

TOWN OF WILBRAHAM

PARKS AND RECREATION DEPARTMENT

YOUTH RECREATIONAL BASKETBALL LEAGUE RULES/REGULATIONS BOYS AND GIRLS IN 3RD AND 4TH GRADE

Section A: Philosophy of the League

The Recreational Basketball League is purely a non-competitive league stressing participation, sportsmanship, fun and the development of skills. It will be the responsibility of each coach to substitute freely and play every child half of every game. The Recreation Department and the Recreation Commission are committed to maximum participation of all children involved in our programs.

Section B: Eligibility

Grade is based on the current grade of the respective school year.

Section C: Organization

A. Timetable

- a. November
 - i. Practice begins
- b. December
 - i. Practice continues
 - ii. Season starts
- c. January
 - i. Season and practice continue
- d. February
 - i. Season and practice continue
- e. March
 - i. Playoffs start

B. Team Selection

- a. Selection of teams will be determined by using the team selection policy.

Section D: Participation Guidelines

A. Child's Playing Time – Mandatory Play Rule

- a. Each child must play at least fifty percent (50%) of each game.
- b. No child shall be excluded from participation in any game unless there are extenuating circumstances.
- c. Witnessed violation of this guideline by the Recreation Department will result in game forfeiture. Any complaints brought to our attention during the season will be investigated and continued violation will result in action by the Recreation Department.

Section E: Rules

A. Governing Rules

- a. Except as otherwise provided herein, the High School Federation rules of the game shall apply to any and all competition sponsored by the Wilbraham Recreation Department.

B. Rosters

- a. The Recreation Department will set rosters at a minimum of eight (8) players and a maximum of twelve (12) players.
- b. A team must have a coach and at least four (4) team members before a game can begin and a game must begin no later than five (5) minutes after the scheduled time; otherwise the game is forfeited.

C. Scorebook/Playing Grids

- a. The scorebook maintained by the scorekeepers is deemed the official scorebook for the game.
 - i. Any and all controversies in reference to scoring or any other player statistics will refer back to the official scorebook.
 - ii. All protested games in question will refer back to the official scorebook.
- b. Playing Grids maintained by the scorekeepers is deemed the official playing grid for the game.
 - i. Any and all controversies in reference to obeying the mandatory play rule will refer back to the official playing grid.
 - ii. All protested games in question will refer back to the official playing grid.

D. Duration of Play/Timing

- a. Duration of Play
 - i. Play will consist of eight (8) four (4) minute periods.
- b. Time Outs
 - i. Each team is allowed four (4) timeouts per game.
- c. Timing
 - i. Clock is running time.
 - ii. Clock will continue running during substitutions and violations.
 - iii. Clock will only stop in following circumstances:
 1. Timeouts
 2. Official Timeouts (injuries, etc.)
 3. Shooting fouls ONLY
 - a. Clock stops when official demonstrates signal for shooting foul.
 4. Clock will stop on ALL whistles in the last minute of the game.
 - iv. Break between periods is meant for substitution only. Refs will blow the whistle at ten (10) seconds, then blow

a second whistle at fifteen (15) seconds which signals the period is beginning.

E. Half Time

- a. Half time will be five (5) minutes in duration. However, if games are running behind, half time may be shortened.

F. Overtime

- a. For any regular season game that ends in a tie, a three (3) minute overtime period, with the last minute stop time will commence. Any player who has not been disqualified is eligible to play in the overtime period. If the game is still tied at the end of overtime, the game is over and will be considered a tie.
- b. For any playoff game the three (3) minute overtime period will continue for another period until there is a determined winner.
- c. Mandatory Play Rule does not apply to overtime period.

G. Equipment/Ball Size

- a. Equipment
 - i. No boots, cleats, heels, etc. allowed on gym floor. All players should be playing in proper athletic attire.
 - ii. Absolutely no jewelry is to be worn during games and practices. This includes earrings, necklaces, and watches.
- b. All balls used for games must be a regulation 28.5.
- c. Officials will have final say as to whether ball is suitable for game or not.

H. Foul Shot Rule

- a. In order to provide maximum participation of all participants each game will begin with the respective teams shooting one (1) foul shot for each player present.
- b. Each team must attempt the same number of foul shots.
 - i. Ex: If team A has nine (9) players and team B has seven (7) players, then team B will have two (2) players shoot a second attempt.
 - ii. The extra shooters for team B in the above example **must** be shooters who did not make their first shot. If all shooters made their first shot, then coach can chose any extra shooters.
 - iii. Baskets made will count toward the score. After each team completes their attempts, a jump ball will begin the game.

I. Defense

- a. Either zone defense or man-to-man defense is allowed. However, man-to-man defense is suggested by the Recreation Department.
- b. Defense must start behind the foul line until the offensive team brings the ball over half court.
- c. No double teams are allowed.
 - i. Double teams will be at the discretion of the officials.

- ii. Infraction of this rule will result in two (2) warnings. Third offense will result in a player technical foul.
- d. If a team is leading by fifteen (15) or more points they must stay behind the foul line at all times.
 - i. Infraction of this rule will result in two (2) warnings. Third offense will result in a player technical foul.

J. Warnings

- a. All teams at this level will receive warnings for three-second violation, traveling violation, and double dribble violation in the first half of all their games.
- b. After the first violation the official will tell the player what he or she did wrong followed by the ball being taken out by the team that committed the infraction.
- c. If the same team violates a second time official will make the call and reward possession to the opposing team.
- d. Note that three-second, traveling, and double dribble violations will only be given in the first half of said game. If these violations occur in the second half, team loses possession.
- e. Warnings are applicable to both regular season and post season (playoffs).

K. Mandatory Play Rule

- a. The purpose of this rule is so that every child is given the opportunity to develop their basketball skills in a game like environment.
- b. Direct enforcement of the rule will be the responsibility of each coach.
- c. A player who arrives after the game has started but before the second quarter begins will still be required to play half of the game. A player arriving after the start of the second quarter will only be required to play two (2) periods (8 minutes) of said game.
- d. Examples

6 Players

Period	1	2	3	4	5	6	7	8
Player A	X		X	X	X	X	X	
Player B	X	X		X	X	X	X	X
Player C	X	X	X		X	X	X	X
Player D	X	X	X	X		X	X	X
Player E	X	X	X	X	X		X	X
Player F		X	X	X	X	X		X

7 Players

Period	1	2	3	4	5	6	7	8
Player A	X		X	X	X		X	X
Player B	X		X	X		X	X	X
Player C	X	X	X		X	X	X	
Player D	X	X		X	X	X		X
Player E	X	X		X	X		X	X
Player F		X	X	X		X	X	
Player G		X	X		X	X		X

8 Players

Period	1	2	3	4	5	6	7	8
Player A	X	X		X	X		X	X
Player B	X	X		X	X			X
Player C	X		X	X		X		X
Player D	X		X	X		X	X	
Player E	X		X		X		X	X
Player F		X	X		X	X	X	
Player G		X	X		X	X		X
Player H		X		X		X	X	

9 Players

Period	1	2	3	4	5	6	7	8
Player A	X	X	X		X		X	
Player B	X		X	X	X		X	
Player C	X		X		X	X	X	
Player D	X		X		X		X	X
Player E	X		X		X		X	
Player F		X		X		X		X
Player G		X		X		X		X
Player H		X		X		X		X
Player I		X		X		X		X

e. Exceptions of Mandatory Play Rule

- i. A player has not fulfilled the requirements of the playing rule due to injury and is unable to return to the game.
- ii. An injured player who re-enters the game in order to fulfill the requirements, but fails to do so due to lack of time remaining (applicable only in the 8th period).
- iii. A player who had not fulfilled the requirements of the playing rule fouls out of the game.
- iv. No player can play seven periods unless:
 1. Foul Trouble to other players
 2. Injuries occur to other players
 3. Expulsion of player(s)
 4. Only six players show up

f. Enforcement of rule

- i. Notify official scorekeeper and opposing coach that game is being contested because of suspected playing rule violations.
- ii. Scorekeeper and coach should notify the Recreation Department within forty-eight (48) hours of the nature of the violation- including player(s) name(s) and number(s).
 1. Scorekeeper should promptly turn both the book and the playing grid over to the Recreation Department.
- iii. The Recreation Department will investigate said complaint and deal appropriately with said coach and team. Said team(s) in violation of the mandatory play rule may result in forfeiture of the game.

L. Substitutions

- a. May be made only between each period.
- b. Only exceptions being to replace a player(s) due to injury, if player has received their 4th personal foul, a technical foul or if player exhibits poor behavior i.e.; arguing with refs, taunting

opposing players or if mandatory play rule is complied with after four (4) periods of play.

- M. Held Ball (Jump Ball Situation)/Alternating Possession
 - a. Jump Ball
 - i. Jump Ball will mark the start of every game.
 - ii. After the start of the game teams will alternate out-of-bounds procedure (throw-in) on all jump ball situations.
 - b. Possession at end of period
 - i. The team that maintains possession at the end of the period will retain possession of the ball for the following period.
 - 1. This rule holds true for the start of 2nd, 3rd, 4th, 6th, 7th, and 8th period.
 - 2. The possession arrow, as governed by the High School Federation Rules, will determine possession for the start of the 5th period.
 - ii. If the ball is suspended in the air while time expires it is then considered a jump ball and the possession arrow will determine possession.
- N. Three-Point Shot
 - a. Three-point shots are not allowed at this age. All shots taken from behind arc, that go in, will count for only two (2) points.
- O. Twenty Point freeze
 - a. If a team attains a twenty (20) point lead over his/her opponent said score will be frozen at that twenty (20) point lead. However, if the team trailing in the score reduces the lead, then the team ahead may count the points for a successful basket until it retains a twenty (20)-point lead.
- P. Fan Decorum
 - a. Each coach is responsible for keeping their fans from acting in a behavior that may be detrimental to the players, coaches, officials, or the overall game.
 - b. Fans acting out of line will be immediately asked to leave the school.
 - i. Failure to do so will result in notification of the Wilbraham or Hampden Police department depending on location of the school.
 - ii. If officials feel that a fan or a group of fans are being disruptive they have the authority to have the fans thrown out of the gym.
 - c. No kids or parents should be on the court at anytime. This includes halftime and in between periods.

Section F: Cancellations and Calling in Score

Cancellations:

1. Cancellations of all basketball games will be made two (2) hours before tip-off.
2. If inclement weather causes school to close early, then all games and practices are automatically cancelled.
3. All cancellations will be on the Sports Hotline 596-2402.

Calling in Scores:

1. Winning team must call winning score into the Sports Hotline 596-2402.
2. The Sports Hotline is a recording after which the winning coach reports the date, the opponent and the score.

Section G: Rule Changes

The Wilbraham Recreation Department reserves the right to implement additional rules and regulations that are deemed appropriate for the success of the basketball program.

Revised: 10/06

"The Benefits are Endless..."