

# WNSL March Madness Tournament Rules

(Revised Feb 5, 2021)

## Section 1 -- Special Rules and Other Items of Importance (All Divisions)

### WNSL Responsibilities

1. The Tournament will provide referees, a designated clock operator, and a regulation game basketball.
2. The Tournament will oversee the operation of games. Any Special Rules contained in this document will be in effect. Anything not covered by special league rules will be in accordance with the National Federation of High School Rules.

### Team Responsibilities—All Age Groups and Divisions

1. Each team must provide one parent or other responsible adult to keep their team's scorebook at the official scorer's table. This person should keep the scorebook as if they were the only book being kept (in other words—both teams). The scorekeepers should compare books and with the clock operator as needed to make sure everything is correct. If there is a discrepancy that cannot be resolved, the game officials will use the Home Team book as the official book.
2. The home team is listed second on the schedule, wears light-colored jerseys, and sits to the left of the scorer's table (if facing it). Teams warm-up opposite their benches and shoot on that basket for the first half.
3. Two warm-up balls for your team, kept securely in an enclosed bag at all times other than pre-game and halftime warm-up.
4. To provide the line-up for the scorebooks immediately when warm-up begins, or at least 10 minutes prior to the start of the game, whichever is closer to the start of the game.
5. To conduct themselves (including coaches and spectators) appropriately and show good sportsmanship win or lose. Spectators will not be allowed to harass players from the opposing team or officials. Players and coaches are expected to show good sportsmanship at all times. Unsportsmanlike conduct will result in expulsion of those at fault and will not be tolerated.

### The Game

1. A game consists of two halves, as shown below, with a continuous running clock stopping only on the referee's whistle for injuries, a granted time out by either team, or any other delay deemed necessary by the officials (problem with game equipment, etc.) until the last two minutes of each half (at which time National Federation rules for clock stoppage will apply---every whistle). Halftime shall last 2 minutes.
  - **Games Using Wristbands for Defense (KB, KG, 1<sup>st</sup> Grade Bronze and Silver only) - 2 halves of 16 minutes**  
*In addition, for these divisions, the clock will stop at the 12, 8 and 4-minute marks for substitutions and re-distribution of the wristbands. This is not a timeout. The ball should be back in play in 30-45 seconds.*
  - **Games Not Using Wristbands for Defense — 2 halves of 20 minutes**
2. Each team is entitled to two timeouts per half, with un-used timeouts not carrying over to the second half. Each team will be given one time-out for all overtime periods. All time outs are one minute in length.
3. A team must start the game with 5 players. Game time is forfeit time (Note to Officials & Gym Monitors – be sure to use the slowest watch before ruling a forfeit). In the event that a forfeit is inevitable, coaches are asked to shift players or pick up a player of mutual agreement in order to play. Officials will work these games.

**Specific Equipment, Dimensions and other Special Rules are indicated in the appropriate section below**

## Section 2--Additional Rules and Information for Kindergarten & Grade 1 Bronze/ Silver Division

Size of Ball: 27.0" or 27.5" (Junior Ball)

Height of Goal: 8 feet

Distance (from backboard) for Free Throw—10 feet (no crossing the line).

Designated Defensive Area— **Front Court Area for K & 1st.** Only person-to-person defense is allowed and it must take place only within this area. The defense must allow the offense to cross the half-court line freely. No stalling is allowed.

### Special Rules

1. **Wristbands**—All players will wear a colored wristband. Best over-all player/best ball handler-Red; Next best player-Orange; Third best-Yellow; 4<sup>th</sup> best-Purple; 5<sup>th</sup> best-Green. Defense is only person-to-person within the designated defensive area (above) and the defensive player must guard the opponent wearing the same color wristband. Players will line up at beginning of each period & after substitutions to see what player they are guarding (same color wristband).
2. Substitutions— The clock will stop at the 12, 8, and 4-minute marks for substitutions. Substitutions are not allowed at other times unless a player is injured and must leave the game. Wristbands may be switched at the above marks, as well as at the start of a new period. "Sand-bagging" on wristband assignments is a serious violation and will not be tolerated.
3. Help Defense and Switching—Players may switch-off during normal defensive play, but must begin each time down the court matched on his/her colored wristband. In the paint, "help defense" that results in a double/triple team is allowed. One player cannot be designated as the regular "help defender" and/or camp out in the lane unless his/her defensive man is nearby. During a fast-break situation, a player down-court may guard any player or players, regardless of wristband color.
4. Penalty for Illegal Defense—Officials will usually issue one warning to a team for player guarding outside the designated defensive area. Subsequent violations will then result in a one-shot technical foul, plus possession of the ball at the point of interruption.
5. Back court guarding—In the final one minute of the game, provided the point difference is 5 points or less, both teams may play full court, person to person defense (no zone press). Double-teaming is allowed in the backcourt. Teams will have up to 15 seconds to get the ball across mid-court. If a team intentionally fouls the game is over.
6. 3-point shots—All field goals are two points.
7. **No Coaches are allowed on Floor.**
8. Coaches Box—Coaches must remain in the Coaches Box, an area immediately in front of the bench. Only the head coach may stand while the clock is running.
9. Overtime Periods—If the score is tied at the end of regulation, one additional period of 1-minute will be played. (clock stops on all whistles). If the score remains tied after the first overtime period, a second overtime is played, with the first team to score declared the winner.

### **Section 3-- Additional Rules and Information for Grade 1 (Gold), Grade 2 Boys and Girls (All Divisions)**

Size of Ball—27.0” or 27.5”

Height of Goal—8 feet

Distance (from backboard) for Free Throw-10 feet for 1<sup>st</sup> grade.  
12 feet for 2<sup>nd</sup> grade.

Designated Defensive Area—The Front Court.

#### Special Rules

1. Penalty for Illegal Defense— Defensive Restrictions: Trapping (3 players or more on one) is not allowed outside of the paint. Zone defense is allowed. The officials will issue one warning per half to a team for player guarding outside the designated defensive area or other defensive violations outlined above. Subsequent violations are considered to be illegal defense and will result in a one-shot technical foul, plus possession of the ball at the point of interruption.
2. Pressing—In the final one minute of the game, provided the point difference is 5 points or less, both teams may play full court defense.
3. Coaches Box—Coaches must remain in the Coaches Box, an area immediately in front of the bench. Only the head coach may stand while the clock is running.
4. Overtime Periods—If the score is tied at the end of regulation, one additional period of 1-minute will be played. (clock stops on all whistles). If the score remains tied after the first overtime period, a second overtime is played, with the first team to score declared the winner.

## **Section 4--Additional Rules and Information for Grades 3 Boys and Girls (All Divisions)**

Size of Ball: 28.5" (Women's Ball)

Height of Goal: 9 feet

Distance (from backboard) for Free Throw: 12 feet (no crossing the line)

### Special Rules

1. Backcourt Guarding—Backcourt guarding is not allowed in the first half. In the second half, a team holding a lead of 15 points or more may not guard in the backcourt.
2. Penalty for Illegal Defense (see rules above)—First offense will be a warning. Thereafter, a technical foul will be called (one free throw, plus possession of the ball at the point of interruption).
3. Coaches Box—Coaches must remain in the Coaches Box, an area immediately in front of the bench. Only the head coach may stand while the clock is running.
4. Overtime Periods—If the score is tied at the end of regulation, one additional period of 1-minute will be played. (clock stops on all whistles). If the score remains tied after the first overtime period, a second overtime is played, with the first team to score declared the winner.

## **Section 5--Additional Rules and Information for Grades 4 Boys & Girls (All Divisions)**

Size of Ball: 28.5" (Women's Ball)

Height of Goal: 10 feet - Boys  
9 feet - Girls

Distance (from backboard) for Free Throw: 12 feet (no crossing the line)

### Special Rules

1. Backcourt Guarding— Backcourt guarding is not allowed for teams holding a 15 or more point lead.
2. Penalty for Illegal Defense (see rules above)—First offense will be a warning. Thereafter, a technical foul will be called (one free throw, plus possession of the ball at the point of interruption).
3. Coaches Box—Coaches must remain in the Coaches Box, an area immediately in front of the bench. Only the head coach may stand while the clock is running.
4. Overtime Periods—If the score is tied at the end of regulation, one additional period of 1-minute will be played. (clock stops on all whistles). If the score remains tied after the first overtime period, a second overtime is played, with the first team to score declared the winner.

## **Section 6--Additional Rules and Information for Grade 5th-12th Boys and Girls (All Divisions)**

Size of Ball: Girls (All Grades) and Boys (5<sup>th</sup> & 6<sup>th</sup>) 28.5" Boys  
(7-12): 29.5"

### Special Rules

1. Backcourt Guarding—Backcourt guarding is not allowed for teams holding a 20 or more point lead.
2. Penalty for Illegal Defense—First offense for guarding in the backcourt with a 20 or more point lead will be a warning. Thereafter, a technical foul will be called (one free throw, plus possession of the ball at the point of interruption).
3. Coaches Box—Coaches must remain in the Coaches Box, an area immediately in front of the bench. Only the head coach may stand while the clock is running.
4. Overtime Periods—If the score is tied at the end of regulation, one additional period of 1-minute will be played. (clock stops on all whistles). If the score remains tied after the first overtime period, a second overtime is played, with the first team to score declared the winner.