



## **Wisconsin Developmental League Rules & Regulations**

### ***Responsibilities of League Managers, Coaches & Directors -***

#### ***Guaranteed Games-***

Each registered team competing in the 4th, 5th, 6th, 7th & 8th grade age division will compete in 15 regular-season games. Teams will play in 3 games per day on 5 different dates to comprise their 15 games. 3rd grade competitors will play in 10 regular-season games (2 per day, times 5 dates). In the event of a forfeit, it is not the responsibility of the Wisconsin Developmental League or the host site to coordinate a make-up game. The end-of-season tournament is included in each team's fees. The tournament will include a two-game guarantee. Cancellations because of inclement weather are determined by WDL Administration in accordance with the host site & their school/building officials. *Communication will be via participant email on the consent page.* Make up games/dates due to weather-related cancellations will be upon the discretion of school or building officials, Wisconsin Developmental League program head coaches and/or community representatives.

#### ***Scheduling-***

Scheduling games and officials for the entirety of the league's regular season and tournament will be the responsibility of Badger Development League. We may ask host sites (their head coaches & site directors) for their input on available officials in their community if need be. League divisional dates of competition will be established by November 1. Tournament schedule will be established upon completion of regular season league play.

#### ***Waivers & Liability-***

Each participating member must complete a liability & waiver/ concussion form prior to competition. The Wisconsin Developmental League, and/or its host facilities, head coaches and site directors assume no responsibility in the event of an injury or damages associated with the league and its participating members. Waiver/ concussion forms must be signed prior to competition - no exceptions.





## **Coaches-**

Each team must have an adult coach on the bench at all times. It is the responsibility of the coach to enter the team's player numbers (names are not necessary) into the scoresheet prior to the game's scheduled start time. Eligible players can be added to the scoresheet at any time during the game. Coaches are entirely responsible for the conduct of their team - before, during and after scheduled game times. Coaches also maintain the responsibility to ensure that each participating member has a signed waiver/liability form submitted prior to the start of league play.

*Badger Developmental League maintains the expectation that all coaches model exemplary conduct at all times. Teach without yelling, screaming, swearing, demeaning and/or bullying. Exercise self-restraint and tactfulness with all persons participating in and/or watching the game; Including, but not limited to: players, parents, officials, opposing coaches, opposing players, all fans, concession workers, custodial staff, facility directors, scorekeepers, and other tournament staff. Facility directors maintain the right to remove any person who fails to meet these expectations at any time, without refund, from the building premises, upon their personal discretion. Repeat offenses will result in permanent dismissal from all Badger Developmental League events.*

## **Team Expectations & Requirements-**

**Rosters** must be submitted prior to the league start date. All players on the roster must have a waiver filed. Consent forms will be used to determine rosters. The expectation is a team consists of a minimum of five players. A team must begin each game with at least five players in uniform & entered into the scorebook by the scheduled start time. Players arriving past the start time may be added to the scorebook upon arrival without penalty. If a team consists of less than five team members at a game's scheduled start time, the game will be considered a forfeit. Exception- if the number of available players falls below five because of injury/ foul outs, the game continues without resulting in a forfeit. The BDL is a community based program. NO ALL STAR OR AAU TEAMS ALLOWED. All members of a team must live in the school district boundaries of the community you are playing for. Exceptions to this rule are only allowed if the HEAD VARSITY basketball coach of the school district you are playing for approves the placement. This must be submitted in writing by the Head Varsity Basketball Coach to the WDL Administrators. Roster protests that are upheld will result in forfeiture of all contests using illegal players.





## **Divisions--**

3rd & 4th grade--all teams equally split only 1 division

5th grade

Badger = competitive level. Bucky = recreational level of competition.

6th through 8th grade

Badger Red division--top competitive level

Badger White division--tier 2 competitive level

Bucky division--recreational level.

7th & 8th grade Platinum - highest level of competition, which includes more travel than other divisions. Teams play versus other teams from throughout the state.

**Participation-** Players are required to participate on *exactly one team* in the appropriate age division. Playing below grade level or on more than one team in a division will result in automatic forfeit. Assigning players to multiple teams is permissible when playing ahead a grade/age level (5th grade player playing in the 6th grade division). Players may appear on rosters in more than one division - competitive & recreational levels. This must be reflected in each team roster submitted prior to the start of the season.

**Playing Time Requirement-** EACH PLAYER IN UNIFORM MUST APPEAR ON THE PLAYING FLOOR IN EACH HALF. If a kid is injured, they do not suit up. Officials will assess a technical foul at the end of each half for uniformed players that do not participate in the half preceding.

**Uniforms** - Each player from each team must wear **numbered** uniforms of the same or very similar colors. It is preferred that the jerseys are reversible (light color on one side, dark color on the reverse side), but it is not a requirement of the league. Shoes with non-marking soles are required for participation. No jewelry is allowed on the playing surface at any time. If improper attire is found to be worn, the player will be asked to remove those items.

**Warm-up & Game Balls-** Each grade level in the Badger Developmental League (3rd-6th grade) will use 28.5 (women's) basketballs. 7th & 8th grade participants will use 29.5 (men's) basketballs. Warm-up and game balls will not be provided by the league and/or the host facilities. Participating teams will supply their own warm-up





basketballs and the games officials will determine a ball to be assigned as the game ball.

## ***Game Play***

**Game Time-** Game's start time will be established well in advance of the date of each event. The Badger Developmental League maintains the right to make adjustments to the schedule as it sees fit. ***There is no grace period.*** Scheduled game time is start time. Teams arriving past the scheduled start time are subject to forfeit, upon the discretion of the facilities director and appointed officials. Exceptions are permissible in the event of back-to-back scheduled games.

**Warm-Ups-** Teams will be allowed 5 (five) minutes to warm-up prior to the game's scheduled start time. Half time will consist of one 3 (three) minute period. Game officials and facility coordinators may adjust the warm-up & half time lengths at their discretion to allow games to begin on time. Games can & will start early if both teams and coaches are present. Coaches maintain the responsibility to enter player jersey numbers onto the scoresheets during warm-ups, prior to the game's scheduled start time.

**Game Length-** Games will consist of two 14-minute halves. The clock will stop at each whistle. If a lead reaches 20 points at any point in the 2nd half of a game, the clock will continue to run on all whistles, unless the margin reaches less than 20. If the lead reaches 30 points at any point in a game, the score will be reset to 0-0 and the clock will run continuously. The official running score on the scoresheet should continue to be documented in any game situation. Maximum point differential is 15 in settling tiebreak.

**Overtime-** In the event of a tie, the FIRST overtime period will consist of a 3-minute period. The clock will run until the final minute. The 2nd overtime & each thereafter will be sudden death (first team to score). Teams will receive exactly 1 (one) full (60-second) timeout per overtime with no carry-overs from regulation or previous overtime periods. All team fouls will carry over from the 2nd half and previous overtimes.





**Timeouts-** Each team will be granted 2 (two) 60-second timeouts per game. Teams will also be granted 1 (one) 30-second timeout per game which will be available in the first half of games only.

**Defense-** **6th Grade BADGER division, 7th & 8th Grade-** any defense can be played at any time. No pressing or trapping (double teaming) when the margin exceeds 20 points.

**5th-6th grade BUCKY division- Pressing - last two minutes of GAMES only.** No zone defense or trapping (double teaming). Press must be man to man. Teams cannot play switching man to man defenses.

**3rd/4th Grade:** Defense can extend to half court, but not beyond. Teams cannot play switching man to man defenses.

**Illegal defense violations-** will be assessed by the game's officials and will result in 1 official warning (documented on the game's score sheet) and technical fouls for each subsequent illegal defense violation. Illegal defense technical fouls are considered administrative technical fouls.

**Violations-** All violations are at the discretion of the game's officials. Wisconsin Developmental League and the facility directors support the judgment decisions of all game officials.

**Technical Fouls-** Technical fouls will result in loss of possession and automatic 2 points to the opposition. All technical fouls (administrative & conduct technicals) will result in team fouls, as well. Any player or coach accumulating 2 (two) *conduct* technical fouls in any one game will result in an automatic ejection from the remainder of the game. Technical fouls assessed to spectators will be charged to the team's coach. In the event of an ejection, the administering official and the ejected party must complete an ejection form. Ejected participants will not be eligible to return to coaching, playing or spectating without completing the ejection form and consent of the site's director.

**Free Throws-** Will be assessed from the 15-foot regulation free throw line at the 5th-8th grade level. 3rd & 4th grade participants will shoot from approximately 12 feet.





Shooters will not be able to retrieve their own rebound when shooting from 12 feet. No exceptions. All free throws are live on the release.

### DEFENSIVE RULES BY GRADE

	Press	½ Court Zone D	Basketball	Free Throws	Mercy Rule (clock runs in 2nd half)	Scoreboard set 0-0
3rd-4th Grade	None  3rd--Pick up at Volleyball line 4th--Pick up at half court	None  No switching D	28.5 (women's)	12 foot line	Margin 20+	Margin 30+
5th-6th Grade Rec (BUCKY)	Last 2 Mins of games	None	28.5 (women's)	Regulation - Can jump over	Margin 20+	Margin 30+
6th Grade Competitive (BADGER)	Yes	Yes	28.5 (women's)	Regulation	Margin 20+	Margin 30+
7th-8th Grade	Yes	Yes	29.5 (men's)	Regulation	Margin 20+	Margin 30+

**Protests-** The outcomes of all games are determined by the teams on the court. Decisions of the officials and event staff are final. If a team is determined to have used an illegal player, the game will result in a forfeit. All protests must be submitted to the facility director within 30-minutes of the game's final buzzer & accompanied by \$100 payable to the program hosting the event. In the event that a protest is upheld, the \$100 fee will be refunded. If the protest comes after the 30-minute grace period, it will not be heard & the game's outcome will remain unchanged.





**Forfeit-** Forfeits count as a 15-0 outcome in favor of the team present. No exceptions unless previously agreed upon by the facility director, Wisconsin Developmental League management.

**ONE Regular season team champion & ONE team tournament champion will receive awards at all levels.**

**No REFUNDS after release of league schedule.**

**Rules apply to all BDL regular-season and league tournament games.**

**WDL Admin will communicate only with program directors and head coaches. All parent/coach questions directed to WDL Administration will be forwarded to program directors.**

**Tiebreaking procedures for league champion & tournament seeding as follows:**

- Head to head results of teams tied
- Margin of victory in games of teams tied (15 point max)
- Defensive average of teams tied
- Coin flip

***---All other rules will follow those established by our state's governing body, the WIAA.***

***For weekly results and standings, follow the BDL/BADL/CWDL league app on your smart phone or device.***

