

WAA In-House Basketball Rules

Playing Time: Coaches will ensure that every eligible player who participates in at least one of the two scheduled practices the week of a game gets playing time per the rules shown below. **The “Equal Playtime Sheet” must be completed and given to the scorer’s table prior to the game.** The head coach will decide which players play in each period and their positions, as long as the maximum number of periods is not exceeded.

- 5 players: five play 8 periods each and each OT
- 6 players: four play 7 periods (two of these play one OT and two play both OTs) and two play 6 periods and both OTs
- 7 Players: five play 6 periods (four of these play one OT and one plays both OTs) and two play 5 periods and both OTs
- 8 Players: eight play 5 periods each (six play one OT while two play two OTs)
- 9 Players: five play 4 periods and both OTs and four play 5 periods and no OTs
- 10 Players: ten play 4 periods each and one OT
- 11 Players: seven play 4 periods (two of these play in one OT) and four play 3 periods and both OTs

Substitutions: Once a player is on the court, the coach may not substitute during that period, with the following exceptions: Injury or illness, blood rule, player picks up their third foul in the first four periods or their fourth foul prior to the eighth period.

During these special situations, a coach must substitute a player of “comparable ability” that is sitting on the bench. Sportsmanship should be your guide, not winning! The playing time of the substitute will not be recorded against their normal rotation. A player removed for injury or because of the blood rule should return as soon as they are able. Coaches may not modify their normal playing rotation to “make up” for the removed player’s lost time. No other substitutions are allowed.

Game Length: Games will consist of eight five-minute running time periods. Stop time will occur in the last two minutes of period eight. If there is a 15 point or greater lead, running time will continue. One minute break between each period and three-minute halftime between period four and five.

Home/Visiting Team: The home team is the second team listed on the schedule. The home team provides one person to complete the “official” score book at the table and verify the players against the equal playtime sheets. The visiting team should provide one person to operate the scoreboard. We follow MYAS rules for jerseys: the home team is WHITE and the visiting team is DARK.

Timeouts: Each team is awarded two one-minute timeouts per game. Unused time outs will carry over to the second half and any subsequent overtime periods. One additional time-out will be awarded for the first overtime period only.

Overtime: The first overtime shall be a two-minute stop time. The second overtime period (if necessary) shall be sudden death – first point wins. Therefore, the clock will not run during the second (sudden death) overtime. Timeouts not used during regulation time will be carried over to overtime periods. **In a tournament championship game only, each overtime period will be two minutes stop time. There will be no sudden death during a tournament championship game.**

Technical Fouls/Intentional Foul: The free throws will not be attempted. The offended team will automatically receive two points and the ball out of bounds at mid-court for a technical foul or at the point of interruption for an intentional foul.

Disciplinary Action: Generally, the following disciplinary guidelines will be followed. However, the WAA Basketball Director reserves the right to remove a coach from their coaching responsibilities if warranted by the circumstances of the complaint.

- First complaint – Grade Coordinator will discuss issue with coach.
- Second complaint – Program Manager will issue a verbal warning to coach and observe team’s next game.
- Third complaint – Program Manager will issue a written warning to coach and observe the next game.
- Fourth complaint – Coach is dismissed for remainder of season

** Habitual offenders may be suspended from the program indefinitely.

Unsportsmanlike Conduct: Any player or coach removed from a game by an official for unsportsmanlike conduct will be ineligible to participate in their team’s next game. The officials shall be in complete charge of the gym during the game. Players, coaches, and spectators may be ordered by the officials to leave the building. Failure to comply with any order by the officials shall result in a forfeit of the game by the team represented by the offender.

If a coach becomes unruly and uses abusive or profane signs or language, the officials will issue a technical foul. The coach will then be removed from the game and must leave the school grounds immediately. The game will not continue until the offending coach has left the school grounds. If the coach refuses to leave the school grounds, it results in their team forfeiting the game. The offending coach will automatically be terminated from their coaching position at this point and will no longer be allowed to coach in the WAA Basketball Program.

Offense:

Grades	Hoop Height	Ball Size	Free Throws	Lane Violation	3 Point Shot Allowed
3 rd -4 th Girls 3 rd Boys	9 ft	27.5"	12 ft	5 seconds	No
4 th Boys	10 ft	27.5"	12 ft	5 seconds	No
5 th -6 th	10 ft	28.5"	15 ft	3 seconds	Yes
7 th -12 th	10 ft	Girls 28.5" Boys 29.5"	15 ft	3 seconds	Yes

Defense:

Grades	Half-Court Defense	Full Court Defense
3 rd -4 th	Person-to-Person Only No double teaming or trapping Defensive players must be within 6-8 feet of their player when that offensive player is within the 3- point arc. No Zone Defense. Help side defense is allowed below the free throw line. Defenders must "switch players" or "recover back to their player" so that there is only one player defending the ball. No trapping or double teaming allowed. When leading by 15 points or more, the defense will fall back to the three-point arc.	None Players should fall back to the half court line when the defensive team rebounds the ball <u>and</u> clears the ball out of the key.
5 th -6 th	Person-to-Person Only No double teaming or trapping Defensive players must be within 6-8 feet of their player when that offensive player is within the 3- point arc. No Zone Defense. Help side defense is allowed below the free throw line. Defenders must "switch players" or "recover back to their player" so that there is only one player defending the ball. No trapping or double teaming allowed.	None in periods 1-6 Players should fall back to the half court line when the defensive team rebounds the ball <u>and</u> clears the ball out of the key. Full court pressing allowed in periods 7 and 8. Person-to-Person Press Only. No full court press allowed if leading by 10 or more points.
7 th -12 th	No restrictions A team can play any kind of half-court defense at any time regardless of lead size.	No restrictions No full court press allowed if leading by 10 or more points.

End of Year Standings Tiebreaker Rules:

- Head-to-head results
- Lowest points allowed on defense (all 10 games are calculated)
- Coin Flip

Tournament Brackets:

Grade Coordinators will create tournament brackets based off league standings and tiebreaker rules. All league rules apply throughout the tournament. **Equal playtime sheets must be used and given to the scorer's table before every tournament game.** The in-house tournament does not have a site supervisor. Coaches must follow the brackets sent out by coordinators and scores must be recorded after each game.

Awards:

Teams who finish 1st, 2nd, 3rd, and consolation place in the end of season tournament will receive awards. There will be no League champion trophies or participation awards.

The intention of the WAA in-house basketball program is to provide equal playtime to teach the fundamentals of basketball and good sportsmanship to the youth in our program. If we keep these ideals in mind, we will have a successful program. Good luck this season!