

WCBA Game Rules

Game Time

Quarters and clock:

- **4 total** quarters. **10 min.** each quarter **Halftime:** 2 min. break.
- **Running clock** except final 2 min. of the game if score differential is 9 points or less.
- **Clock stoppage** is based on when there is a "dead-ball". A "dead-ball" occurs when the official signals a foul, the ball goes out of bounds, a timeout is called or the official determines clock stoppage is necessary due to an injury or other issue outside of gameplay. The clock does not stop when a team scores and the opposing team is inbounding the ball.

Timeouts:

- **2 timeouts per half** (regulation game play). **Unused timeouts do not carry** over to 2nd half. **All timeouts** are 30 seconds which will be monitored by the clock staff and officials.

Overtime (OT):

- **1 additional** timeout. **2nd half fouls, bonus situation & remaining timeouts** carry over to OT.
- **First OT:** 2 minutes total & running clock. The clock does not stop unless timeout is called.
- **Double OT:** 2 minutes total & **sudden death** (any point wins the game). **If double OT still ends in a tie**, the game is considered a tie.

Substitutions

Grade level 3-4

- **Auto clock stoppage @ 5 min.** All players not in game must substitute in.
- **For all 4 quarters** the above substitutions must occur. However, altering your lineups in the 2nd half are allowed by coaches. **Every player must play 20 minutes minimum.**
- **If less than 10 players** the coach has the discretion to determine who remains in the game during each quarter. (e.g. If a coach has 9 players, he/she would have the discretion to play 1 player the full game.)
- **Exception** during overtime(s) free substitution is allowed. Also, if there is player injury or other unforeseen issue regarding the health of a player, substitution is allowed.

Grade level 5-6

- All above rules (3-4) apply for **1st through 3rd quarters only**. **Free substitution** in 4th quarter is allowed. **Every player must play 15 minutes minimum.**

Grade level 7-12

- All above rules (3-4) apply for **1st through 2 quarters only**. **Free substitution** in 2nd half of the game is allowed. **Every player must play 10 minutes minimum.**

Stoppage details

- **Substitution occurs @ approximately 5 min. mark** and horn or whistle will signal game stoppage. **Officials or Staff** will stop game play at their discretion as close to the 5-minute mark as possible when a scoring opportunity is not clearly anticipated. Mandatory subs are not a timeout & quick substitution is expected.
- If there is a **breakaway transition opportunity** (up to official or staff discretion), then **scoring move (layup, floater, pull-up shot) to the basket** is allowed and if player scores, the basket counts. If attempt is missed play automatically is whistled or horned dead for substitutions. If player opts not to attempt layup then play is also whistled or horned dead for substitutions. Note, clock will generally continue to run unless staff determine unforeseen delay during substitution.

Teams with 10+ players:

- On rare occasions teams and coaches will opt to carry a roster greater than 10 players. If this occurs the standard automatic substitutions are required.

Pressing Full Court

Backcourt pressure

- **3-4 Grade:** not allowed **5-6 Grade:** 2nd half allowed **7-12 Grade:** no restrictions

Fouls

Penalty

- **7th team foul per half** 1 & 1 bonus situation. **10th team foul per half** double penalty.

- **5 fouls** and player disqualified. **Flagrant Foul** (counts as team foul) auto 2 points & possession
- **Offensive fouls** (e.g. charge or illegal Screen) count towards team fouls but do not result in free throws regardless of bonus situation.

Technical Foul

- **Player technical** automatic 2 points & possession for opposing team & player must sit remainder of quarter (technical fouls count as team fouls). Players are not allowed to leave their designated bench area onto the court or the opposing team's bench area if any sort of escalation occurs; referees will have the discretion to assess technical fouls per infraction as they see fit. **2nd technical on same player** results in disqualification for the remainder of game.
- **Coach technical** automatic 2 points & possession for opposing team will be awarded. **2nd technical on coach** will result in a forfeit and league review.
- **Parent or spectator technical** Officials and staff have the discretion to deem the actions of a parent or spectator to be outside of our code of conduct. A parent or spectator is not permitted to enter the court or bench areas to confront coaches, players, staff, volunteers or referees in a hostile manner at any time. If this occurs officials or staff have the option to warn the parent or spectator that a technical will be issued if the behavior continues; however, officials and staff do have the discretion to issue a technical without warning. Automatic 2 points & possession will be awarded to the opposing team. A **2nd technical** will result in the associated team to forfeit game and further action will be reviewed by the league.
- **No time outs remaining technical** If a coach calls a timeout when none is available, the result will be an automatic technical. The opposing team will be awarded 2 points and possession.

Physical confrontation

- In the event a physical confrontation occurs, all involved parties may also be subject to one (1) game suspension or even potential forfeiture of league play as determined by WCBA.

Miscellaneous

Playoff seeding: Record, head to head, then point differential.

Ball sizes: 28.5" 3rd - 4th grade, 29.5" 5th-12th. **Rim height:** 3rd-12th standard height.

Forfeits: Game starts prompting when scorer's table and officials are ready per scheduled time.

- **Minimum # of players:** team must have 4 players to start. If team does not have minimum # of players clock is set to 5 minutes to allow for late arrival until 4 players arrive at which point the game will start with 5 min. remaining in the 1st quarter. However, the opposing team will start with 4-0 lead. If team does not have a minimum of 4 players after the 5-minute clock expires the game is considered forfeit per league discretion.

Forgotten or mismatched jersey penalty:

- Every quarter a "mismatched" player substitutes into the game the opposing team will be awarded an automatic 2 points (maximum of 8 points per game).
- Mismatched jersey includes a non-WCBA jersey set, a WCBA jersey set prior to the Fall 2022 redesign, missing either shorts or jersey top or borrowing a jersey from another player.

Lost jersey:

- If a player has lost any portion of their jersey set the player or guardian must purchase another set to play in any subsequent league games. The player or guardian must contact WCBA's leadership to request another jersey set be ordered.

Shooting free throw over the line:

- For 3-6 grade divisions the officials have the discretion to not call a violation for the shooter passing the free-throw line. This is based on the official's discretion to determine whether the shooter simply does not have the strength to reach the rim at the given distance.

* Unregistered player participation is prohibited:

- Having an unregistered player(s) participate in any WCBA game(s) or event(s) is strictly prohibited; the team with an unregistered player will automatically forfeit any game(s) the unregistered player(s) participated in. In addition, WCBA may take further disciplinary actions.

* Inappropriate Registration:

- Selecting a grade level/division during registration that is below the actual grade level of the registrant is NOT permissible. On rare occasions WCBA will allow this but registrant must receive direct approval prior to registering in a lower division; see WCBA's FAQs regarding details & consequences if WCBA has determined inappropriate registration has taken place.