



Please read all rules so that you understand and follow them in the games. Team captains are responsible for making sure their players have read the rules.

BASKETBALL LEAGUE RULES AND REGULATIONS

GENERAL ELIGIBILITY AND REGISTRATION

- A. Team fee is due when turning in the registration form. All current player fees and signatures must be received prior to the start of the first game.
- B. A player cannot be registered with more than one team playing in the same league.
- C. Basketball at the YMCA is intended to be enjoyable for all. Please display good sportsmanship at all times. Rough play or bad language will not be tolerated and may result in facility dismissal.
- D. Failure to abide by all league and facility rules will result in your team being dropped from the league.

TEAMS

- A. A full team consists of 5 players. **Teams must field a minimum of four (4) players at all times.**
 - Scorekeepers and officials must allow a 10 minute leeway for the scheduled team to show-up before calling a forfeit.
 - If the opposing team does not show, but the remaining team wants to scrimmage, they can do so with officials and a scorekeeper present.
- B. If a team knows ahead of time that they will not be present on a specific game-night, that team must contact the YMCA by noon the day of their game or earlier to forfeit.
 - If a team has two forfeits during one season without contacting the YMCA beforehand, that team will be dismissed from the league without refund.
NOTE: Please be courteous and remember that some teams are driving quite a distance to get here. If the YMCA knows ahead of time that the game will be forfeited, we can contact the opposing team before they leave their hometown or schedule another team.
- C. Make sure you have adequate substitutes and compensate for players who may have conflicts. The maximum number of players on any given roster is 12 players. Teams must only use players on their roster.
- D. Team members are expected to sit in the chairs provided for their team. No players may be standing on the sideline or in front of those chairs.
- E. **A team must clear all roster changes/additions with the league supervisor before their game. NOTE: It is best to call ahead earlier that day or sooner with any roster changes/ additions.**
- F. Team additions will proceed with the following guidelines:
 - Teams may add a player as long as the player is not already on another team's roster in that same division

- Participants may play with more than one team as long as the two teams are a Varsity and JV Division team from the same school; ex: Chippewa Falls High School (Chi-Hi) Varsity and Chippewa Falls High School (Chi-Hi) JV
 - Participants are not allowed to play in the same division on more than one team; ex: Chi-Hi JV Team 1 and Chi-Hi JV Team 2, or Fall Creek Varsity and Bloomer Varsity.
- G. If the league supervisor is not present to approve a change/addition, the procedure will be cleared through the scorekeeper and officials under the following circumstances:**
- Before the game, both officials and scorekeeper must be in agreement to allow the roster change/addition
 - Before the game, *coaches of both teams* (or players-if no coach) must be in agreement to allow the roster change/addition
 - If the above steps have not been followed, the roster change/addition will not be accepted and the game may be played, but will be considered a forfeit.

ATTIRE

- A. Only regular indoor athletic shoes may be worn.
- B. All team members must wear jersey tops of the SAME color and each jersey must have a number on it without a team duplicate. It is very difficult for officials and scorekeepers to maintain accuracy of fouls and points when shirts/jerseys are unnumbered, and teams are not in uniform.
- C. Inappropriate team names or inappropriate phrases on shirts will not be tolerated within this league.
 - A player shall not wear anything that is dangerous to themselves or others. Jewelry, earrings, and other accessories are prohibited. If a person refuses to remove their jewelry, they will sit-out the entire game

GENERAL RULES

- A. Games consist of two 20-minute halves with continuous clock.
- B. Clock will stop for the final 2 minutes of only the second half, for dead ball situations (unless a team is winning by 25 points or more). The clock will also stop for:
 1. Timeouts
 2. Technical Fouls
 3. At official's discretion
- C. There will be a 5-minute break between halves.
- D. Each team is allotted two (30 second) timeouts per half. Timeouts cannot be carried over to the second half or overtime.
- E. Substitutions may be made on any dead ball.
- F. **Teams must write their team name, their own names and their jersey numbers on the scorekeeper's score sheet**
 - In order for the scorekeeper to be accurate, he/she must have accurate information provided by each team and be able to concentrate without disruption.
 - If a coach or player has a question for the score-keeper, it should be asked during a time-out, at half-time or after the game

OVERTIME

- A. Overtime will consist of 3 minutes. Only one overtime period will be played. A tie after the first OT will remain a tie
- B. Clock will be stopped at all dead balls.
- C. Each team will receive one timeout per overtime.

FOULS

- A. Each player is allowed up to 5 fouls per game. After 5 fouls are committed, the player will not be allowed to continue play.
- B. The bonus rule goes into effect on the seventh (7) team foul of each half.
- C. At 10 team fouls, double-bonus free throws are awarded.
- D. Free throws will be played once the ball is released from the shooter's hand.
- E. Technical fouls will result in an automatic 2 points for the opposing team and possession of the ball.

CODE OF CONDUCT

- A. Officials have full control. Captains may respectfully address concerns with the officials during timeouts, halftime or after the game. Captains are not only expected, but also instructed to assist the officials in controlling their players at all times. Officials have the authority to elevate the penalty at any time due to the degree of misconduct.
- B. Games are designated two officials but in the event of an emergency, the game will be played if only one official is present.
- C. No swearing, fighting or other disorderly conduct will be tolerated before, during or after the game. Any player or coach demonstrating disorderly conduct, will be dismissed from the facility for the rest of that evening (YMCA Staff to determine this).
- D. Any player or coach removed from the premises for violating the code of conduct will automatically be suspended for the following 2 games- NO EXCEPTIONS.
- E. If Code of Conduct is violated repeatedly by the same team or individuals, that team/those individuals will be dismissed from the league.
- F. A player receiving a technical or flagrant foul will automatically sit-out the remainder of the half. A player or coach receiving 2 technical fouls during one game must immediately leave the premises

ALL OTHER WIAA RULES WILL APPLY!