



WILLIAMSON COUNTY  
PARKS & RECREATION

**2016-2017  
Williamson County  
Youth Basketball  
Recreational Rules**

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 (WCYBL).

SECTION II: GOVERNING BODY

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

SECTION III: PLAYER AND COACHES ELIGIBILITY AND CONDUCT

**Article 1:** **The date that is be used to determine players playing age shall be August 31 of the current year. Players turning 18 on or before March 1st 2017 will be ineligible to play.**

**Article 2:** Each player must furnish a birth certificate to the association and must be provided for inspection upon the request of the Board.

**Article 3:** Any player who meets the age requirements is eligible to play. **Eligible players are allowed to be on the roster of one team for the entire league (i.e. a U10 player cannot be on the roster for a U10 team and also U12 team).**

**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 (regardless of the number of teams they coach) receiving two technical fouls for unsportsmanlike conduct during the season will automatically receive a one game suspension. Any player or coach assessed a second technical foul in a single game will be required to leave the property immediately. League suspension will be enforced in the next scheduled game. Any player or coach, (regardless of the number of teams they coach) receiving a total of three technical fouls during the season will be suspended for the remainder of the season for all teams, including the post-season tournament. Any team receiving a total of three technical fouls in a single game will result in a forfeit of the game at the time of the third technical foul called and suspension from the next scheduled game. Any team receiving a total of three technical fouls throughout the season will automatically receive a one game suspension.

**NOTE:** Any person receiving a game suspension may not partake in any team activities including, but not limited to, sitting on the bench or coaching from the stands.

**Article 6:** Any player participating in a violent act, such as fighting, biting, kicking, swinging at another player, ect, shall receive a two 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 other 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 jerseys must have legal numbers on both the front and back.

**Article 3:** The referee shall not permit any team member to wear equipment or apparel, which is dangerous to other players or themselves. Examples of illegal items include, but are not limited to: 1.) A guard, cast, or brace made of hard or unyielding leather, plaster, pliable 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, but not on wrists; 3.) Jewelry of any kind, except earring studs.

#### 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 two hours during that week. During the tournament, 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 WCPR prior to the fourth Saturday of the season.

**Article 3:** No new players may be added to the team roster after the fourth Saturday without approval from the Board. No players will be allowed to be added to any team after the seventh Saturday, regardless of the number of players currently active on the team.

**EXCEPTION:** New residents may be added to a team with 6 or fewer players up until the 7<sup>th</sup> week.

**Article 4:** A team must have five players in order to start a game. A team will be allowed a grace period of ten minutes from the scheduled starting time of the game to comply with this requirement. After this time period the game will be a forfeit. The team forfeiting will have the option to play two 10 minute periods with officiating, but the scorebook will not be kept.

**Article 3:** The minimum number of players that a team can finish a game with is two (2). Once the number of players for a team gets down to less than two, the game will be called and a forfeit will be declared for that team.

**Article 5:** Coaches are required to furnish the full names of all players and coaches (on the proper form) to the scorekeepers at least five minutes before game time.

**Article 6:** Only one Head Coach and one Assistant Coach shall be allowed on the team bench during a game.

#### SECTION VI: PROTEST

**Article 1:** The protest of a year ending tournament game will require a CASH deposit of \$100.00. If the Board of Directors rules in favor of the protest, all of the \$100.00 deposit will be refunded.

#### 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:** All players are required to check in with the official score keeper prior to entering the game.

**Article 3:** If there is a clear serious injury the game needs to be stopped regardless of possession or play on the court. This will be left up to the referee's discretion.

WILLIAMSON COUNTY YOUTH BASKETBALL  
PEE WEE LEAGUE

SECTION I: ELIGIBILITY

**Article 1:** The Pee Wee League is for those players who are 5 or 6 years old on or before August 31 of the current year.

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 8 feet

**Article 3:** Foul Line: The foul line will be 3 feet shorter than the regular line when adjustable goals are used.

**Article 4:** Basketball: The official basketball shall be a youth size, 27.0 synthetic leather basketball.

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.

**Note:** when a team is up by more than 15 points the clock will continue to run except for timeouts.

B. If the score is tied at the end of regulation play, the first overtime shall be one minute. If the game is not settled after the first overtime, then the game will move into the second overtime and it shall be 1 minute. If the game is not settled at that point, the game will move into sudden death and the first team to score will be declared the winner. (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 2 full quarters from beginning to end**

**Note:** Scorekeeper 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 alternating basis. The team gaining the 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 the fourth quarter and overtime.  
**Note:** A player more than 4 feet from the opponent they are guarding, is considered to be playing zone.
- B. There will be no defense allowed in the backcourt 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 (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 frontcourt. The defensive player must be at least 6 feet from the mid court line.
  2. Once the offense has the ball in its frontcourt, backcourt defense may be played during that possession, once the ball goes out of bounds the possession resets and no back court defense may be played.
  3. Incidental backcourt shall be called if a defensive player accidentally interferes with play in the backcourt. The ball will be awarded back to the offense and a backcourt violation should not be called.
  - 4.
- 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 a time playing the person with the ball.  
**Note:** A violation must be called and the ball awarded to the offense if any advantage is gained by the defense.  
**Note:** If a defensive violation is called simultaneously with a made shot, the basket shall count and the defensive violation call will be 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:** An isolated area of the court is any area too far from the goal from which to take a shot  
**Note:** 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:** If a player is fouled after they have 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 substitute for the fouled player to shoot the free throws. If a substitute is brought into the game for this purpose, they 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, and each one thereafter, will constitute a technical foul with the offended team being awarded 2 free throws and possession of the ball. Once the half is over, the infraction count will start over.
  - 1. Zone Defense
  - 2. Back court defense
  - 3. Double teaming
  - 4. Isolation
  - 5.
- 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 be the full lane according to the National Federation of State High School Association.
- E. All other play will be governed by the rules set fourth by the National Federation of State High School Association.
- F. If a player on the floor becomes injured during a play and a foul is called and they cannot shoot the free throw, the substitute player must come in and shoot the free throw. If no substitute is available, then the coach may select a player on the court to shoot the free throws.
- G. Half time free throws: In an attempt to give all players a chance to be active in the game and potentially score, at half time of the game, each player will line up on the free throw line to take one free throw shot. All points scored will be rewarded to the appropriate team. When there are an unequal number of players on each of the two teams, the team with the lesser players will select a first quarter non-starting player to shoot again until the number of shots is equal to the other team.
- H. If a player scores a basket in the wrong goal, the points will not count and it will be considered a turnover and the ball will be awarded to the other team.

I. WILLIAMSON COUNTY YOUTH BASKETBALL  
TRAINING LEAGUE

SECTION I: ELIGIBILITY

**Article 1:** The training league is for those players who are 7 or 8 years old on or before August 31 of the current year.

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 8 feet

**Article 3:** Foul Line: The foul line will be 3 feet shorter than the regular line when adjustable goals are used.

**Article 4:** Basketball: The official basketball shall be a youth size, 27.0 synthetic leather basketball.

SECTION III: PLAYING REGULATIONS

**Article 1:** Timing Regulations

C. 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.

**Note:** when a team is up by more than 15 points the clock will continue to run except for timeouts.

D. If the score is tied at the end of regulation play, the first overtime shall be one minute. If the game is not settled after the first overtime, then the game will move into the second overtime and it shall be 1 minute. If the game is not settled at that point, the game will move into sudden death and the first team to score will be declared the winner.

(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 2 full quarters from beginning to end**

**Note:** Scorekeeper 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 alternating basis. The team gaining the 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**

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

**Note:** A player more than 4 feet from the opponent they are guarding, is considered to be playing zone.

- E. There will be no defense allowed in the backcourt 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 (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 frontcourt. The defensive player must be at least 6 feet from the mid court line.
  2. Once the offense has the ball in its frontcourt, backcourt defense may be played during that possession. Once the ball goes out of bounds, the possession resets and no backcourt defense may be played.
  3. Incidental backcourt shall be called if a defensive player accidentally interferes with play in the backcourt. The ball will be awarded back to the offense and a backcourt violation should not be called.
- F. 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 a time playing the person with the ball.
- Note:** A violation must be called and the ball awarded to the offense if any advantage is gained by the defense.
- Note:** If a defensive violation is called simultaneously with a made shot, the basket shall count and the defensive violation call will be ignored.

**Article 5: Isolation**

- B. 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:** An isolated area of the court is any area too far from the goal from which to take a shot
- Note:** 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:** If a player is fouled after they have 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 substitute for the fouled player to shoot the free throws. If a substitute is brought into the game for this purpose, they must remain in the game until the next dead ball period.

**Article 6: Miscellaneous Rules**

- J. After any combination of 3 per half of the following infractions, the fourth violation, and each one thereafter, will constitute a technical foul with the offended team being awarded 2 free throws and possession of the ball. Once the half is complete, the infraction count will start over.
  - 1. Zone Defense
  - 2. Back court defense
  - 3. Double teaming
  - 4. Isolation
- K. Each team shall be allowed 4 time outs per game plus one additional time out for each overtime period.
- L. The 3-point shooting arc will be used in this age group provided the gym floor is so marked.
- M. The 3-second lane will be the full lane according to the National Federation of State High School Association.
- N. All other play will be governed by the rules set fourth by the National Federation of State High School Association.
- O. If a player on the floor becomes injured during a play and a foul is called and they cannot shoot the free throw, the substitute player must come in and shoot the free throw. If no substitute is available, then the coach may select a player on the court to shoot the free throws.
- P. If a player scores a basket in the wrong goal, the points will not count and it will be considered a turnover and the ball will be awarded to the other team.

WILLIAMSON COUNTY YOUTH BASKETBALL  
MIDGET LEAGUE

SECTION I: ELIGIBILITY

**Article 1:** The midget league is for those players who are 9 or 10 years old on or before August 31 of the current year.

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 9 feet

**Article 3:** Foul Line: The foul line will be 1 foot shorter than the regular line when adjustable goals are used.

**Article 4:** Basketball: The official basketball shall be a women's size 28.5 synthetic leather basketball, such as the Spalding 62-153.

SECTION III: PLAYING REGULATIONS

**Article 1:** Timing Regulations

A. The game shall consist of 4 periods of 8 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 2 minutes of the fourth quarter or overtime period. During these times the clock will be operated according to high school rules.

**Note:** when a team is up by more than 15 points the clock will continue to run except for timeouts.

E. If the score is tied at the end of regulation play, the first overtime shall be one minute. If the game is not settled after the first overtime, then the game will move into the second overtime and it shall be 1 minute. If the game is not settled at that point, the game will move into sudden death and the first team to score will be declared the winner.

(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 2 full quarters from beginning to end**

**Note:** Scorekeeper 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 alternating basis. The team gaining the 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 during the first two quarters. Any half court defense may be used in the Third and Fourth quarters.

**Note:** A player more than 4 feet from the opponent they are guarding is to defend, is considered to be playing zone.

- B. There will be no defense allowed in the backcourt until the fourth quarter and overtime periods. A team that is 10 points or more ahead may **NOT** press full court (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 frontcourt. The defensive player must be at least 6 feet from the mid court line.
  2. Once the offense has the ball in its frontcourt, backcourt defense may be played during that possession. Once the ball goes out of bounds, the possession resets and no backcourt defense may be played.
  3. Incidental backcourt shall be called if a defensive player accidentally interferes with play in the backcourt. The ball will be awarded back to the offense and a backcourt violation should not be called.
- C. Trapping or double-teaming will not be permitted during the first two quarters, except when the ball is in the 3 second lane. Switching, however, is permitted as long as there is only one defensive player at a time playing the person with the ball.
- Note:** A violation must be called and the ball awarded to the offense if any advantage is gained by the defense.
- Note:** If a defensive violation is called simultaneously with a made shot, the basket shall count and the defensive violation call will be 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:** An isolated area of the court is any area too far from the goal from which to take a shot
- Note:** 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 22 points for the entire game.
- Note:** If a player is fouled after they have accumulated the 22 points, the coach may select a player that is currently in the game to shoot the free throws or the coach may substitute for the fouled player to shoot the free throws. If a substitute is brought into the game for this purpose, they 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, and each one thereafter, will constitute a technical foul with the offended team being awarded 2 free throws and possession of the ball. Once the half is over, the infraction count will start over.
  - 4. Zone Defense
  - 5. Back court defense
  - 6. Double teaming
  - 7. Isolation
- B. Each team shall be allowed 3 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 be the full lane according to the National Federation of State High School Association.
- E. All other play will be governed by the rules set fourth by the National Federation of State High School Association.
- F. If a player on the floor becomes injured during a play and a foul is called and they cannot shoot the free throw, the substitute player must come in and shoot the free throw. If no substitute is available, then the coach may select a player on the court to shoot the free throws.

WILLIAMSON COUNTY YOUTH BASKETBALL  
INTERMEDIATE LEAGUE

SECTION I: ELIGIBILITY

**Article 1:** The intermediate league is for those players who are 11 or 12 years old on or before August 31 of the current year.

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 10 feet

**Article 3:** Foul Line: The foul line will be as far as high school play.

**Article 4:** Basketball: The official basketball shall be a synthetic leather basketball the size as used in high school play. The boys will play with boys high school ball and the girls will play with the girls high school ball.

SECTION III: PLAYING REGULATIONS

**Article 1:** Timing Regulations

A. The game shall consist of 4 periods of 8 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 3 minutes of the fourth quarter or overtime period. During these times the clock will be operated according to high school rules.

**Note:** when a team is up by more than 15 points the clock will continue to run except for timeouts.

B. If the score is tied at the end of regulation play, the first overtime shall be one minute. If the game is not settled after the first overtime, then the game will move into the second overtime and it shall be 1 minute. If the game is not settled at that point, the game will move into sudden death and the first team to score will be declared the winner. (Overtime is an extension of the fourth quarter and all high school rules apply except for jump-ball situations.)

C. Each team shall be allowed 3 time outs per game plus 1 additional time out for each overtime.

**Article 2. Player Participation: each player must play at least 2 full quarters from beginning to end**

**Note:** Scorekeeper 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:** Start the game with a jump ball.

SECTION IV: MISCELLANEOUS RULES

A. A team that is 10 or more points ahead may not full court press.

B. The 3-point shooting arc will be used in this age group provided the gym floor is so marked.

- C. The 3-second lane will be the full lane according to the National Federation of State High School Association.
- D. All other play will be governed by the rules set fourth by the National Federation of State High School Association.
- E. If a player on the floor becomes injured during a play and a foul is called and they cannot shoot the free throw, the substitute player must come in and shoot the free throw. If no substitute is available, then the coach may select a player on the court to shoot the free throws.

WILLIAMSON COUNTY YOUTH BASKETBALL  
JUNIOR LEAGUE

SECTION I: ELIGIBILITY

**Article 1:** The junior league is for those players who are 13-14 years old on or before August 31 of the current year.

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 10 feet

**Article 3:** Foul Line: The foul line will be as far as high school play.

**Article 4:** Basketball: The official basketball shall be a synthetic leather basketball the size as used in high school play. The boys will play with boys high school ball and the girls will play with the girls high school ball.

SECTION III: PLAYING REGULATIONS

**Article 1:** Timing Regulations

A. The game shall consist of 4 periods of 8 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 4 minutes of the fourth quarter or overtime period. During these times the clock will be operated according to high school rules.

**Note:** when a team is up by more than 15 points the clock will continue to run except for timeouts.

B. If the score is tied at the end of regulation play, the first overtime shall be one minute. If the game is not settled after the first overtime, then the game will move into the second overtime and it shall be 1 minute. If the game is not settled at that point, the game will move into sudden death and the first team to score will be declared the winner. (Overtime is an extension of the fourth quarter and all high school rules apply except for jump-ball situations.)

C. Each team will be allowed 3 time-outs per game and one additional time-out for each overtime period.

**Article 2. Player Participation: each player must play at least 1 full quarter from beginning to end for the first half. For the second half, free substitutions throughout the game will be allowed.**

**Note:** Scorekeeper 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:** Start the game with a jump ball.

SECTION IV: MISCELLANEOUS RULES

A. A team that is 10 or more points ahead may not full court press.



- B. The 3-point shooting arc will be used in this age group provided the gym floor is so marked.
- C. The 3-second lane will be the full lane according to the National Federation of State High School Association.
- D. All other play will be governed by the rules set fourth by the National Federation of State High School Association.
- E. If a player on the floor becomes injured during a play and a foul is called and they cannot shoot the free throw, the substitute player must come in and shoot the free throw. If no substitute is available, then the coach may select a player on the court to shoot the free throws.

WILLIAMSON COUNTY YOUTH BASKETBALL  
SENIOR LEAGUE

SECTION I: ELIGIBILITY

**Article 1:** The senior league is for those players who are 15-17 years old on or before August 31 of the current year. **Players turning 18 on or before March 19<sup>th</sup> 2017 will be ineligible to play.**

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 10 feet

**Article 3:** Foul Line: The foul line will be as far as high school play.

**Article 4:** Basketball: The official basketball shall be a synthetic leather basketball the size as used in high school play. The boys will play with boys high school ball and the girls will play with the girls high school ball.

SECTION III: PLAYING REGULATIONS

**Article 1:** Timing Regulations

A. The game shall consist of 4 periods of 8 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 4 minutes of the fourth quarter or overtime period. During these times the clock will be operated according to high school rules.

**Note:** when a team is up by more than 15 points the clock will continue to run except for timeouts.

B. If the score is tied at the end of regulation play, the first overtime shall be one minute. If the game is not settled after the first overtime, then the game will move into the second overtime and it shall be 1 minute. If the game is not settled at that point, the game will move into sudden death and the first team to score will be declared the winner. (Overtime is an extension of the fourth quarter and all high school rules apply except for jump-ball situations.)

C. There will be no full court press allowed once a team is up by 15 points or more

D. Each team will be allowed 3 time-outs per game and one additional time-out for each overtime period.

**Article 2:** Start the game with a jump ball. **Free substitutions will be allowed throughout the game.**

SECTION IV: MISCELLANEOUS RULES

A. The 3-point shooting arc will be used in this age group provided the gym floor is so marked.

B. The 3-second lane will be the full lane according to the National Federation of State High School Association.

- C. All other play will be governed by the rules set fourth by the National Federation of State High School Association.
- D. If a player on the floor becomes injured during a play and a foul is called and they cannot shoot the free throw, the substitute player must come in and shoot the free throw. If no substitute is available, then the coach may select a player on the court to shoot the free throws.





WILLIAMSON COUNTY  
PARKS & RECREATION

**2014-2015  
Williamson County  
Youth Basketball  
Open Division Rules**

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 (WCYBL).

SECTION II: GOVERNING BODY

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

SECTION III: PLAYER AND COACHES ELIGIBILITY AND CONDUCT

**Article 1:** The date that is be used to determine players playing age shall be August 31 of the current year. **Players turning 18 on or before March 1st 2017 will be ineligible to play.**

**Article 2:** Each player must furnish a birth certificate to the association and must be provided for inspection upon the request of the Board.

**Article 3:** Any player who meets the age requirements is eligible to play. **Eligible players are allowed to be on the roster of one team for the entire league (i.e. a U10 player cannot be on the roster for a U10 team and also U12 team).**

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

**Article 5:** Any player or coach receiving two technical fouls for unsportsmanlike conduct during the season will automatically receive a one game suspension. They must also leave the property 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 three technical fouls will be suspended for the remainder of the season, including the post-season tournament. Any team receiving 3 technical fouls in a single game, will result in a forfeit of the game at the time of the third technical foul called and suspension from the next scheduled game. Any team receiving a total of 3 technical fouls throughout the season will automatically receive a one game suspension.

**NOTE:** Any person receiving a game suspension may not partake in any team activities including, but not limited to, sitting on the bench or coaching from the stands

**Article 6:** Any player participating in a violent act, such as fighting, biting, kicking, swinging at another player, ect., shall receive a two 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 other 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 jerseys must have legal numbers on both the front and back.
- Article 3:** The referee shall not permit any team member to wear equipment or apparel, which is dangerous to other players or themselves. Examples of illegal items include, but are not limited to: 1.) A guard, cast, or brace made of hard or unyielding leather, plaster, pliable 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 but not on wrists; 3.) Jewelry of any kind, except earring studs.

#### SECTION V: TEAM REGULATIONS

- Article 1:** Each team may practice three hours a week prior to their first game. After their first game, each team may practice only two hours per week. A team with a bye may practice three hours during that week. During the tournament, 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 WCPR prior to the fourth Saturday of the season.
- Article 3:** No new players may be added to the team roster after the fourth Saturday without approval from the Board. No players will be allowed to be added to any team after the seventh Saturday, regardless of the number of players currently active on the team.
- EXCEPTION:** New residents may be added to a team with 6 or fewer players up until the 7<sup>th</sup> week.
- Article 4:** A team must have five players in order to start a game. A team will be allowed a grace period of ten minutes from the scheduled starting time of the game to comply with this requirement. After this time period the game will be a forfeit. The team forfeiting will have the option to play two 10 minute periods with officiating, but the scorebook will not be kept.
- Article 5:** Coaches are required to furnish the full names of all players and coaches, on the proper form, to the scorekeepers at least five minutes before game time.
- Article 6:** Only one Head Coach and one Assistant Coach shall be allowed on the team bench during a game.

SEVTION VI: PROTEST

**Article 1:** The protest of a year ending tournament game will require a CASH deposit of \$100.00. If the Board of Directors rules in favor of the protest, all of the \$100.00 deposit will be refunded.

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:** All players are required to check in with the official score keeper prior to entering the game.

**Article 3:** If there is a clear serious injury the game needs to be stopped regardless of possession or play on the court. This will be left up to the referee's discretion.



WILLIAMSON COUNTY YOUTH BASKETBALL  
MIDGET LEAGUE  
OPEN DIVISION

SECTION I: ELIGIBILITY

**Article 1:** The training league is for those players who are 9 or 10 years old on or before August 31 of the current year.

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 9 Feet for girls games and 10 Feet for boys games

**Article 3:** Foul Line: The foul line will be as far as high school play.

**Article 4:** Basketball: The official basketball shall be a size 28.5 synthetic leather basketball

SECTION III: PLAYING REGULATIONS

**Article 1:** Timing Regulations

A. The game shall consist of 2 halves of 20 minutes each. The clock will be stopped only for time-outs, injury, or by the officials, except for the last 1 minute of the first half and the last 2 minutes of the second half. 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 one minute. If the game is not settled after the first overtime, then the game will move into the second overtime and it shall be one minute. If the game is not settled at that point, the game will move into sudden death and the first team to score will be declared the winner. (Overtime is an extension of the fourth quarter and all high school rules apply except for jump-ball situations.)

**Note:** when a team is up by more than 15 points the clock will continue to run except for timeouts.

B. Each team shall be allowed 2 time outs per half. The time outs will not carry over from one half to the next. Each team will receive 1 additional time out for each overtime.

**Article 2:** Jump Ball Situations: The game will begin with a jump ball. Any overtime periods will begin with a jump ball.

SECTION IV: MISCELLANEOUS RULES

A. The 3-point shooting arc will be used in this age group provided the gym floor is so marked.

B. The 3-second lane will be the full lane according to the National Federation of State High School Association.

C. All other play will be governed by the rules set fourth by the National Federation of State High School Association.

- D. Any half court defense may be used in the first half. There will be no backcourt defense allowed until the second half. When the ball goes out of bounds, the possession resets and no backcourt defense may be played in the first half.
- E. There is a strong recommendation that all players play for at least 10 minutes in every game
- F. If a player on the floor becomes injured during a play and a foul is called and they cannot shoot the free throw, the substitute player must come in and shoot the free throw. If no substitute is available, then the coach may select a player on the court to shoot the free throws.

G. WILLIAMSON COUNTY YOUTH BASKETBALL  
INTERMEDIATE LEAGUE (11-12 & 13-14)  
**OPEN DIVISION**

SECTION I: ELIGIBILITY

**Article 1:** The training league is for those players who are 11 or 12 years old on or before August 31 of the current year.

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 10 feet

**Article 3:** Foul Line: The foul line will be as far as high school play.

**Article 4:** Basketball: The official basketball shall be a synthetic leather basketball the size as used in high school play. The boys will play with boys high school ball and the girls will play with the girls high school ball.

SECTION III: PLAYING REGULATIONS

**Article 1:** Timing Regulations

A. The game shall consist of 2 halves of 20 minutes each. The clock will be stopped only for time-outs, injury, or by the officials, except for the last 1 minute of the first half and the last 2 minutes of the second half. 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 one minute. If the game is not settled after the first overtime, then the game will move into the second overtime and it shall be one minute. If the game is not settled at that point, the game will move into sudden death and the first team to score will be declared the winner. (Overtime is an extension of the fourth quarter and all high school rules apply except for jump-ball situations.)

**Note:** when a team is up by more than 15 points the clock will continue to run except for timeouts.

C. Each team shall be allowed 2 time outs per half. The time outs will not carry over from one half to the next. Each team will receive 1 additional time out for each overtime.

**Article 2:** Jump Ball Situations: The game will begin with a jump ball. Any overtime periods will begin with a jump ball.

SECTION IV: MISCELLANEOUS RULES

A. The 3-point shooting arc will be used in this age group provided the gym floor is so marked.

B. The 3-second lane will be the full lane according to the National Federation of State High School Association.

C. All other play will be governed by the rules set fourth by the National Federation of State High School Association.

- D. There is a strong recommendation that all players play for at least 10 minutes in every game
- E. If a player on the floor becomes injured during a play and a foul is called and they cannot shoot the free throw, the substitute player must come in and shoot the free throw. If no substitute is available, then the coach may select a player on the court to shoot the free throws.