

WILLIAMSON COUNTY BASKETBALL LEAGUE
GENERAL PROVISIONS

SECTION I: NAME

Article 1: The name of this organization shall be known as the Williamson County Youth Basketball League.

SECTION II: GOVERNING BODY

Article 1: All rules and regulations for WCYBL shall be set forth by a Board of Directors. This Board shall be composed of one voting member from each community represented in the league.

Article 2. The Board of Directors shall appoint or hire an Executive Secretary. The duties of the Executive Secretary shall include preparing the game schedule, organizing the tournament at the end of the year, checking player eligibility and supervising officials.
(A full job description may be obtained from any Director). The Executive Secretary will not be a voting member of the Board, except in the case of a tie vote of the Board.

Article 3. The Board of Directors shall appoint or hire a Supervisor of Officials. The duties of the Supervisor of Officials shall include the recruitment of officials for the league, the negotiating of the pay scale for all officials, the assignment of officials to all league games, including make-up games, the assignment of officials to all tournament games, the evaluation of all officials, and the handling of complaints against any official. The Supervisor of Officials will **not** be a voting member of the Board.

SECTION III: PLAYER AND COACHES ELIGIBILITY AND CONDUCT

Article 1. The date that is to be used to determine player's playing age shall be December 31 of the current year.

Article 2. Each player must furnish a birth certificate or approval must be granted by the board.

*****Article 3.** A player shall become ineligible if they practice with or play on any other basketball team, during the WCYBL season, other than the team to which they are assigned by the WCYBL. **(EXCEPTION: A boy or girl who is a member of a sixth grade school team shall be allowed to participate in the WCYBL. This applies to a sixth grader only).** A player shall be allowed 3 tryout sessions for an AAU team anytime after Feb. 1 of the current season. **The player's name and the WCYBL team they are playing on must be submitted to the Executive Secretary prior to Feb. 1.**

PENALTY: Team must forfeit all games in which an ineligible player participated, and the player becomes ineligible for the remainder of the current season.

Article 4. All coaches must remain in front of their team bench or be subject to a technical foul.

Article 5. Any player or coach receiving two or more technical fouls for unsportsmanlike conduct during a single game will automatically receive one game suspension. They must also leave the playing area on the second technical assessed in a single game. This suspension will be enforced in the next scheduled game. Any player or coach receiving a total of four technicals or **one** technical in **three** different games will be suspended for the remainder of the season, including the post-season tournament. This accumulation of technical fouls is to be enforced per coach, not per the number of teams he or she coaches. If the player or coach attends a game during the suspension period, they must sit opposite the team bench and have no involvement with the game. The referees may forfeit the game if the suspended player or coach becomes involve or interferes in any way.

Article 6. Any player participating in any violent act, such as fighting, biting, kicking, swinging at another player, etc., shall receive a 2 game suspension on the first offense and permanent dismissal from the league on the second offense. A technical foul must be called on the player.

****Article 7.** Any player or coach under the influence of alcohol **or** any illegal drug, participating in any game or practice, shall be dismissed from the league immediately.

SECTION IV : PLAYER EQUIPMENT

Article 1. All players on the same team must have the same color and style of jersey.

Article 2. All jersey's must have "legal" numbers. An illegal number is any number containing the numbers 6,7,8,and 9.

Article 3. The referee shall not permit any team member to wear equipment or apparel which is dangerous to other players or himself or herself. Examples of illegal items include, but are not limited to: 1) a guard, cast, or brace made of hard and unyielding leather, plaster, pliable(soft) plastic, metal or any other hard substance-**even though covered with soft padding**-when worn on the elbow, hand, finger, wrist, or forearm; 2) head decorations and headwear, except for a headband no wider than 2 inches and made of nonabrasive, unadorned, single colored cloth, elastic, fiber or soft rubber. Rubber, cloth or elastic bands may be worn to control hair; 3) **jewelry of any kind.**

SECTION V: TEAM REGULATIONS

Article 1. Each team may practice two hours a week prior to their first game. After their first game, each team may practice only one hour per week. A team with a bye may practice twice during that week. During the tournament weeks, a team may practice an additional hour after each victory.

PENALTY: Any team in violation of this restriction must forfeit all games and will be ineligible to participate in the post-season tournament.

Article 2. Each coach must submit a team roster to the Executive Secretary prior to the 3rd Saturday of the season. Failure to do so will result in a \$5.00 per week fine until the roster is submitted. If the roster and fines are not submitted by the 6th Saturday of the season, the team will not be allowed to participate in the season-ending tournament.

Article 3. No new players may be added to the team roster after the 3rd week of the season without approval from the Board. To add a player, the Director responsible for the team must submit to the Executive Secretary, the appropriate Add-Drop form. There must be a 5 day waiting period to allow the Board time to make a decision. Only teams with 6 or fewer players may add a player after the 3rd game. No players will be allowed to be added to any team after the 7th week of the season, regardless of the number of players currently active on the team.

****Article 4.** Any team receiving technical fouls for unsportsmanlike conduct in 4 games shall be placed on probation. A team receiving another technical foul for unsportsmanlike conduct after being placed on probation will be immediately dismissed from the league.

Article 5. A team must have 5 players in order to start a game. A team will be allowed a “grace period” of 10 minutes from the scheduled starting time of the game to comply with this requirement.

****Article 6.** Coaches are required to furnish the full names of all players and coaches, **on the proper form**, to the scorekeepers at least 5 minutes before game time. PENALTY: Coach receives a technical, and the game begins with the opposing team shooting 2 free throws.

****Article 7.** Only one(1) Head Coach and one(1) Assistant Coach shall be allowed on the Team bench during a game.

SECTION VI: PROTEST

Article 1. All protests, along with a CASH deposit of \$25.00 must be submitted in writing to any director within 48 hours of the game. The \$25.00 deposit will be refunded only if the Board of Directors rule in favor of the protest. The protest of a year ending tournament game will require a CASH deposit of \$75.00. Only \$50.00 of the deposit will be refunded if the Board of Directors rules in favor of the protest.

Article 2. Protest involving playing rules must be made at the game site at the time of the infraction. Both the referee and the scorer must be notified.

Article 3. If the protest is upheld, the game will be replayed from the point of the protest.

SECTION VII: MISCELLANEOUS

Article 1. There shall be a 5 minute half-time intermission for each game and 5 minutes between games. Any game beginning earlier than the scheduled time, must be agreed upon by **both** coaches.

Article 2. It is required that jerseys have numbers on front and back.

*Article 3. All teams are required to have at least seven(7) players when the rosters are submitted to the Executive Secretary.

*****Article 4.** All players are required to check in with the official scorekeeper prior to the beginning of each quarter and any other time they **re-enter** the game during a quarter. Failure to do so results in a technical foul on the player.

WILLIAMSON COUNTY BASKETBALL LEAGUE
TRAINING LEAGUE

SECTION I: ELIGIBILITY

Article 1. The training league is for those players who are seven or eight years old on or before December 31, 2002.

SECTION II: EQUIPMENT

Article 1. PLAYING COURT: The size of the playing floor will be a regulation court.

Article 2. GOALS: The goals will be set at a height of eight feet.

*Article 3. FOUL LINE: The foul line will be 3 feet shorter than the regular line when adjustable goals are used and 2 feet shorter when the hang-over goals are used.

Article 4. BASKETBALL: The official basketball shall be a youth size, 26.5, synthetic leather basketball; such as the Spalding 62-154.

SECTION III: PLAYING REGULATIONS

Article 1. TIMING REGULATIONS:

A. The game shall consist of 4 periods of 6 minutes each. The clock will be stopped only for time-outs and free-throws or stopped by the officials, except for the last 10 seconds of the first three quarters and the last minute of the fourth quarter or overtime period. During these times the clock will be operated according to high school rules.

B. If the score is tied at the end of regulation play, the first overtime shall be 1 minute. The second overtime, if needed, shall be sudden victory with the team scoring the first point winning the game. (Overtime is an extension of the Fourth Quarter and all high school rules apply except for jump-ball situations).

****Article 2.** PLAYER PARTICIPATION: Each player must play at least **two** quarters from **BEGINNING TO END.**

NOTE 1: Scorekeepers should notify coaches before the start of the Fourth Quarter of players who have not met this requirement. Non-compliance will result in a forfeit. (A player becoming sick or injured during the game, will be exempt from this requirement.)

*****Article 3.** JUMP-BALL SITUATIONS: The game shall begin with a flip of a coin with the winner getting the ball first. For each jump-ball situation thereafter, possession will be given on an alternating basis until the end of regulation play. **If the game goes into overtime, each overtime period will begin with a flip of a coin to determine who has the first possession. All other possessions during that overtime period will be on an alternating bases. The team gaining FIRST possession in each period will have the option of which backcourt sideline or endline to use in putting the ball into play.**

Article 4. DEFENSE:

A. Each team must play a one-on-one defense until the final two minutes of fourth quarter and overtime period.

** NOTE: A player more than 6 feet from the opponent he is to defend, is considered to be playing zone.

B. There will be no defense allowed in the back-court until the last two minutes of the Fourth Quarter and Overtime Periods. A team that is 10 points or more ahead may not press full court anytime (No Violation).

** (1) BEFORE ANY DEFENSIVE PRESSURE MAY BE APPLIED, the offensive player with the ball must have both feet and the ball in the front court. **The defensive player must be at least 6 ft. from the mid-court line.**

(2) Once the offense has the ball in its front-court, back court defense may be played during that possession.

(3) Incidental back-court shall be called if a defensive player accidentally interferes with play in the back-court. The ball will be awarded back to the offense and a back-court violation should not be called.

C. Trapping or double teaming will not be permitted until the final two minutes of the fourth quarter, except when the ball is in the 3-second lane. Switching, however, is permitted as long as there is only ONE defensive player at time playing the person with the ball.

NOTE 1: A violation must be called and the ball awarded to the offense IF ANY ADVANTAGE IS gained by the defense.

NOTE 2: If a defensive violation is called simultaneous with a “made shot”, the basket shall count and the defensive violation call ignored.

Article 5. ISOLATION:

A. All players must remain in active participation and/or not allowed to stand in an isolated area of the court while others work one-on-one, or two-on-two patterns.

*****NOTE 1: An isolated area of the court is any area to far from the goal from which to take a shot.**

NOTE 2: Penalty for violation A of Article 5 will be loss of ball.

****B. A player may only score and be given credit for a maximum of 16 points for the entire game.**

NOTE 1: If a player is fouled after he has accumulated the 16 points, the coach may select a player that is currently in the game to shoot the free throws or the coach may use a substitute for the FOULED player to shoot the free throws. If a substitute is brought into the game for this purpose, he must remain in the game until the next dead ball period.

Article 6. MISCELLANEOUS RULES:

A. After any combination of 3 per half of the following infractions, the fourth violation will constitute a technical foul with the offended team being awarded two free throws and possession of the ball:

- (1) Zone Defense
- (2) Back-Court Defense
- (3) Two-on-One Defense

(4) Isolation

- B. Each team shall be allowed 4 time outs per game plus one additional time out for each overtime period.
- *C. The 3-point shooting arc will be used in this age group provided the gym floor is so marked.
- D. **The 3-second lane will begin at the free throw line used by this age group.**
- E. All other play will be governed by the rules set forth by the National Federation of State High School Association.