is played.

8. The maximum number of players on a team is eight (8). A waiver must be obtained from the WCBL for additional players, only after showing that there is no alternative and all options have been exhausted. No teams may exceed ten (10) rostered players, with the exception of select.
9. No rostering of players from lower levels will be allowed for teams with at least seven (7) eligible players.
10. Rosters submitted must include player first and last name, birth date, age, grade, town of residence, and team.
11. If a town is unable to place a player on a team due to lack of coaches or maximum number of players on a team, they may contact other towns to find an available spot on an out of town team for that player.
12. If a town is unable to place a player or players on a team, towns should cut players from their program based on a first-come-first-serve basis according to when a registration was received. In other words players who register late should be cut from the program before players who registered earlier.
13. Players whose parents/guardians volunteer to coach or coordinate program activities should not be cut from the program, unless there are not enough players to form a team or there are no coaches to coach at the level in question.
14. Tryouts for recreational level teams are not permitted. Tryouts for Select level teams are permitted.
15. All players must be on roster prior to season to be eligible for tournament play.
16. A player may only be rostered on one (1) recreational team.
17. Teams that are not balanced are at risk of disqualification from WCBL tournaments/playoffs (see Playoffs/Tournaments section).
18. Players who move into a town after the season starts may join a team if it does not create a waiver for that team.
19. Any town/association that plans to deviate from the “Team Formation / Player Drafts” rules must submit their player draft policy to the league for review and approval at a regular league meeting before their teams are formed.

4 Play Time Rules

1. Every team member present at regular season games must play at least half the game (two full quarters, one of which is uninterrupted).
2. If more than eight (8) players on the bench, each player must play one full uninterrupted quarter prior to other players reentering the court.
3. Players who arrive late to a game or leave early are to play half the time they are there. Those players must be identified to the opposing team before the game starts.
4. It will be up to the coach’s discretion if a player will be permitted to play if he/she arrives after the half time.
5. 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 substitutes playing.
6. 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 a game.
7. Select levels do not have play time requirements.

5 Games

1. Appropriate sneakers must be worn by players on basketball courts during games.
2. A copy of the WCBL Rules Handbook should be readily available at all games.
3. Home team, as listed on the schedule, is responsible for scorer, the game ball, as well as paying for the referees.
4. In the event the visiting team forfeits, the visiting team must reimburse the home coach for referee fees.
5. Only two (2) coaches will be permitted on the team bench during games. Only one (1) coach may stand during a game.
6. Host gym responsible for operation of time clock.
7. A forfeited game will count as a loss for the forfeiting team and will be considered accordingly for seeding position.
8. 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.
9. Official scorebook must be at the scorers table.
10. Winning team must report scores to the WCBL within 72 hours of game completion or the game will be considered a tie. Report results with game #, date of game, winning team, losing team and score to results@warrencountybasketball.org.

6 Basketball Rule Modifications

High School Federation rules apply unless otherwise noted.

6.1 **General**

1. Clock stops only for:
 - a. all shooting fouls whether 1, 2, 3 or 1-and-1. The clock starts when the shooter receives the ball for the last shot or the first shot of a 1-and-1. Last 2 minutes, high school rules apply or as directed by the referee.
 - b. timeouts
 - c. every whistle during the last two minutes of the game, except for a lead of:
 - i. 15 points at freshman level
 - ii. 15 points at JV level
 - iii. 25 points at varsity level
2. Head referee controls time on clock.
3. All jump ball situations, after original tap, will be alternating possession, determined by the referee.
4. Technical fouls - 2 shots and possession at midcourt.
5. Half time intermission shall not exceed five minutes.
6. Time between quarters shall not exceed 2 minutes.
7. Levels with shortened foul lines have the 3 second violation lane shortened to the new foul line.
8. During foul shooting, players may not move into the key for the rebound until the ball hits the rim.
9. During a free throw, all players will move up one marked lane space, leaving the two spaces closest to the end line vacant (applies to all levels except Freshman).
10. **Overtime:** 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 timeouts carry over to overtime period. Freshman and JV pressing rules apply last minute of overtime.

11. **Sudden Death:** 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 timeouts. Full court press allowed at all levels.

6.2 Freshman (Grades 3 and 4)

1. Four 8 minute quarters.
2. 5 timeouts per game, one minute each. Coach may call for timeout.
3. Both girls and boys use "28.5" ball.
4. 8 foot baskets (suggest measuring height of adjustable baskets).
5. 10 foot foul line. Foul line must be designated with tape or mark. If foul line is not designated, referee will place shooter at approximate distance.
6. Defense may not start until player crosses three (3) feet past the half court line.
7. No pressing in the back court until last 2 minutes of game. Violation: 1 warning per half, then technical foul.
8. No three (3) point shot.
9. Only one defensive player allowed to press in the back court the last 2 minutes. Presser must wear a wristband at start, or during dead ball when switching players.
10. No pressing when a lead of 15 points or more is achieved, defense must drop back to the foul line.
11. One referee required. Fee is \$30 per referee. \$25 fee for WCBL Junior Referee.
12. Play Time Rules apply.

6.3 Junior Varsity (JV) (Grades 5 and 6)

1. Four 8 minute quarters.
2. 4 timeouts per game, one minute each. Coach may call for timeout.
3. Both girls and boys use "28.5" ball.
4. 10 foot baskets.
5. 14 foot foul line. Foul line must be designated with tape or mark. If foul line is not designated, referee will place shooter at approximate distance.
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.
7. Full court press last 2 minutes of game.
8. No three (3) point shot.
9. No backcourt pressing when a lead of 15 points or more is achieved.
10. One referee required. Fee is \$35 per referee. No WCBL Junior Referees allowed.
11. Play Time Rules apply.

6.4 Varsity (Grades 7 and 8)

1. Four 10 minute quarters.
2. 4 timeouts per game, one minute each. Coach may call for timeout.
3. Girls use "28.5" ball. Boys use regulation size ball.
4. Two referees required. Fee is \$35 per referee. If only one referee, fee is \$50. No WCBL Junior Referees allowed.
5. Three point shot applies.
6. No backcourt pressing when a lead of 25 points or more is achieved.

7. Play Time Rules apply.

6.5 Select (Grades 7 and 8)

1. Four 10 minute quarters.
2. 4 timeouts per game, one minute each. Coach may call for timeout.
3. Girls use "28.5" ball. Boys use regulation size ball.
4. Two referees required. Fee is \$35 per referee. If only one referee, fee is \$50. No WCBL Junior Referees allowed.
5. Three Point shot applies.
6. No play time requirements.
7. No backcourt pressing restrictions.

7 Game Scheduling

1. Towns need to provide enough gym time to cover home games for all teams, including Select games.
2. Teams from same town will not play each other in the regular season unless there is a shortage of teams at that level.
3. Referees will be scheduled by the league coordinator.
4. Towns must provide gym availability and black out dates prior to schedule being published.
5. It is recommended, but not required, that coaches contact each other one week prior to a scheduled game to confirm date and time, especially if it is a rescheduled game.
6. Teams who do not show up for a scheduled game will forfeit that game.

8 Game Cancellation Policy

Every team should make a good faith effort to get all games in during the season.

1. All scheduled games are to be played on the assigned date and time as per the schedule provided by the WCBL.
2. Games are only to be rescheduled due to unforeseen school priority gym conflicts or inclement weather resulting in school closings, early dismissal, or cancellation of after school activities, causing most schools in the WCBL area to close.
3. If one school linked to the league closes due to inclement weather, all league games are cancelled, no exceptions.
4. If league cancels games due to weather and game is played, it will be recorded as a forfeit for both teams.
5. Game cancellations on Saturday following a Friday cancellation will be at discretion of the town coordinator. Town coordinator and coaches need to communicate with each other via phone and notify the scheduled referee if games are cancelled.
6. When a game is cancelled due to weather or school priority gym conflict, the home coordinator/coach must notify the visiting coach. Home town coordinator/coach must notify the referee(s) in the event of a cancellation. All notifications are to be done at least two hours before the scheduled start of a game.
7. With regard to game cancellation, if a home coach does not make an attempt to reschedule, the home team takes a forfeit. If the home coach contacts the visiting coach, and the visiting coach does not respond to rescheduling attempts, the visiting team takes a forfeit.

8. Rescheduling of cancelled games must be completed within seven (7) days of the original game date.
9. Home coordinator must notify league scheduler when a game is cancelled due to weather or school priority gym conflict.
10. If game rescheduling is not completed within seven (7) days of the original game date, league scheduler will have the option to reschedule game at his/her own discretion on next available date based on gym availability.
11. The home coach must contact their town representative to obtain gymnasium availability, and coordinate rescheduling of the game with the visiting coach. The town representative of the home gymnasium must contact the referee coordinator to schedule referee(s).

9 Conduct

Players, Coaches and Fans will not be loud or negative towards players, referees, coaches or spectators. They acknowledge that failing to show respect for people who are doing the best they can sets a bad example. We will remember that encouragement and praise for every child, not just the best athletes, are critically important to their self-esteem and their ability to achieve the most they can, both on the court and in life. We must all pledge to always abide by the principles of good sportsmanship and set a good example.

9.1 Cardinal Rules

1. Players play the game
2. Coaches coach the game
3. Officials officiate the game
4. Fans encourage the players, all players
5. CONCENTRATE ON YOUR AREA OF THE GAME

9.2 Game 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.
4. No jewelry may be worn.
5. Only players may participate in the warm up. Coaches and players are permitted on the court.
6. 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.
7. 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.
8. All players, coaches, and parents must abide by the Sportsmanship Pledge and adhere to rules set forth therein.

10 Technical Fouls & Disciplinary Action

10.1 Coaches

Technical 1 – Coach will sit the bench the balance of the game and coach from there. In the event Technical 2 is given during that game, the coach will leave the facility immediately and will be suspended for the next scheduled game. A fine of \$25.00 will be paid to the WCBL prior to coaching the next scheduled game.

Technical 2 – Coach will leave the facility immediately and will be suspended for the next scheduled game. A fine of \$25.00 will be paid to the WCBL prior to coaching the next scheduled game.

Technical 3 – Coach will leave the facility immediately and will be suspended for the balance of the season, this includes tournament games and finals.

10.2 Players

Technical 1 – Player will sit the bench for the next 5 minutes of the game. In the event Technical 2 is given during that game, the player will sit the remainder of the game, and will be suspended from the next scheduled game (next scheduled game for this player which may be at recreation or Select level).

Technical 2 - Player will sit the bench for the next 5 minutes of the game and will be suspended for the next scheduled game (next scheduled game for this player which may be at recreation or Select level).

Technical 3 - Player will sit the bench for the remainder of the game and will be suspended for the balance of the season, this includes tournament games and finals.

10.3 Spectators

Violation 1 – Spectator will leave the facility immediately.

Violation 2 – Spectator will leave the facility immediately and will be suspended for the next scheduled game.

Violation 3 – Spectator will leave the facility immediately and will be banned from attending games for the balance of the season, this includes tournament games and finals.

10.4 Referee's Responsibility to Report Technical Fouls or Violations

1. Referees are expected to report any and all technical fouls or spectator violations to the league referee coordinator within 48 hours of the incident.
2. Referee coordinator will be responsible for forwarding any and all information surrounding an incident to a member of the Warren County Basketball League executive board.

11 WCBL Playoffs/Tournaments

1. In the event the difference between winning percentages for three (3) or less teams in a town at a specific level exceeds 0.500 by the February meeting of the WCBL, the WCBL executives will review win/loss records, including scorebooks, to determine if any teams will be disallowed to participate in the WCBL Playoffs and Tournament Finals.
2. For four (4) or more teams from the same town, if the difference between winning percentages at a specific level exceed 0.500 between two (2) successive teams in the standings or is more than 0.750 between any two (2) teams from that town by the February meeting of the WCBL, the WCBL executives will review win/loss records, including scorebooks, to determine if any

- teams will be disallowed to participate in the WCBL Playoffs and Tournament Finals.
3. Every team member present at a PLAYOFF game must meet playtime requirements as set forth for season play.
 4. No substitute players will be allowed for PLAYOFF games, with exception of mercy rule.
 5. **Mercy Rule:** In the event a team has injury or educational issues which causes lack of player participation by a rostered player(s) and results in a negative impact on the team, upon submission of a medical note or note from school official, the Warren County Basketball League will review the situation and consider the allowance of a substitute player(s) participating on the team from a lower level for the playoff/tournament games. However, the substitute player from the lower level must take his/her team from his/her level into consideration first. Rules governing substitute players found in the Players section of this handbook will be applied if mercy is approved.
 6. 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.
 7. Five time-outs per game for PLAYOFF games. One minute each.
 8. 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.
 9. JV and Varsity will have two (2) referees, Freshman will have one (1) referee with exception of final playoff game; final freshman playoff game will have two (2) referees.
 10. All games to be held at gymnasium of high seed whenever possible. Neutral court may be used if league deems necessary.
 11. Neutral official scorebook to be kept at all playoff finals. Official scorer will be provided by the league.
 12. In the event a team chooses to boycott tournament participation, the Association will be fined \$100.00 which must be paid immediately. In the event this occurs, no tournament fee refunds will be made.
 13. For divisions with 15 teams or less, top 8 teams based on seeding rules will be entered into playoffs. For divisions with 16 teams or more, top 12 teams based on seeding rules will be entered into playoffs.
 14. For seeding purposes, any games not played will be counted as a forfeit for both teams.
 15. **Winning Percentage to Decide Playoff Seeding:** Seeding will be based on win percentage, team with the better win percentage gets seeded higher. If there is a tie based on win percentage, "Head-to-Head", "Power Points" and then "Coin Toss" will be used to decide seeding.
 16. **Head-To-Head for Seeding:** Head-to-head will be used as the first tie breaker to decide seeding. If Team-B beat Team-A during the regular season then Team-B would be seeded higher than Team-A.
 17. **Power-Points for Seeding:** Power-Points will be used as the second tie breaker to decide seeding. A team's power-points will be defined as the sum of the win percentages of all the opposing teams a team beat during the regular season. Teams with more power-points will be seeded higher.
 18. **Coin Toss for Seeding:** Tournament coordinator will use coin toss to decide seeding.
 19. At the discretion of the tournament director, play-in games may only be used to determine the last and lowest seeded position in a bracket when winning percentage, head-to-head and power-points results in a tie.
 20. Final seeding and brackets will be decided at the end of the regular season.
 21. Select will only have playoffs if there are more than six (6) teams in a division.

12 WCBL Fast Facts

Level	3-Point Shot	Ball Size	Length of Quarters	Time Outs	Foul Line	Pressing	Referees	Ref Fee
Freshman (Playtime reqs. apply)	No	28.5	8 min	5	10 foot (as designated by mark or by referee)	Only one defensive player allowed to press in the back court the last 2 minutes. Presser must wear a wristband. Defense must drop back to the foul line area once a 15 point lead is achieved at any point during game.	1	\$30 (WCBL Jr. Ref: \$25)
JV (Playtime reqs. Apply)	No	28.5	8 min	4	14 foot (as designated by mark or by referee)	Only one defensive player is allowed to press in the back court. Presser must wear a wristband. No backcourt pressing when a lead of 15 points or more is achieved.	1	\$35
Varsity (Playtime reqs. apply)	Yes	Girls 28.5 Boys 29.5	10 min	4	15 foot (regulation)	No backcourt pressing when a lead of 25 points or more is achieved.	2 (or 1)	\$35 per ref for two, \$50 for one
Select (No playtime reqs.)	Yes	Girls 28.5 Boys 29.5	10 min	4	15 foot (regulation)	No restrictions. Good sportsmanship should be used when there is a significant lead.		

1. Substitute players must be identified to opposing coaches before the start of the game. Freshman level can pull from clinic level.
2. 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.
3. Substitute players are limited to playing up three (3) times with a single team during the season, this includes league playoffs/tournaments. Anything more needs to be approved by the league.
4. Every team member present at regular season games must play at least half the game (two full quarters, one of which is uninterrupted).
5. If more than eight (8) players on the bench, each player must play one full uninterrupted quarter prior to other players reentering the court.
6. 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.
7. Players who arrive late to a game or leave early are to play half the time they are there. Those players must be identified to the opposing team.
8. It will be up to the coach's discretion if a player will be permitted to play if a he/she arrives after the half time.
9. Select level has no playtime requirements.
10. Winning team must report scores to the WCBL within 72 hours of game completion or the game will be considered a tie. Report results with game #, date of game, winning team, losing team and score to results@warrencountymbasketball.org.