



WALNUT CREEK YOUTH SPORTS Basketball Rules of Play 2022-2023 Season



OFFICIALS AND COACHES SHOULD HAVE A COPY OF THESE RULES WITH THEM DURING GAMES AS THESE RULES WILL BE CITED AND USED IN ALL DISPUTES.

The intent of the WCYAA Youth Sports Basketball program is to maximize participation. While these rules include minimum playing time limits, coaches should strive to play every child as much as possible. No player should be limited to the bare legal minimum playing time throughout the season.

1. Each game consists of four (4) quarters. Each quarter is eight (8) minutes. Running time is used except for the last two (2) minutes of the second and fourth quarters when stopped time is in effect.
2. Teams shall change ends of the court at half-time. A team shall sit opposite the basket it warms up on at the start of the game.
3. There is an intermission of one (1) minute after the first quarter with an intermission of four (4) minutes between halves and a two (2) minute intermission after the third quarter.
4. In the event of a tie game at the end of regulation time, there is one (1) overtime period of two (2) minutes. The overtime period begins one (1) minute after the end of regulation time. Stopped time will be in effect the last minute of the overtime period. The game will remain a tie if the score is tied at the end of the overtime.
5. Each team is entitled to three (3) time-outs per game, which may not be carried over to overtime. Each team shall be allotted one (1) time-out specifically for the overtime period.
6. Free substitutions are allowed, but only during a dead ball. (Subject to rule 7 below)
7. Each player must play at least **TWO (2) full running quarters. FAILURE TO FOLLOW THIS RULE WILL RESULT IN AUTOMATIC FORFEITURE OF THE GAME BY THE VIOLATING TEAM.** The player must start and finish the required quarters and may not be taken out during any required quarters for any reason except a bona fide injury or illness. The game officials shall be the sole judge of whether a bona fide injury or illness is present.
8. Prior to the start of the fourth quarter, the referees shall remind each team of Rule 7 to ensure it is not inadvertently violated. The two-minute intermission between the third and fourth quarter is specifically designed to permit coaches to ensure all players who have not yet played the required two (2) full running quarters get into the game. **FAILURE OF THE REFEREES TO WARN A TEAM BEFORE THE FOURTH QUARTER SHALL NOT RELIEVE A TEAM FROM FORFEITURE.**
9. **NO PLAYER MAY PLAY UNLESS ON THE OFFICIAL TEAM ROSTER.** If a player, who is not on an official WCYAA Youth Sports Basketball roster, plays in a game, that game shall be forfeited by the team on which the player participated in and the head coach will automatically be suspended for one game. A player may not play wearing a wristwatch, ring, metal bracelet, earring, or any hard or abrasive material such as a cast. **EACH PLAYER SHALL PLAY IN THE OFFICIAL UNIFORM JERSEY AND OFFICIAL SHORTS.** Each player shall wear court-type athletic shoes. **NO PLAYER SHALL PLAY WITHOUT THE OFFICIAL JERSEY AND OFFICIAL SHORTS. VIOLATION OF THIS RULE SHALL RESULT IN EJECTION OF THE PLAYER NOT PROPERLY UNIFORMED AND A TECHNICAL FOUL ASSESSED AGAINST SAID PLAYER'S TEAM. THE TECHNICAL FOUL SHALL BE CHARGED AGAINST THE HEAD COACH. TWO (2) TECHNICAL FOULS AGAINST A COACH SHALL RESULT IN THE EJECTION OF THE HEAD COACH.**
10. All games shall begin promptly at the scheduled time. A team not prepared to begin within five (5) minutes of the game time shall forfeit the game to the other team provided the other team has enough players to start the game.

11. Each team must have five (5) players to start a game unless its official roster has six (6) or less players in which case the team may start with a minimum of four (4) players.
12. The "Bonus" Rule is in effect on the seventh (7th) personal foul of each half for a team. A player receives a "bonus" shot only if the first shot is made (1 and 1). Player control fouls are not shooting fouls, but they do count as both team and personal fouls. Intentional fouls are two (2) shots plus possession to the non-violating team at the spot closest to where the foul was committed. Flagrant fouls are two (2) shots plus possession plus ejection of the offending player.
13. Technical fouls are considered personal fouls and counted toward "bonus" shots.
14. (a) **Players, coaches, parents, and fans are subject to ejection from the game and premises for overzealous conduct. Two points and possession of the ball shall be awarded to the non-offending team upon an ejection. If an offending player, coach or fan does not leave immediately upon ejection, the team the offender is associated with shall forfeit the game!**

(b) **A player fighting during a game shall be suspended from that game and the next game. A player suspended for fighting a second time shall be suspended for the balance of the season and his/her team placed on league probation subject to future sanctions as the WCYAA Youth Sports Athletic Director deems appropriate.**

(c) **A player or coach who makes disparaging or taunting remarks or gestures about a player or coach of the opposing team shall be immediately suspended from further participation in the game. A second violation of this rule may result in suspension for the remainder of the season.**

(d) **No player, parent, or coach shall be entitled to any refund of fees paid, in whole or part, in the event of any ejection or suspension.**
15. Players charged with a personal foul shall raise their hands to identify themselves to the scorekeeper. Flagrant failure to abide by this rule shall subject offending players to a two (2) shot technical foul plus possession of the ball to the other team.
16. Referees shall ensure that all shots are taken within 20 seconds of the foul call. The game clock shall stop after 20 seconds and shall not restart until the completion of the required number of shots. Players have 10 seconds to shoot each free throw attempt, or forfeit the shot attempt. Players must not cross into the free-throw lane until the ball hits the rim.
17. There is no shot clock in WCYAA basketball, but coaches should instruct their players to attempt to score in all game situations. In non-pressing divisions (Boys & Girls 1st/2nd & 3rd/4th) the referee shall stop the game and warn the offending coach the first time a team attempts to stall. A second attempt to stall will cause the offending team to lose possession of the ball and two (2) points shall be awarded the non-offending team.
18. A back-court press is not allowed when a team is eight (8) or more points ahead. The non-offending team shall be awarded two (2) points and possession of the ball after a prior warning by a referee.
19. Three point shots are allowed for the Boys' 5th/6th Division.
20. **NO FOOD, SOFT DRINKS, COFFEE OR OTHER BEVERAGES SHALL BE ALLOWED IN THE FOOTHILL GYM. This is a City of Walnut Creek Rule.** Violation may subject WCYAA Youth Sports to loss of Gym time.
21. **Each player shall keep his or her jersey neatly tucked in during the game. A technical foul and possession to the other team shall be assessed against any team whose players flagrantly violate this rule. THIS RULE IS STRICTLY ENFORCED.**
22. Unless modified by WCYAA rules, The High School Federation Rules of Basketball govern.
23. The "27.5" size basketball shall be used in the Boys and Girls 1st/2nd and 3rd/4th divisions; the "28.5" basketball in the Boys 5th/6th grade Division.

EXCEPTIONS TO THE ABOVE GENERAL RULES

Boys and Girls' 1st/2nd Grade Divisions:

- A. Five seconds are allowed in the key.
- B. Upon exchange of possession, the defense shall fall back and permit the offensive team to bring the ball to the top of the key. Once the ball breaks the plane of the top of the key, the defense may follow the offense. No press is permitted.
- C. **No zone defense is permitted. Each player shall play man-to-man defense. No double or triple teaming. Only one defensive player may guard a given offensive player at a time.**
- D. Standings shall not be kept in the boys and girls 1st/2nd grade divisions.
- E. There are no overtime periods.
- F. Coaches should instruct their players to attempt to score in all game situations. The referee will stop the game and warn the offending coach the first time a team attempts to stall. A second attempt to stall will cause the offending team to lose possession of the ball and two (2) points shall be awarded the non-offending team.
- G. On shooting fouls, the team fouled shall receive an automatic one (1) point and possession of the ball.
- H. In the boys 1st grade division and the girls 1st/2nd grade division, the scoreboard shall revert to 0-0 at the end of each quarter. Boy's 2nd grade division shall reset the clock if one team is more than 10 points ahead after the half. No standings will be kept in any of these divisions.

Boys and Girls 3rd/4th Grade Division:

- A. No Zone Defense is permitted. Each player shall play man-to-man defense. "Help Side Defense" is permitted.
- B. On shooting fouls, the team fouled shall receive an automatic one (1) point and one shot.
- C. Teams may not press or trap.
- D. Standings shall be kept. The top 4 teams will go to playoffs.

Boys 5th/6th Division:

- A. A backcourt press is permitted, except when a team is EIGHT (8) or more points ahead.

SPECIAL RULES FOR CHAMPIONSHIP GAMES:

- A. Any player absences for championship games are subject to league review. It is the goal of WCYAA to ensure that all players participate in playoff and championship games. Any team that anticipates an absence must report the player's name and reason for the absence to WCYAA prior to the game. WCYAA reserves the right, in its sole discretion, to disqualify any team, which it determines to have violated the spirit of full participation.