

Rule Adjustments for WWBA

PeeWee League (6 & 7 year olds)

Starting Game: Each team must be ready to play with a minimum of 4 players from the team's roster, on the court at their scheduled game time. In the event a team is unable to produce 4 players to begin the game, the result is a forfeit by that team. In the event both teams are unable to produce the required amount of players to begin the game, then both teams will receive a forfeit and a loss will be applied to both team's record for the purposes of the league standings. Once a game has started, play will continue until a team has less than 2 players on the court.

Clock: Eight minute quarters with a continuous running clock, with the exception of shooting fouls and the last one (1) minute of the 4th quarter and the last one (1) minute of overtime and timeouts.

Overtime: Will consist of 3 minutes: **(boys & girls)** Clock stopping on shooting fouls and the last minute of overtime. If game is still tied at the end of the first overtime, winner will then be decided by sudden death. First team to score wins.

Goals: 8 Ft. from the floor to top of rim.

Free throw line: 10 Ft. from backboard.

- No 3 point shot
- 5 seconds in the lane. A "soft" 5 seconds will be called until return to action in January. After that, 5 seconds will be called strictly.
- Cannot guard or play defense in the back court at **ANY** time. Players must cross the half court line within ten seconds or the ball will be turned over. The area from half court to top of foul circle (3 pt line) is considered a "safe zone". Once in the front court, a player must attempt to cross the "safe zone" line within five seconds or a delay of game violation will be called resulting in a turnover. Once the offensive player has crossed that "safe zone" one time per possession, the defense may press into the safe area until a change of possession occurs. On inbound plays being passed from the safe zone **BEFORE** the offensive team has crossed the "safe zone" line, the defense **CAN NOT** press into the "safe zone." On inbounds plays **AFTER** the offense has crossed the "safe zone" line, the defense **CAN** play to the half court line. On a fast break, the defensive player can run with the dribbler, but must not try to steal the ball or impede movement until that player has crossed the "safe zone" as ruled in that specific quarter. In the 4th quarter the safe zone line moves back to the offensive side of the large center jump circle and the above defensive rules apply.
- Coaches may come onto the court, restricted to an area three feet from the sideline on their bench side half of the court, during the game. Only one coach is allowed to be standing at one time. One warning will be given before a technical foul is assessed to the bench. A technical foul in this case is counted to the "team fouls" in the book for consideration in bonus shooting situations.

Backcourt Warning: Each team will be given two warnings for backcourt violations. The 3rd and each subsequent violation will result in a one shot technical foul and possession of the ball given to the shooting team. These technical fouls do not count as team fouls.

Free Throw Setup: During free throw shots in this age division three players will be allowed to setup outside the lane and starting underneath each large block on either side of the free throw lane.

Training League (8 & 9 year olds)

Starting Game: Each team must be ready to play with a minimum of 4 players from the team's roster, on the court at their scheduled game time. In the event a team is unable to produce 4 players to begin the game, the result is a forfeit by that team. In the event both teams are unable to produce the required amount of players to begin the game, then both teams will receive a forfeit and a loss will be applied to both team's record for the purposes of the league standings. Once a game has started, play will continue until a team has less than 2 players on the court.

Clock: Eight minute quarters with a continuous running clock, with the exception of shooting fouls and the last one (1) minute of the 4th quarter and the last one (1) minute of overtime and timeouts.

Overtime: Will consist of 3 minutes: **(boys & girls)** Clock stopping on shooting fouls and the last minute of overtime. If game is still tied at the end of the first overtime, winner will then be decided by sudden death. First team to score wins.

Goals: 9 feet from floor to top of rim.

Free throw line: 12 feet from back board.

- No 3 point shot
- 3 seconds in the lane ("soft" 3-5 seconds until return to action the first of January for learning purposes).

1st through 3rd Quarters Defense: there shall be **NO** defense in the back court. The defense must allow one free entry per possession into the front court with an imaginary line set extending across the offensive side of the large center jump circle from sideline to sideline (i.e. "safe zone"). The offense has five seconds to pass through the "safe zone" and once the offense advances through "safe zone" the defense may play to the half court line. On a fast break the defense may not impede the offense until they have crossed the "safe zone line."

On all inbound plays in the front court the offense has a free pass into the back court. On inbound plays being passed from the front court into the back court and the offense has not had their one "free" entry into the front court; the defense can only deny the pass in the area underneath the large center jump circle in the front court. On inbound plays being passed from the front court into the back court and the offense has had their one "free" entry into the front court; the defense can deny the pass all over the front court.

On a loose ball created by the defense going into the back court, the defense will be allowed to enter the back court to try and gain possession of the ball. If they gain possession, they may advance to try to score. If they do not gain possession, meaning there has been no change of possession, they must not impede the offensive player until they reach the front court. Therefore, they are allowed to guard to the half court line, since the offense has had their one "free" entry.

Fourth Quarter Defense & Ten Point Rule: In the 4th quarter, with less than a 10 point lead, full court defense is allowed and high school TSSAA rules apply. If a team is ahead by 10 points or more during the fourth quarter, the defense must play as specified in quarters 1 thru 3. When the lead falls below 10 points, the defense may again press on the full court.

Backcourt Warning: Each team will be given two warnings for backcourt violations. The 3rd and each subsequent violation will result in a one shot technical foul and possession of the ball given to the shooting team. These technical fouls do not count as team fouls.

Free Throw Setup: During free throw shots in this age division three players will be allowed to setup outside the lane and starting underneath each large block on either side of the free throw lane.

Jr. Varsity League (10 & 11 yr olds)

Starting Game: Each team must be ready to play with a minimum of 4 players from the team's roster, on the court at their scheduled game time. In the event a team is unable to produce 4 players to begin the game, the result is a forfeit by that team. In the event both teams are unable to produce the required amount of players to begin the game, then both teams will receive a forfeit and a loss will be applied to both team's record for the purposes of the league standings. Once a game has started, play will continue until a team has less than 2 players on the court.

Clock: Eight minute quarters with a continuous running clock, with the exception of shooting fouls and the last one (1) minute of the 4th quarter and the last one (1) minute of overtime and timeouts.

Overtime: Will consist of 3 minutes: **(boys & girls)** Clock stopping on shooting fouls and the last minute of overtime. If game is still tied at the end of the first overtime, winner will then be decided by sudden death. First team to score wins.

Goals: 10 feet from floor to top of rim.

Free throw line: 15 feet from back board.

- No 3 point shot
- 3 seconds in the lane

First Half Defense: In quarters 1 & 2 there shall be **NO** defense in the back court on an inbound pass.. The defense must allow one free entry per possession into the front court with an imaginary line set extending across the offensive side of the large center jump circle from sideline to sideline(i.e. "safe zone"). The offense has five seconds to pass through the "safe zone" and once the offense advances through "safe zone" the defense may play to the half court line. On a fast break the defense may not impede the offense until they have crossed the "safe zone line."

On all inbound plays in the front court the offense has a free pass into the back court. On inbound plays being passed from the front court into the back court and the offense has not had their one "free" entry into the front court; the defense can only deny the pass in the area underneath the center jump circle in the front court. On inbound plays being passed from the front court into the back court and the offense has had their one "free" entry into the front court; the defense can deny the pass all over the front court.

On a live change of possession, defense in the back court is allowed. For example, if the defending team gets a steal or rebound, the other team can defend full court.

Second Half Defense & Fifteen Point Rule: In quarters 3 & 4, with less than a 15 point lead, full court defense is allowed and high school rules apply. When a team is ahead by fifteen points or more, they must play defense as specified in quarters 1 & 2. Failure to allow progress into the front court unimpeded will result in a "backcourt warning" being called. When the score falls below fifteen points the defense may guard the **FULL** court.

Backcourt Warning: Each team will be given two warnings for backcourt violations. The 3rd and each subsequent violation will result in a one shot technical foul and possession of the ball given to the shooting team. These technical fouls do not count as team fouls.

Free Throw Setup: TSSAA rules apply.

Varsity League (12 & 13 yr olds)

Starting Game: Each team must be ready to play with a minimum of 5 players on the court at their scheduled game time. In the event a team is unable to produce 5 players to begin the game, the result is a forfeit by that team. In the event both teams are unable to produce the required amount of players to begin the game, then both teams will receive a forfeit and a loss will be applied to both team's record for the purposes of the league standings. Once a game has started, play will continue until a team has less than 2 players on the court.

Clock: Games will consist of 4 - 6 minute quarters with a stopped clock on every whistle. Every player must play at least ten uninterrupted minutes in the first half.

Overtime: Will consist of 3 minutes: (boys and girls) Clock stopping on all dead balls.

Goals: 10 ft. from floor to top of rim.

Free throw line: 15 feet from back board.

- Three point shots allowed
- 3 seconds in the lane
- Full court defense is allowed the entire game with the following exception:

Fifteen Point Rule: When a team is ahead by fifteen points or more, they may not press and must allow unimpeded progress into the front court (half court line.) Failure to allow progress into the front court unimpeded will result in a "backcourt warning" being called. When the score falls below fifteen points the defense may guard the **FULL** court. An offensive team down by fifteen or more points is allowed only ONE "free" trip into the front court per possession. After one "free" trip into the front court the defense may deny a pass and play defense on the entire court. A loose ball in either court **CLEARLY** in no one's control is fair game regardless of the pressing situation.

Backcourt Warning: Each team will be given two warnings for backcourt violations. The 3rd and each subsequent violation will result in a one shot technical foul and possession of the ball given to the shooting team. These technical fouls do not count as team fouls.

High School Boys League (14 – 18 yr olds)

Starting Game: Each team must be ready to play with a minimum of 5 players on the court at their scheduled game time. In the event a team is unable to produce 5 players to begin the game, the result is a forfeit by that team. In the event both teams are unable to produce the required amount of players to begin the game, then both teams will receive a forfeit and a loss will be applied to both team's record for the purpose of the league standings. Once a game has started, play will continue until a team has less than 2 players on the court.

Clock: Games will consist of two twenty minute halves.

The clock will run continuous except for the last two minutes of each half. Every player must play at least ten uninterrupted minutes in the first half. The clock operator will stop the clock at the 10 minute mark and allow play to continue until the first dead ball. At that dead ball, the operator should notify the officials of the clock stoppage, allow substitution, and restart the clock when the ball is put back into play.

Overtime: Will consist of 3 minutes: Clock stopping on all dead balls.

Goals: 10 ft. from floor to top of rim.

Free throw line: 15 feet from back board.

- Three point shots allowed
- 3 seconds in the lane
- Full court defense is allowed the entire game with the following exception:

Fifteen Point Rule: When a team is ahead by fifteen points or more, they may not press and must allow unimpeded progress into the front court (half court line.) Failure to allow progress into the front court unimpeded will result in a "backcourt warning" being called. When the score falls below fifteen points the defense may guard the **FULL** court. An offensive team down by fifteen or more points is allowed only ONE "free" trip into the front court per possession. After one "free" trip into the front court the defense may deny a pass and play defense on the entire court. A loose ball in either court **CLEARLY** in no one's control is fair game regardless of the pressing situation.

Backcourt Warning: Each team will be given two warnings for backcourt violations. The 3rd and each subsequent violation will result in a one shot technical foul and possession of the ball given to the shooting team. These technical fouls do not count as team fouls.