

Walnut Valley League Basketball Rules

2011-2012 Basketball Season

The Walnut Valley League has adopted the National Federation of High School Athletic Association Rules Book as their official rulebook, with the following exceptions:

1. Age Divisions

DIVISION	GRADES	AGE LIMITATION
Pee Wee Girls / Pee Wee Boys	1 st & 2 nd grades	Cannot be 9 years of age on or before Sept 1 st .
Kittens / Rookies	3 rd & 4 th grades	Cannot be 11 years of age on or before Sept 1 st .
Cats / Midgets	5 th & 6 th grades	Cannot be 13 years of age on or before Sept 1 st .

A participant may play in a division for older ages, with the approval of the coach and a need to fill the older age teams with a reasonable amount of players. But only participants with special circumstances and the approval of the WVL commission may participate in a younger age division.

All participants from outside the respective school districts will be allowed to participate as long as they meet the communities deadlines and are involved in the initial team selection process of that communities teams.

2. Free Throw Distance

1st & 2nd grades - 10 feet (from the backboard) rebounders start below the block, maximum of 3 on each side.
3rd & 4th grades - 12 feet (from the backboard) rebounders start below the block, maximum of 3 on each side.
5th & 6th grades - 15 feet (from the backboard) rebounders start above the block, maximum of 3 on each side.

3. Goal Height

1st & 2nd grades - 8 feet
3rd & 4th grades - 9 feet
5th & 6th grades - 10 feet

4. Basketballs

1st & 2nd - Game ball is a 27.0" or 27.5" composite/synthetic leather ball.
3rd & 4th / 5th & 6th grades - Game ball is the Official Girls Ball used by grade school & Jr. High (28.5" ball).

5. Length of Game (all age divisions)

4 Quarters - (6) minutes each
3rd & 4th / 5th & 6th grades - 1 Overtime period - (3) minutes
1st & 2nd grades - No Overtime period

6. Time-outs (all divisions)

Teams will be allotted 4 full-length time-outs during a regulation game. (Full-length time-outs are 1 minute in length).
Teams will be allotted one full-length additional time-out for the overtime period.
Unused time-outs accumulate and may be used at any time, **including overtime.**

7. Fouls (all age divisions)

Five (5) per player
7th team foul thru 9th - awarded 1 plus 1 three throw
10th team foul and over - awarded 2 shots
CLARIFICATION: A technical foul on a player counts as a personal/team foul also.

8. Three second lane

1st & 2nd grades - 5 seconds instead of 3.

3rd & 4th grades - 3 seconds

5th & 6th grades - 3 seconds

CLARIFICATION: The Lane is defined as extending to the standard 15' free throw line for all divisions, regardless of the actual free throw distance used in each division.

9. Three point Line (all age divisions)

Will be allowed

10. Full Court Press

1st & 2nd grades - Not permitted. **Teams must drop back behind the 3-Point Line on all possession changes and dead balls until the ball crosses the half-court line into the front-court. On a fast break, the ball may be defended once it crosses the half-court line.**

3rd & 4th grades – Not permitted after made baskets or dead balls in the backcourt. Teams must drop back behind half court on defense after a made basket and anytime a team is inbounding the ball into their backcourt. All other times guarding in the backcourt is allowed.

NOTE: Full Court Press will be allowed only during the last 2 minutes of a game except as noted in Rule 11.

5th & 6th grades - Allowed Entire Game, except as noted in Rule 11.

Violations of this rule will not result in a technical foul. Officials will simply stop play and send the defensive team back on defense and then give the offensive team the ball out of bounds.

11. Defensive Play when ahead by 10 (1/2 grades) or 20 (3/4 & 5/6 grades) Point Lead Rule

1st & 2nd grades –

When a point differential of **TEN (10) points** is reached at any time during the game, the team leading by **10** must drop back behind the **3-point line whenever they are on defense, i.e. the other team gains possession of the ball.** (All five players must keep both feet inside the 3-point line, except to retrieve a loose ball or rebound. If the offensive team regains control of the loose ball or rebound, the defensive team must get both feet back inside the 3-point line.)

If the point differential during the game is lowered to less than 10 points, normal play procedures resume.

3rd & 4th grades & 5th & 6th grades –

When a point differential of twenty (20) points is reached at any time during the game, the team leading by 20 must drop back behind the Half Court Line whenever they are on defense, i.e. the other team gains possession of the ball. (All five players must keep both feet behind the half court line, except to retrieve a loose ball or rebound. If the offensive team regains control of the loose ball or rebound, the defensive team must get both feet back behind the half court line.)

If the point differential during the game is lowered to less than 20 points, normal play procedures resume.

Note: FAILURE TO COMPLY WITH RULE 11 (in all age divisions) AFTER AN OFFICIAL WARNING WILL RESULT IN A TWO (2) SHOT TECHNICAL FOUL FOR EACH VIOLATION. TEAMS WILL BE ALLOWED ONE (1) WARNING PER HALF.

12. Jump Ball

A jump ball will start the game and any overtime period, but all other jump balls will be played as alternate possession rule.

13. Court Restraining Lines

If a court restraining line exists on a court, it will be played.

14. Time out stopping play (all age divisions)

The clock will be stopped on all officials' whistles, except as excluded by the following **10/20** point running clock rule.

When a point differential of 10 points in the Pee Wee (1st & 2nd grades) division or 20 points in all other divisions is reached at any time during the second half of a game, a continuous running clock shall commence and be in effect for the remainder of the game, except as noted below.

The clock will be stopped only for

- 1) Charged team time outs
- 2) Injury time outs
- 3) Official(s) necessary/required conference with scorers or timers
- 4) Unusual delay in getting a dead ball to become live
- 5) Administration of a technical, intentional, flagrant & disqualifying fifth personal fouls
- 6) Any emergency.
- 7) Free Throws.

15. Crowd Management

The home management or game committee, insofar as it can reasonably be expected, is to control the spectators. It is **NOT** the responsibility of game officials to call technical fouls on either team if its supporters act in such a way as to interfere with the proper conduct of the game. It is the responsibility of the home management or game committee to control the crowd. Officials may stop play and request assistance from the hometown management anytime they deem it necessary. If a spectator is asked to leave but refuses, then the home team management will instruct the scorers to put 2 minutes on the clock and if the spectator has not left after 2 minutes, the game is ruled a forfeit and will not be finished.

16. Disqualification's

Any coach, player and/or spectator who is ejected from a game for unsportsmanlike conduct during a Walnut Valley League game, is suspended from participation for the remainder of that game plus the next regularly scheduled game. During said suspension, the offending person is not allowed to be at the playing facility, before – during – after the teams' next scheduled game.

Any team who accumulates 3 ejections (by coaches, players, spectators and/or any person associated with said team) during the league season, said team will be ineligible for further competition and shall be required to forfeit the remainder of their league games.

17. Player Participation (all age divisions)

All players must complete one (1) full continuous quarter. Failure to comply will result in forfeit of the game. It is the coaches responsibility to make sure all players play a full continuous quarter.

POINT OF EMPHASIS - Coaches will provide a list of players to the scorer's table prior to the game that show their intention of full quarter to be played using the line up card adopted by the league.

Player (s) not in the good graces of their coach may be excluded from playing a game upon notification to game officials **BEFORE** the game begins. Score keepers will record reason(s) for the non-suits on the towns official game score sheet. WVL may review score books and repeated non-suits may be subject to WVL action.

NOTE: This requirement may be waived by a game official in case of sickness or injury, if the scorekeeper, game officials and both coaches are notified **BEFORE** the beginning of the game.

18. Game officials, scorekeeper and clock personnel

All game officials must be at least freshmen in high school. Scorekeepers and clock personnel are recommended to be at least freshmen in high school. Cell phone use at score table is prohibited.