



## **Section 2--WNSL Special Rules and Other Items of Importance (All Divisions)**

### **WNSL Responsibilities**

1. The League will provide referees, a designated clock operator, and a regulation game basketball.
2. The League 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 Schools 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), including monitoring of playing time. 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. These balls must be brought in and secured by the coach.
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) in accordance with the Coaches Code of Conduct Agreement. Spectators will not be allowed to harass players from the opposing team or officials (see Parents Code of Conduct). Players and coaches are expected to show good sportsmanship at all times, including the shaking of hands after the game.

### **The Game**

1. A game consists of two halves of 20 minutes each (16 Minutes for 1<sup>st</sup> Grade) 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 between 2 and 3 minutes. In the second half, if there is a score differential of 20 points or greater, the final two minutes will be a running clock.
2. Each team is entitled to two timeouts per half, with un-used timeouts not carrying over to the second half. In the event of an overtime, each team will have one timeout. 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.
4. A team will not be recorded with more than a 20-point lead on the scoreboard at any time, although the correct score will be recorded in the scorebook.

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

## **Section 3--Additional Rules and Information for Kindergarten Boys, Kindergarten Girls**

Size of Ball: 27.5" (Junior Ball)  
Height of Goal: Pre-K Boys and Girls—7.5 feet (When Available)  
Kindergarten Boys and Girls—8 feet

Distance (from backboard) for Free Throw—8 feet (officials will disregard if player crosses line in free throw attempt this age group only)

Designated Defensive Area: Only person-to-person defense is allowed and it must take place only within the designated defensive area listed here. The offense must enter the defensive area within normal game flow. No stalling allowed!

### **Pre-K and Kindergarten Boys & Girls—Inside the 3-point arc**

#### Special Rules

1. Wristbands—Each player will wear a colored wristband. Best 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 the beginning of each period and after substitutions in order to see what player they are guarding (same color wristband). In the event that the offense advances the ball quicker than the defense can get back (fast-break), a player with a different color wristband may play defense on any color wristband to prevent the fast-break—no penalty.
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. A coach may not switch a wristband without the approval of the opposing coach. “Sand-bagging” on wristband assignments is a serious violation and will not be tolerated by the league.
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. No double teaming in a fast break situation though.
4. Penalty for Illegal Defense—The officials will warn a player or team for guarding outside the designated defensive area. After two warnings per half, an illegal defense violation will be called, resulting in a one-shot technical foul, plus possession of the ball at the point of interruption.
5. Screens and Picks—No screens or picks are allowed, either “on” or “off” the ball.
6. Traveling and Double Dribbling—Officials are asked to be lenient if a player travels while starting or stopping his/her dribble. However, if a player gains an advantage by traveling or double dribbling, play will be stopped by the referee.
7. Fouling Out—To prevent rough play, players will foul out on their fifth foul.
8. Coach on Floor—One coach from each team may be on the floor while the clock is running to help his/her team learn to score and play defense. Coaches must stay outside the court’s 3-point line only (not near the baseline) and may not touch the ball or a player and otherwise assist in any way except verbal instructions.
9. Overtime Periods—No overtime will be played in these age divisions. A game may end in a tie.
10. Equal Playing Time—The league recommends equal playing time for all players but does not monitor or enforce this. Equal playing time is left up to the coaches and is an internal team issue.

***\*Half-time Free Throws—Each player will be allowed to shoot one free throw each at half-time, with the score counting toward the total for his/her team. Normal free throw rules apply. In the event that teams do not have the same number of players, the team with the smaller number will be allowed to designate a player (or players) to shoot a second shot to make the number of shot attempts equal. Only players who missed his/her first shot are eligible to be designated by the coach for a second attempt.***

## Section 4--Additional Rules and Information for Rising 1<sup>st</sup> Grade Boys and Girls

Size of Ball: 27.5" (Junior Ball)

Height of Goal: 8 feet

Distance (from backboard) for Free Throw—8 feet (officials will disregard if player crosses line in free throw attempt this age group only)

Designated Defensive Area: Front Court Area. 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. The offense in turn must cross into the defensive area within a normal time frame. No stalling allowed!

### Special Rules

1. Wristbands— Each player will wear a colored wristband. Best 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 the beginning of each period and after substitutions in order to see what player they are guarding (same color wristband). In the event that the offense advances the ball quicker than the defense can get back (fast-break), a player with a different color wristband may play defense on any color wristband to prevent the fast-break—no penalty.
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. A coach may not switch a wristband without the approval of the opposing coach. “Sand-bagging” on wristband assignments is a serious violation and will not be tolerated by the league.
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. No double teaming in a fast break situation though.
4. Penalty for Illegal Defense—The officials will warn a player or team for guarding outside the designated defensive area. After two warnings per half, an illegal defense violation will be called, resulting in a one-shot technical foul, plus possession of the ball at the point of interruption.
5. Screens and Picks—Properly executed Screens or Picks are allowed both “on” or “off” the ball.
6. Traveling and Double Dribbling—Officials are asked to be lenient if a player travels while starting or stopping his/her dribble. However, if a player gains an advantage by traveling or double dribbling, play will be stopped by the referee, and a short explanation given, then the ball will be awarded to the opposite team.
7. Fouling Out—To prevent rough play, players will foul out on their fifth foul.
8. Coach on Floor—One coach from each team may be on the floor while the clock is running to help his/her team learn to score and play defense. Coaches must stay outside the court’s 3-point line only (not near the baseline) and may not touch the ball or a player and otherwise assist in any way except verbal instructions.
9. Overtime Periods—No overtime will be played in these age divisions. A game may end in a tie.
10. Equal Playing Time—The league recommends equal playing time for all players but does not monitor or enforce this. Equal playing time is left up to the coaches and is an internal team issue.

## Section 5--Additional Rules and Information for Rising 2nd Grade Boys and Girls

Size of Ball—27.5” (Junior Ball)

Height of Goal—8 feet

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

Designated Defensive Area—The Front Court.

### Special Rules

1. Defensive Restrictions—**Players do not wear colored wristbands** for defensive designation in this age division. Zone defense is allowed. Double teaming is allowed with the following restrictions: Only on the person with the ball and only when that person is inside the 3-point arc. Tripple teaming or “trapping” is only allowed inside the painted area.
2. Substitutions—**Allowed anytime there is a dead ball.**
3. Penalty for Illegal Defense—The officials will issue one warning per half to a team for player guarding outside the designated defensive area, double-teaming illegally 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.
4. Pressing—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. Teams will have up to 15 seconds to cross midcourt.
5. Screens and Picks—Properly executed screens or picks are allowed, both “on” or “off” the ball.
6. 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.
7. Equal Playing Time—The league recommends equal playing time for all players but does not monitor or enforce this. Equal playing time is left up to the coaches and is an internal team issue.
8. 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, where the first team to score is declared the winner. This sudden death period will not last more than 2 actual minutes (clock will be set and run continuously). If neither team scores a point during this time, the game will end in a tie.

## Section 6--Additional Rules and Information for Rising Grade 3 Boys and Girls

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

Height of Goal: 9 feet (unless in gym without adjustable goals)

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

Designated Defensive Area: 1<sup>st</sup> Half: Front Court Only

2<sup>nd</sup> Half (BOYS) – Full Court (unless team is ahead by 10+ points)

2<sup>nd</sup> Half (GIRLS) – Front Court only (*Except in the final minute of the game, provided the point differential is 5 points or less, both teams may play Full Court defense*).

### Special Rules

1. Equal Playing Time—The league recommends equal playing time for all players but does not monitor or enforce this. Equal playing time is left up to the coaches and is an internal team issue.
2. All defenses are allowed, including Zone.
3. Penalty for Illegal Defense— The officials will usually issue one warning to a team for a player guarding outside the designated defensive area, or other defensive violations listed above. Subsequent violations will then result in a one-shot technical foul, plus possession of the ball at the point of interruption.
4. 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.
5. 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. The sudden death period will not last more than 2 actual minutes (clock will be set and run continuously). If neither team scores a point during this time, the game will end in a tie.

## Section 7--Additional Rules and Information for Rising Grade 4 Boys and Girls

Size of Ball: 28.5” (Women’s Ball)

Height of Goal: 9 feet for Girls  
10 Feet for Boys

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

Designated Defensive Area: 1<sup>st</sup> Half: Front Court Only

2<sup>nd</sup> Half (BOYS) – Full Court (unless team is ahead by 10+ points)

2<sup>nd</sup> Half (GIRLS) – Front Court only (*Except in the final minute of the game, provided the point differential is 5 points or less, both teams may play Full Court defense.*)

### Special Rules

1. Equal Playing Time—The league recommends equal playing time for all players but does not monitor or enforce this. Equal playing time is left up to the coaches and is an internal team issue.
2. Backcourt Guarding – For Boys and Girls, Backcourt Guarding is not allowed in the first half. For Boys: If a team is leading by 10 or more points in the second half, the same “no guarding in the backcourt” rule applies.  
  
For Girls: No backcourt guarding is allowed.
3. Penalty for Illegal Defense— For Boys: First offense for guarding in the backcourt during the first half, or with a 10-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.)  
  
For Girls: First offense for guarding in the backcourt will be a warning. Thereafter, a technical foul will be called (one free throw, plus possession of the ball at the point of interruption.)
4. 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.
5. 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. The sudden death period will not last more than 2 actual minutes (clock will be set and run continuously). If neither team scores a point during this time, the game will end in a tie.

## **Section 8--Additional Rules and Information for Rising 5-12th Grade Boys and Rising 5-9th Grade Girls**

Size of Ball: Girls 5 – 9<sup>th</sup> Grade: 28.5” (Women’s Ball)  
Boys 5<sup>th</sup> Grade: 28.5” (Women’s Ball)  
Boys 6<sup>th</sup> – 12<sup>th</sup> Grade: 29.5” (Men’s Ball)

### Special Rules

1. Equal Playing Time—The league recommends equal playing time for all players but does not monitor or enforce this. Equal playing time is left up to the coaches and is an internal team issue.
2. Backcourt Guarding—Backcourt guarding is not allowed for teams holding a 10 or more point lead.
3. Penalty for Illegal Defense—First offense for guarding in the backcourt with a 10 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).
4. 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.
5. 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.

