

Western Wisconsin Women's Basketball League

League Coordinator: Zach Hinrichs zhinrichs@ymca-cv.org 715-552-1200

Games will be played at the YMCA Sports Center 3456 Craig Rd, Eau Claire, WI 54701



ELIGIBILITY AND REGISTRATION

- A. Only players on the roster who have registered and paid their fee will be allowed to play each game. Teams who wish to have a single game guest player must pay the \$10 single night player fee. This is set up for teammates who cannot commit to being placed on their school's roster due to travel distance or other circumstances.
- B. All non-Chippewa Valley YMCA members must purchase annual "Player Package/Membership Fee" for \$18. Good from Sept 2022-Sept 2023. Player Package benefits available at Eau Claire YMCA Sports Center only. Chippewa Valley YMCA Membership does not require purchase of a Players Package.
- C. A player cannot be registered with more than one team playing in the same league.

GENERAL RULES

- Bring your own basketballs
- Two 20 minutes halves. The clock will stop for the final one minute of the second half only. Clock will also stop for: Timeouts/Technical Fouls/At officials discretion.
- There will be a 3 minute halftime.
- Each team is allotted two (30 second) timeouts per half. Timeouts cannot be carried over to the second half or overtime.
- Substitutions may be made on any dead ball.
- 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.
- Overtime will be two minutes with the clock running continuously for the first minute and stopping on all dead ball situations in the second minute. One time out allowed. Second OT will be sudden victory (first to score, wins).
- Each team should have matching jerseys with numbers. Women playing for the Chippewa Valley Team, or an Alumni team should wear their former high school or college practice jerseys.
- During the last 3 minutes of the game, if the ref's observe a team pulling the ball out and not attacking the basket, a verbal warning will be given, followed by a "lack of action violation" and the ball will be awarded to the defensive team.
- Each player is allowed up to 5 fouls per game. After 5 fouls are committed, the player will not be allowed to continue play.
- The bonus rule goes into effect on the seventh (7) team foul of each half. At 10 team fouls, double-bonus free throws are awarded. Free throws will be played once the ball is released from the shooter's hand.
- Technical fouls will result in an automatic 2 points for the opposing team and possession of the ball.



This league promotes good sportsmanship! All players must address the referees, opponents, and score keepers in a polite, adult manner. Any fighting, be it physical or verbal, will result in suspension from the league. There will be no refunds. No exceptions.

NO FORFEITS PLEASE! If a team is short players, players from other teams can fill in. If you anticipate your team will be short, please take the initiative to ask other players to sub ahead of time. A team that fails to show will be removed from the league in future years.

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. 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).
- C. Any player removed from the premises for violating the code of conduct will automatically be suspended for the following 2 games- NO EXCEPTIONS.
- D. If Code of Conduct is violated repeatedly by the same team or individuals, that team/those individuals will be dismissed from the league.
- E. 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