

WESTSIDE BASKETBALL LEAGUE RULES

I. GENERAL

- A. If there is a question concerning a rule listed or not listed in this document the site director will interpret the meaning of the rule or make a decision immediately if the rule does not appear in the rules. The issue will then be brought to the Officers (President, Vice President, & Secretary) attention and a final decision will be made and the Westside Basketball League (WBL) rules will be amended.
- B. All game situations not otherwise covered in these rules will be governed by the local junior high rules, as adopted by the National Federation of State High School Activities Commission and/or the West Virginia Secondary School Activities Commission (WVSSAC).
- C. Players may only play on one team per division. All players Pre-K-6th are permitted to play up one division.
- D. Players are permitted to play in one league either the community league or the competitive league.
- E. No player is permitted to play down a division.
- F. All players on a team must have matching shirts with unique numbers and wear shoes with rubber bottoms. Numbers should be able to be demonstrated on one hand (0-5, 10-15, 20-25, 30-35, 40-45, 50-55 – 0 or 00 only one or the other).
- G. All coaches' names will be presented to the executive board by the representatives for board approval. **ALL** coaches must meet the following criteria with **NO EXCEPTIONS**:
 - The WBL may require an NCIC background check.
 - All infractions will be evaluated by the Board of Directors on a case-by-case basis.
 - Must be 18 years of age or older.
 - Must attend the Westside sponsored coaches' clinic.
- H. The league does not discriminate on the basis of age, color, disability, national origin, race, religion, sex, sexual orientation, or veteran status. The league will not tolerate discrimination by league officers, representatives, officials, coaches, players, parents, spectators and/or any other unnamed person participating or associating with the WBL.

II. CONDUCT

- A. All participants, spectators, coaches, etc., will abide by the code of conduct.
- B. There is a zero-tolerance rule for misconduct.
- C. All participants are expected to show good sportsmanship and respect for the coaches, officials, players and the building and facilities in which the game is being played.
- D. Any person caught damaging, abusing or misusing any facilities where league activity is being conducted will be suspended from the league and required to pay damages.
- E. The league's site director will have the power and authority to remove from the playing site any player, coach or spectator for misconduct.
- F. Any player or coach receiving two (2) technical fouls will be suspended from the game. A suspended player must leave the site grounds. A suspended coach must leave the site grounds. If either fails to comply a forfeit will be declared. After the first technical foul the coach must remain seated on the bench for the remainder of the game. If a coach or player is removed from a gym for any reason they will be suspended for the next game.

III. ROSTERS AND ELIGIBILITY COMMUNITY LEAGUE

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- A. Team rosters for all divisions must contain no less than seven (7) or more than ten (10) players.
- B. Team rosters must be finalized by the first game of the season.
- C. Team rosters may not include any player who plays on a school sanctioned team.
- D. The ages for the 3rd & 4th grade is 8, 9, and 10. The ages for 5th & 6th is 10, 11, and 12.
- E. Any player who leaves or quits a team may not be transferred or picked up by other teams unless approved by the executive board and/or board of directors.
- F. Team rosters must be submitted to the league Secretary/Treasurer prior to the first game.
- G. Legal teams (those having 4 or more returning players) moving from the 3rd & 4th grade division may stay together in the 5th & 6th grade division. The assistant coach may assume leadership of this team if the head coach leaves, quits, etc. This must be approved by the league.

IV. KINDERGARTEN AND FIRST GRADE DIVISIONS

- A. Teams in kindergarten and first grades are not considered legal teams.
- B. Permitted to start a game with four players.
- C. All players present at the start of the game must play fourteen (14) minutes unless injured or becoming sick during the game, disqualified or suspended for disciplinary reasons approved by the board, league officers and/or site director. Coaches must make parents/guardians aware of any sickness or disciplinary reason prior to the start of the game. ***If in the opinion of the site director or his/her designee, this rule is violated the offending team will forfeit the game, the coach will be suspended from the next scheduled game, and the athlete(s) that did not receive their playing time will play the remaining time plus their fourteen (14) minutes the next scheduled game.*** For example, if a player only plays seven (7) minutes during a game the coach will be suspended from the next game and the player will play a minimum of twenty-one (21) minutes the next scheduled game. ***If a coach violates this rule a second time the coach will be replaced and not permitted to coach the remaining of the season and must petition the board to be reinstated the next year.***
- D. Substitutions MUST be made from the scores table only.
- E. No jewelry, hair control devices, etc., of any kind which could injure the wearer, or any other player may not be worn. **ALL** jewelry must be removed. **NO** taping is permitted. Medical bracelets/necklaces **MUST** be taped.
- F. Warm-up time is at the discretion of the site director.
- G. Each game will consist of four seven-minute quarters if not behind schedule. Clock will run continuously.
- H. Half-time will be two (2) minutes long.
- I. Rim height kindergarten and first grades is 8 feet.
- J. Basketball size for kindergarten and first grade is 27.5.
- K. Time-outs
 - One 30 second time out will be allotted per half and the clock will stop.
 - There are no overtimes.
- L. Three fouls per child is permitted per half. After a child receives three fouls the child must sit the remainder of that half. The child can return to play at the beginning of the following half.
- M. Pressing is not permitted in the kindergarten and first grade divisions. All teams must remain behind the three-point line during the entire game.

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- N. Coaches' positions for kindergarten & first grades (three coaches required one head coach and two assistant coaches)
- One coach permitted under each basket.
 - One coach on the bench always.
 - No coaches are permitted on the court.

V. SECOND GRADE DIVISION

- A. Must have five players to start the game.
- B. All players present at the start of the game must play the equivalent of at least ten (10) minutes unless injured or becoming sick during the game, disqualified, or suspended for disciplinary reasons approved by the board, league officers and/or site director. Coaches must make parents/guardians aware of any sickness or disciplinary reason prior to the start of the game. ***If in the opinion of the site director or his/her designee, this rule is violated the offending team will forfeit the game, the coach will be suspended from the next scheduled game, and the athlete(s) that did not receive their playing time will play the remaining time plus their ten (10) minutes the next scheduled game.*** For example, if a player only plays three (3) minutes during a game the coach will be suspended from the next game and the player will play a minimum of seventeen (17) minutes the next scheduled game. ***If a coach violates this rule a second time the coach will be replaced and not permitted to coach the remaining of the season and must petition the board to be reinstated the next year.***
- C. Substitutions MUST be made from the scores table only.
- D. No jewelry, hair control devices, etc., of any kind which could injure the wearer, or any other player may not be worn. **ALL** jewelry must be removed. **NO** taping is permitted. Medical bracelets/necklaces **MUST** be taped.
- E. Warm-up time is at the discretion of the site director.
- F. Each game will consist of four seven-minute quarters. Clock will stop the last two minutes of the second and fourth quarters unless a team is leading by 10 points or more.
- G. Half-time will be three (3) minutes long.
- H. Rim Height for second grade will be 9 feet.
- I. Basketball size for second grade is 27.5.
- J. Time-outs
- Two 30 second time-outs will be allotted per half and the clock will stop.
 - Unused time-outs from the second half do carry over to overtime.
- K. Fouls
- Five fouls will be permitted per player.
 - After the fifth foul the child must sit the remainder of the game.
 - If a player is shooting and is fouled the team will receive one point. If the basket is made the team will receive the basket (2 points) and the one point for the shooting foul.
- L. Pressing
- Half-court pressing will be permitted during the fourth quarter and only by a team which is not ahead by ten (10) or more points. ***Overtime periods are considered an extension of the fourth quarter.***
 - A team has 10 seconds to get the basketball across half court.
 - Backcourt will be enforced.

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- If a team is leading by twenty (20) or more points, they must position themselves behind the three-point line on defense.
- Three-point shots are not permitted. If a player violates this rule it will result in a technical foul against the team, two points awarded to the opponent and the opponent will gain position of the ball.

M. Coaches Position

- MUST always remain on the bench.
- Coaches are not permitted under the basket or on the court.
- Only the head coach can address the referee.
- Only one coach may stand.

VI. THIRD/FOURTH GRADE AND FIFTH/SIXTH GRADE COMMUNITY DIVISION

A. Drafting Rules—all teams shall abide by the same written guidelines for the draft as written below.

- The draft will be conducted by the Westside Basketball League Board of Directors.
- A player is only permitted to play on one team.
- Siblings will be placed on the same team unless the parent requests that they be separated, or they are separated by grade divisions.

B. Playing Rules

- Third/Fourth and Fifth/Sixth Grade must have five (5) players present to start a game or the team will forfeit. The league will allow two minutes past the start of a game for five players to be present. Halftime will be shortened if the game is delayed.
- All players present at the start of the game must play the equivalent of one quarter unless injured or becoming sick during the game, disqualified or suspended for disciplinary reasons approved by the board, league officers and/or site director. Coaches must make parents/guardians aware of any sickness or disciplinary reason prior to the start of the game. ***If in the opinion of the site director or his/her designee, this rule is violated the offending team will forfeit the game, the coach will be suspended from the next scheduled game, and the athlete(s) that did not receive their playing time will play the remaining time plus their six (6) minutes the next scheduled game.*** For example, if a player only plays three (3) minutes during a game the coach will be suspended from the next game and the player will play a minimum of nine (9) minutes the next scheduled game. ***If a coach violates this rule a second time the coach will be replaced and not permitted to coach the remaining of the season and must petition the board to be reinstated the next year.***
- During tournaments all players present at the start of the game must play the equivalent of one quarter unless injured or becoming sick during the game, disqualified or suspended for disciplinary reasons approved by the board, league officers and/or site director. Coaches must make parents/guardians aware of any sickness or disciplinary reason prior to the start of the game.
- Substitutions MUST be made from the scores table only.
- No jewelry, hair control devices, etc., of any kind which could injure the wearer, or any other player may not be worn. **ALL** jewelry must be

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removed. **NO** taping is permitted. Medical bracelets/necklaces **MUST** be taped.

- Warm-up time is at the discretion of the site director.
- Each game will consist of four six-minute quarters and the clock will stop.
- Half-time will be three (3) minutes long.
- Games will be played on a 10-foot rim.
- Teams will play with a 28.5 size ball.
- Time-Outs:
 - One full timeout and one 30 second timeout per half.
 - Unused time-outs from the second half carry over to any overtime period(s).
 - One additional time-out will be allotted per overtime period.
- Coaches:
 - Two coaches required one head coach and one assistant coach.
 - Both coaches must remain on the bench.
 - Only one coach may stand during the game.
 - Only the head coach may address the referee.
 - No coaches are permitted on the court.
- Full court pressing will be permitted the last three minutes of the second and fourth quarters then only by a team which is not ahead by ten (10) or more points. ***Overtime periods are considered an extension of the fourth quarter.***
- If a team is leading by twenty (20) or more points, they must position themselves behind the three-point line on defense.
- Except when full-court pressing is allowed, once a defensive team has established possession in its backcourt, that team will be permitted to bring the ball to the half court line.
- Except when full court pressing is permitted, a team attempting a throw-in may not be guarded or otherwise interfered with in its backcourt. If a team breaks this no press rule more than two (2) times the third time will be an automatic technical for the offending team and an automatic two (2) points for the other team.
- Three-point shots will be permitted.
- In the 3rd & 4th grade division the first hash mark will be the foul line.
- In the 5th & 6th grade division the regulation foul line will be used for foul shots.

VII. THIRD/FOURTH AND FIFTH/SIXTH GRADE COMPETITIVE DIVISION

- A. Teams must have five (5) players present to start a game or the team will forfeit. The league will allow two minutes past the start of a game for five players to be present. Halftime will be shortened if the game is delayed.
- B. There is no player minimum playing time in the competitive league.
- C. Substitutions **MUST** be made from the scores table only.
- D. No jewelry, hair control devices, etc., of any kind which could injure the wearer, or any other player may not be worn. **ALL** jewelry must be removed. **NO** taping is permitted.
- E. Medical bracelets/necklaces **MUST** be taped.
- F. Warm-up time is at the discretion of the site director.

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- G. Each game will consist of four six-minute quarters and the clock will stop.
- H. Full-court press is permitted unless a team is leading by 20 points. If a team is leading by 20 points, only a half-court press is permitted.
- I. Half-time will be three (3) minutes long.
- J. Games will be played on a 10-foot rim.
- K. Teams will play with a 28.5 size ball unless both teams are all sixth grade and have all male players.
- L. Time-Outs:
 - One full timeout and one 30 second timeout per half.
 - Unused time-outs from the second half carry over to any overtime period(s).
 - One additional time-out will be allotted per overtime period.
- M. Coaches:
 - Two coaches required one head coach and one assistant coach.
 - Both coaches must remain on the bench.
 - Only one coach may stand during the game.
 - Only the head coach may address the referee.
 - No coaches are permitted on the court.
 - Three-point shots are permitted.
 - The regulation foul line will be used for foul shots.

VIII. Forfeit

- A. If a team forfeits a game a \$100.00 forfeit fee will be charged to the team.
- B. The forfeit fee must be paid prior to the next scheduled game.
- C. If the forfeit fee is not paid the team will be excluded from all future games and practice times will be revoked.
- D. If a team forfeits a second game the team will be dismissed from the league for the remainder of the season. This includes revocation of practice times.
- E. If a team forfeits two games in a previous season and wants to register a team for ANY Westside sanctioned tournament, they must pay an additional \$150 to register a team.
- F. It is up to the discretion of the Board of Directors to dismiss a team at any time from the league due to forfeits or other scheduling issues.