

# WCBA Game Rules

## Game Time

### Quarters and clock:

- **4 total quarters. 10 min.** each quarter **Halftime:** 2 min. break.
- **Running clock** except in the final 2 min. of the game if the score differential is 9 points or less.
- **Clock stoppage** is based on when there is a "dead-ball". A "dead-ball" occurs when the official signals (whistle blown) the ball dead (e.g. foul, out of bounds, timeout, or official discretion due to an injury or unforeseen issue). The clock does not stop on a made basket.

### Timeouts:

- **2 timeouts per half** (regulation game play). **Unused timeouts do not carry** over to the 2nd half. **All timeouts** are 30 seconds which will be monitored by the table staff and officials.

### Overtime (OT):

- **1 additional** timeout. **2<sup>nd</sup> half fouls, bonus situation & remaining timeouts** carry over to OT.
- **First OT:** 2 minutes total & running clock. The clock only stops when a timeout is called.
- **Double OT:** 2 minutes total & **sudden death** (any point wins the game). **If double OT still ends in a tie**, the game is considered a tie. The clock only stops when a timeout is called.

## Substitutions

### Grade level 3-6

- **Auto clock stoppage @ ~ 5 minute mark** All players not in game must substitute in.
- **For 1<sup>st</sup> through 3<sup>rd</sup> quarters**, the above substitutions must occur. However, altering your lineups in the 2<sup>nd</sup> half are allowed by coaches. **Free substitution** in the 4th quarter is allowed. **Every player must play 15 minutes minimum.**
- **If less than 10 players** the coach has the discretion to determine who remains in the game during each quarter. (e.g. If a coach has 9 players, he/she would have the discretion to play 1 player the full game.)
- **Exceptions** during overtime(s) free substitution is allowed. Also, if there is player injury or other unforeseen issue regarding the health of a player, substitution is allowed.

### Grade level 7-12

- **Substitution requirements for 1<sup>st</sup> and 2<sup>nd</sup> quarters only.** **Free substitution** in the 2nd half of the game is allowed. **Every player must play 10 minutes minimum.**

### Stoppage details

- **Substitution occurs @ ~5 min. mark** and horn, or whistle will signal game stoppage. **Officials or Staff** will stop game play at their discretion as close to the 5-min. mark as possible when a scoring opportunity is not clearly anticipated. Mandatory subs are not a timeout & quick substitution is expected.
- If there is a **breakaway transition opportunity** (up to official or staff discretion), then **scoring move (e.g. layup or shot)** is allowed and if player scores, the basket counts. If an attempt is missed, play automatically is whistled or horned dead for substitutions. If a player opts not to attempt a scoring move, then play is also whistled or horned dead for substitutions. Note, clock will generally continue to run unless staff determine unforeseen delay during substitution.

### Teams with 10+ players:

- On rare occasions teams and coaches will opt to carry a roster greater than 10 players. If this occurs the standard automatic substitutions are required.

## Pressing Full Court

### Backcourt pressure

- **3-4 Grade:** not allowed **5-6 Grade:** 2<sup>nd</sup> half allowed **7-12 Grade:** no restrictions

## Fouls

### Penalty

- **7<sup>th</sup> team foul per half** 1 & 1 bonus situation. **10<sup>th</sup> team foul per half** double penalty.
- **5 fouls** and player disqualified. **Flagrant Foul** (counts as team foul) auto 2 points & possession
- **Offensive fouls** (e.g. charge or illegal Screen) count towards team fouls but do not result in free throws regardless of bonus situation.

- **Intentional foul** determined at referee discretion; can be based on severity of contact and lack of making a basketball play for the ball. Automatic two free throws for player (even if a made shot) and player's team also maintains possession of ball at spot of foul.

#### **Technical Foul**

- **Player technical** automatic 2 points & possession for opposing team & player must sit remainder of quarter (technical fouls count as team fouls). Players are not allowed to leave their designated bench area onto the court or the opposing team's bench area if any sort of escalation occurs; referees will have the discretion to assess technical fouls per infraction as they see fit. **2<sup>nd</sup> technical on the same player** results in disqualification for the remainder of the game.
- **Coach technical** automatic 2 points & possession for the opposing team will be awarded. **2<sup>nd</sup> technical on the coach** will result in a forfeit and league review.
- **Parent or spectator technical** Officials & staff have the discretion to deem the actions of a parent or spectator to be outside of our code of conduct. A parent or spectator is not permitted to enter the court or bench areas to confront coaches, players, staff, volunteers, or referees in a hostile manner at any time. If this occurs officials or staff have the option to warn the parent or spectator that a technical will be issued if the behavior continues; however, officials and staff do have the discretion to issue a technical immediately without warning. Automatic 2 points & possession will be awarded to the opposing team. A **2<sup>nd</sup> technical** will result in a forfeit for the associated team and further action will be reviewed by the league.
- **No time outs remaining technical** If a coach calls a timeout when none is available, the result will be an automatic technical. The opposing team will be awarded 2 points and possession.

#### **Physical confrontation**

- In the event a physical confrontation occurs, all involved parties may also be subject to one (1) game suspension or even potential forfeiture of league play as determined by WCBA.

#### **Miscellaneous**

**Playoff seeding:** Record, head-to-head, then point differential.

**Ball sizes:** 28.5" 3<sup>rd</sup> - 4<sup>th</sup> grade, 29.5" 5<sup>th</sup>-12<sup>th</sup>. **Rim height:** 3<sup>rd</sup>-12<sup>th</sup> standard height.

**Forfeits:** Game starts promptly when scorer's table and officials are ready per scheduled time.

- **Minimum # of players:** team must have 4 to start. If a team does not have min. # of players, the clock is set to 5 min. to allow for late arrival until 4 arrive at which point the game will start with 5 min. remaining in the 1<sup>st</sup> quarter. The late team will start with a 4-0 deficit. If a team does not have a min. of 4, after the 5-minute clock expires, the game is considered forfeit at league discretion.

#### **Forgotten or mismatched jersey penalty:**

- Every quarter the player (with missing or mismatched jersey) substitutes into the game the opposing team will be awarded an automatic 2 points (maximum of 8 points per game; for 3<sup>rd</sup>-6<sup>th</sup> grade divisions the penalty is 1 point per quarter and maximum of 4 points per game).
- Mismatched jersey includes a non-WCBA jersey set, a non-current WCBA jersey set, missing either shorts or jersey top or borrowing a jersey from another player.

#### **Lost jersey:**

- If any portion of their jersey set is lost, the player or guardian must purchase another set to play in any subsequent league games. The player or guardian must order another jersey set from WCBA.

#### **Shooting free throw over the line:**

For 3<sup>rd</sup>-6<sup>th</sup> grade divisions, officials may allow a shooter to cross the free-throw line if, in their judgment, the player lacks the strength to reach the rim from the regulation distance.

#### **Unregistered player participation is prohibited:**

- Having an unregistered player(s) participate in any WCBA game(s) or event(s) is strictly prohibited; the team with an unregistered player will automatically forfeit any game(s) the unregistered player(s) participated in. In addition, WCBA may take further disciplinary actions.

#### **Inappropriate Registration:**

- Selecting a grade level/division during registration that is below the actual grade level of the registrant is NOT permissible. On rare occasions WCBA will allow this but the registrant must receive direct approval prior to registering in a lower division; see WCBA's FAQs regarding details & consequences if WCBA has determined inappropriate registration has taken place.