



## Whatcom County Youth Basketball-Second Season League Rules

### General League Rules

#### Official WIAA High School Rules will be observed with the following exceptions:

- Leagues:** 2<sup>nd</sup>-6<sup>th</sup> grade boys and 2<sup>nd</sup>-6<sup>th</sup> grade girls divisions. (must have a minimum of 4 teams in order to have a division)  
(2<sup>nd</sup> grade rules subject to some changes)
- Time:**
- 20 minute running clock.
  - Clock stops on every whistle in the last minute of each half and timeouts.
  - Overtime is 2 minute overtime. Double overtime is sudden death and first team to score wins.
  - A jump ball will start the game and possession will be alternating on each jump ball situation thereafter. Jump ball would also begin the overtime.
- Playing Time:**
- The intent of the playing rules is to ensure that everyone plays a minimum of 10 minutes per game.
  - Coaches may give player time at their own discretion as long as the minimum is met.
- Score:**
- Official scores will be kept on the scoreboard. If the score difference becomes more than 30 points the scoreboard will not reflect the official score. However, the scorebook will continue to keep official score.
- Foul Shots:**
- 2<sup>nd</sup> grade does not shoot foul shots.
  - 3<sup>rd</sup> and 4<sup>th</sup> grade boys may shoot foul shots from the red 12 foot line.
  - All other leagues will shoot foul shots from the 15 foot regulation line.
  - One and one will be shot on the 7<sup>th</sup> team foul per half and double bonus will be shot on the 10<sup>th</sup> team foul per half.
- Fouls:**
- Players will foul out on the 5<sup>th</sup> foul per game.
  - Technical fouls will be 2 points and possession of the ball to the other team. Technical fouls may be assessed to a team's coach, player, bench, or fans.
  - Flagrant fouls will also be 2 points and possession of the ball.
  - Players/coaches/fans may be kicked out of the game/gym by the referee for either a flagrant foul or technical foul depending on the severity of the call. It will be determined by the official/supervisor if the player may return to the game.
- Defense:**
- Man to Man defense only (same as winter rules). Press defense will be allowed in the last two minutes of each half. No press allowed for teams ahead by 10 or more points.
  - 2nd grade will wear wrist bands and players will guard the opposing player with the same color wrist band (unless screened and switched). Help defense is allowed if a defender is beaten. 2<sup>nd</sup> grade cannot steal off the dribble.
- Hoop Height:** -10 feet for all divisions except 2<sup>nd</sup> grade (9')
- Ball Size:** - 28.5 Intermediate for all divisions
- Timeouts:** -Two timeouts per half and 1 for each overtime. Timeouts do not carry over.
- Sportsmanship:**
- Offer praise and encouraging words for all athletes, including the opponents. Never openly berate, tease, or demean any child athlete, coach, or referee while attending a B&GC sporting event and do not let kids do the same to each other.
  - The B&GC will not hesitate to act if the standards of the B&GC are compromised.
- Schedule/  
Results:**
- The schedules and standings from each week will be posted on the website at [www.whatcomclubs.org](http://www.whatcomclubs.org)
  - No 2<sup>nd</sup> grade standings. Score will be kept on scoreboard if score is within 20 points.
- Officials:**
- There will be 2 officials for each game. Please understand that youth basketball is difficult to officiate and not everything will be seen and/or called. Thank you for always supporting them. Note: not all games will have 2 officials and the assigned official will do their best to call a fair game.
- Scoreboard:** -Each team will provide one person to run the score clock or keep the official book.