

2016-17 BOYS RULES



GENERAL INFORMATION

WSYB follows the current Indiana High School Athletic Association (ISHAA) basketball rules except where modified by each Division (Pre-K, K&1, 2&3, 4&5).

Team Rosters cannot change after teams are chosen without league approval. All games are to be played with players from the original team roster.

Coaches shall fill out the scorebook (TEAM NAME, COACHES LAST NAME, HOME / AWAY listing, DATE, and COLOR OF UNIFORM) for their teams with the Team Roster (NUMBER of PLAYER and FIRST and LAST NAME of PLAYER) prior to the start of each game.

The HOME Team is responsible for supplying a Scoreboard Operator and Concession Worker(s) for every game. The GUESTS/VISITORS Team is responsible for supplying a Statistician (scorebook keeper) and Half-Pot workers for each game. Official scores will be kept and displayed on the Scoreboard for all WSYB basketball games.

Every player is guaranteed a minimum amount of playing time each game, barring injury or arrival of player after start of the 2nd quarter (refer to "Playing Time Rules" for further details). Every team will have a minimum of a ten (10) game schedule. However, makeup games are not guaranteed. Games canceled due to unforeseen circumstances, i.e. inclement weather, will be rescheduled if possible.

All coaches are required to "match-up" players by their individual ability in the younger age groups (Pre-K, K&1, 2&3) where basic fundamentals are being stressed. Coaches will work cooperatively to "match-up" their players prior to beginning every quarter. "Match-ups" will not be changed to gain an advantage.

WSYB

COMMON RULES FOR ALL DIVISIONS

REPETITIVE RULE VIOLATIONS

Officials may view that WSYB Rule Restrictions (as set forth in each Grade Division) are Intentionally and/or Constantly being broken by a player or team during a game including but not limited to Double Teaming when not permitted, steals when not permitted, face guarding when not permitted, etc. If the Officials deem the Rule Violations were intentionally broke or have been consistently violated, they have the authority/ability to issue the following for the Violations:

First offense: A verbal WARNING will be issued to both teams.

Second offense: After EITHER team causes the verbal WARNING to be issued, ANY Rule Restriction Violations, by either team, will result in a TECHNICAL FOUL assessed to that team.

Third offense: The offending Team will be issued the Loss regardless of the outcome of the game and the offending coach (Head Coach or whomever is in charge of player time) will be suspended from the teams' next game. If the offense occurs during the last game of the season, the suspension will carry over to the following year.

PLAYING TIME RULES

Pre-Kindergarten, Kindergarten & 1st Grade, 2nd & 3rd Grade

1. Every Player must **PLAY** two (2) Full, UNINTERRUPTED, Quarters in every game.
2. Every Player must **SIT OUT** one (1) Full, UNINTERRUPTED, Quarter in every game.

4th & 5th Grade

1. Every Player must **PLAY** One (1) Full, UNINTERRUPTED, Quarter in every game.
2. Every Player must **SIT OUT** One (1) Full, UNINTERRUPTED, Quarter in every game.

Please Note: OFFICIALS ARE NOT RESPONSIBLE FOR MONITORING PLAYING TIME. It is the responsibility of the Coaches to educate the scorebook keeper to check off every player when they play and sit their respected full, uninterrupted, quarter. Coaches and the scorebook keeper should monitor the playing time of opposing players and if a coach is not adhering to the playing time rules, Officials should be notified immediately. The official will then ask the coach in question to correct the problem. If the playing time problem is not corrected immediately, or a plan is not developed and carried out to the satisfaction of the opposing coach, the opposing team will receive two (2) team free throw shots & possession of the ball. If the problem persists further, the game will be forfeited by the offending coach. If playing time rules are broken in ensuing games, Evansville WSYB League Staff will review the situation and assess further penalties, up to suspension or removal of the coach from future Evansville WSYB participation.

First offense: A verbal WARNING will be issued to both teams.

Second offense: After the verbal WARNING has been issued to EITHER team, ANY Playing Time violations, by either team, will result in a TECHNICAL FOUL assessed to that team. If a situation cannot be corrected (i.e. a player has played in all four (4) quarters), a TECHNICAL FOUL will be assessed to that team. The player denied of their full quarter in the game or on the bench is then required to play or sit the remaining of that quarter. (You cannot "buy" a player playing time by taking a Technical Foul)

Third offense: The offending Team will be issued the Loss regardless of the outcome of the game and the offending coach (Head Coach or whomever is in charge of player time) will be suspended from the teams' next game. If the offense occurs during the last game of the season, the suspension will carry over to the following year.

GAME PLAY

The game shall consist of four (4) six (6:00) minute quarters. The clock will stop on all Shooting Fouls, Timeouts, and at the Official's Discretion.

There will be a one (1:00) minute break between quarters. Halftime will be five (5:00) minutes.

Overtime periods will be two (2:00) minutes in length and each team will get one (1) timeout. No timeouts will carryover. ONLY Two Overtime periods will be played and a tie will be issued if no winner at the Pre-Kindergarten and Kindergarten & 1st Grade Levels. 2nd&3rd Grade and 4th&5th Grade will play until a winner is decided.

Time outs will be approximately one (1:00) minute. Each team shall have two (2) Full Time outs per half with no carryovers.

The ball must be brought across the mid-court line (regardless of court size) within ten (:10) seconds.

Evansville WSYB has adopted a ZERO TOLERANCE policy toward fighting, flagrant, or intentionally violent fouls, as well as use of abusive or obscene language by players, coaches, parents or spectators. Flagrant or intentionally violent fouls, language deemed obscene, abusive or vulgar directed toward Players, Coaches, Officials, Parents or Spectators by a Player or a Coach will result in a technical foul and automatic ejection and removal from the gymnasium. If a Coach is ejected from a game, that Coach is banned from the next game including being on the property of the facility. Unruly parents or spectators will also be subject to ejection from the gymnasium. Evansville WSYB League Staff should be consulted regarding inappropriate conduct of players, coaches, parents or spectators. WSYB has the right to review the situation and assess further penalties, up to suspension or removal of the player, coach, parent or spectator in question from future Evansville WSYB participation. At NO TIME, should a Coach address the Officials or opposing Coaches while the game is in play. Questions and/or concerns should be addressed during Time Outs and at Quarter breaks.

Boys League: Division Specific Rules

Pre-Kindergarten

- 1) **BASKETBALL SIZE:** Junior Size (27.5") Basketball
- 2) **GOAL HEIGHT:** 6.0 feet (6'0")
- 3) **THREE POINT SHOTS:** Scored as two (2) points
- 4) **TRAVELING & DOUBLE DRIBBLE:** Violations not enforced.
- 5) **FREE THROWS / FOUL SHOTS:** No free throws. End-line out of bounds play will be granted in the case of fouls normally resulting in free throw shots.
- 6) **LANE VIOLATIONS:** Violations not enforced.
- 7) **DEFENSE:** Zone Defense NOT allowed. Defense should pick up at the 10 second line in Half-court, man-to-man defense only. Players must not sag off of their man unless they are engaging in Help Defense. Help Defense is allowed and encouraged but each defensive player must return to guarding the open Offensive player once their Help is no longer needed so that Double Teaming does not occur. Face Guarding (Player intentionally placing their hands over the eyes of the player they are guarding) is prohibited. Opposing coaches are required to cooperate in matching opposing players man-to-man by ability prior to the start of each quarter. Match-ups should not be changed to gain a competitive advantage. Violations called at official's discretion.
- 8) **FULL COURT PRESS:** NOT allowed
- 9) **DOUBLE TEAMING:** NOT allowed
- 10) **STEALS:** NOT allowed
- 11) **CLEARING OUT:** There will be NO Clearing out for a player to go one-on-one against another. Offense should be designed to include all players.
- 12) **GAME CLOCK:** The Clock shall stop on Timeouts, in the last one (1:00) minute of the Second (2nd) Quarter and the last one (1:00) minute of the Fourth (4th) Quarter on every whistle (dead ball), and at the Official's Discretion.
- 13) **GUARD PLAY:** Each player will play guard for a minimum of one full quarter, unless a team has more than eight (8) players. The players designated as guards will wear a wristband for that quarter. If a team has more than eight players, the wristbands may be shared or three may be worn for that quarter.
- 14) **FAST BREAKS:** Not permitted at any time. Players should be instructed to hold on to the basketball, off a rebound, and walk it just past the half-court line. The player shall wait for the defense to set up so that each player is guarding their man. Upon a made basket, the opposing team shall take the ball out of bounds to properly inbound the basketball. The correct way to inbound the basketball should be emphasized at this time.
- 15) **PLAYING TIME:** Barring Injury; every player must PLAY two (2) Full, UNINTERRUPTED, Quarters and every player must SIT OUT one (1) Full, UNINTERRUPTED, Quarter.

Boys League: Division Specific Rules

Kindergarten & 1st

- 1) **BASKETBALL SIZE:** Junior Size (27.5") Basketball
- 2) **GOAL HEIGHT:** 8 feet (8'0")
- 3) **THREE POINT SHOTS:** Scored as two (2) points
- 4) **TRAVELING & DOUBLE DRIBBLE:** Violations called at the official's discretion. Officials will enforce violations on a sliding scale, subjectively by individual player's ability.
- 5) **FREE THROWS / FOUL SHOTS:** No free throws. End-line out of bounds play will be granted in the case of fouls normally resulting in free throw shots.
- 6) **LANE VIOLATIONS:** Violations not enforced.
- 7) **DEFENSE:** Zone Defense NOT allowed. Defense should pick up at the 10 second line in Half-court, man-to-man defense only. Players must not sag off of their man unless they are engaging in Help Defense. Help Defense is allowed and encouraged but each defensive player must return to guarding the open Offensive player once their Help is no longer needed so that Double Teaming does not occur. Face Guarding (Player intentionally placing their hands over the eyes of the player they are guarding) is prohibited. Opposing coaches are required to cooperate in matching opposing players man-to-man by ability prior to the start of each quarter. Match-ups should not be changed to gain a competitive advantage. Violations called at official's discretion.
- 8) **FULL COURT PRESS:** NOT allowed
- 9) **DOUBLE TEAMING:** NOT allowed
- 10) **STEALS:** Steals permissible on passes only. Stealing off the dribble or while ball is in possession of an offensive player is NOT permitted. "Tie-ups" may take place during loose balls only, resulting in a jump ball, and an alternating possession.
- 11) **CLEARING OUT:** There will be NO Clearing out for a player to go one-on-one against another. Offense should be designed to include all players.
- 12) **GAME CLOCK:** The Clock shall stop on Timeouts, SHOOTING Fouls, in the last two (2:00) minutes of EVERY QUARTER, on all dead balls, and at the Official's Discretion.
- 13) **GUARD PLAY:** Each player will play guard for a minimum of one full quarter, unless a team has more than eight (8) players. The players designated as guards will wear a wristband for that quarter. If a team has more than eight players, the wristbands may be shared or three may be worn for that quarter.
- 14) **PLAYING TIME:** Barring Injury; every player must PLAY two (2) Full, UNINTERRUPTED, Quarters and every player must SIT OUT one (1) Full, UNINTERRUPTED, Quarter.

Boys League: Division Specific Rules

2nd & 3rd Grade

- 1) **BASKETBALL SIZE:** Intermediate Size (28.5) Basketball
- 2) **GOAL HEIGHT:** 8.5 feet (8'6")
- 3) **THREE POINT SHOTS:** Scored as two (2) points
- 4) **TRAVELING & DOUBLE DRIBBLE:** No Restrictions
- 5) **FREE THROWS / FOUL SHOTS:** All foul shots and Bonus free throws will be taken from approximately 12 feet (or as set by the Official).
- 6) **LANE VIOLATIONS:** Five (:05) second lane violations will be enforced rather than traditional three (:03) second lane violations.
- 7) **DEFENSE:** Zone Defense NOT allowed. Half-court, man-to-man defense only. Players must not sag off of their man unless they are engaging in Help Defense. Help Defense is allowed and encouraged but each defensive player must return to guarding the open Offensive player once their Help is no longer needed so that Double Teaming does not occur. Opposing coaches are required to cooperate in matching opposing players man-to-man by ability prior to the start of each quarter. Match-ups should not be changed to gain a competitive advantage. Violations called at official's discretion.
- 8) **FULL COURT PRESS:** NOT allowed
- 9) **DOUBLE TEAMING:** Permitted inside the Key (*Free Throw line to baseline Rectangle*) ONLY
- 10) **STEALS:** Steals permissible on Passes and if the player exposes the ball after picking up his dribble ONLY outside of the Key (Paint). Steals are permitted inside the Key (Paint).
- 11) **CLEARING OUT:** There will be NO Clearing out for a player to go one-on-one against another. Offense should be designed to include all players.
- 12) **GAME CLOCK:** The Clock shall stop on Timeouts, SHOOTING Fouls, in the last three (3:00) minutes of the Second (2nd) Quarter and the last three (3:00) minutes of the Fourth (4th) Quarter on all dead balls, and at the Official's Discretion.
- 13) **PLAYING TIME:** Barring Injury; every player must PLAY two (2) Full, UNINTERRUPTED, Quarters and every player must SIT OUT one (1) Full, UNINTERRUPTED, Quarter.

Boys League: Division Specific Rules

4th & 5th Grade

- 1) **BASKETBALL SIZE:** Intermediate Size (28.5) Basketball
- 2) **GOAL HEIGHT:** 10 feet (10'0")
- 3) **THREE POINT SHOTS:** Scored as three (3) points
- 4) **TRAVELING & DOUBLE DRIBBLE:** No Restrictions
- 5) **FREE THROWS / FOUL SHOTS / BONUS:** 15' Regulation Line
- 6) **LANE VIOLATIONS:** No Restrictions
- 7) **DEFENSE:** No Restrictions
- 8) **FULL COURT PRESS:** A Full Court Press is permitted in the second (2nd) half of the game ONLY.
Defensive team having a ten (10) point or greater lead must remove the press.
- 9) **DOUBLE TEAMING:** No Restrictions
- 10) **STEALS:** No Restrictions
- 11) **CLEARING OUT:** No clearing out for a player to go one-on-one against another. Offense should be designed to include all players.
- 12) **GAME CLOCK:** The Clock shall stop on Timeouts, SHOOTING Fouls, and at the Official's Direction. The clock shall also stop on every whistle (dead ball) during last three (3:00) minutes of the Second (2nd) Quarter and the last three (3:00) minutes of the Fourth (4th) Quarter.
- 13) **PLAYING TIME:** Barring Injury; every player must PLAY one (1) Full, UNINTERRUPTED, Quarter and every player must SIT OUT one (1) Full, UNINTERRUPTED, Quarter.

Boys League: Division Specific Rules

6th-8th Grade

- 1) **BASKETBALL SIZE:** Official Size (29.5") Basketball
- 2) **GOAL HEIGHT:** 10 feet (10'0")
- 3) **THREE POINT SHOTS:** Scored as three (3) points / No Restrictions
- 4) **TRAVELING & DOUBLE DRIBBLE:** No Restrictions
- 5) **FREE THROWS / FOUL SHOTS / BONUS:** 15' Regulation Line / No Restrictions
- 6) **LANE VIOLATIONS:** No Restrictions
- 7) **DEFENSE:** No Restrictions
- 8) **FULL COURT PRESS:** A Full Court Press is permitted in the Second (2nd) Half of the game ONLY.
Defensive team having a ten (10) point or greater lead must remove the press.
- 9) **DOUBLE TEAMING:** No Restrictions
- 10) **STEALS:** No Restrictions
- 11) **CLEARING OUT:** No clearing out for a player to go one-on-one against another. Offense should be designed to include all players.
- 12) **GAME CLOCK:** The Clock shall stop on Timeouts, SHOOTING Fouls, and at the Official's Discretion. The Clock shall also stop on every whistle (dead ball) in the last three (3:00) minutes of the Second (2nd) Quarter and on every whistle (dead ball) in the Third (3rd) and Fourth (4th) Quarter.
- 13) **PLAYING TIME:** Barring Injury; every player must PLAY one (1) Full, UNINTERRUPTED, Quarter and every player must SIT OUT one (1) Full, UNINTERRUPTED, Quarter.