

# 2020-21 BOYS CLASSIC LEAGUE RULES

*Updated 11/19/20*

## **GENERAL INFORMATION**

WSYB follows the current Indiana High School Athletic Association (ISHAA) basketball rules except where modified by each Division (Pre-K, K&1, 2&3, 4&5, 6-8 Grade).

Team Rosters cannot change after teams are chosen without league approval. All games are to be played with players from the original team roster.

Coaches shall fill out the scorebook (TEAM NAME, COACHES LAST NAME, HOME / AWAY listing, DATE, and COLOR OF UNIFORM) for their teams with the Team Roster (NUMBER of PLAYER and FIRST and LAST NAME of PLAYER) prior to the start of each game.

The HOME Team is responsible for supplying a Scoreboard Operator and Concession Worker(s) for every game. The GUESTS/VISITORS Team is responsible for supplying a Statistician (scorebook keeper) and Half-Pot workers for each game. Official scores will be kept and displayed on the Scoreboard for all WSYB basketball games.

Every player is guaranteed a minimum amount of playing time each game, barring injury or arrival of a player after the start of the 2nd quarter (refer to "Playing Time Rules" for further details). We strive to provide every team a minimum of a ten (10) game schedule. However, makeup games are not guaranteed. Games canceled due to unforeseen circumstances, i.e. inclement weather, will be rescheduled if possible.

All coaches are required to "match-up" players by their individual ability in the younger age groups (Pre-K, K&1, 2&3 Grade) where fundamentals are being stressed. Coaches will work cooperatively to "match-up" their players prior to beginning every quarter. "Match-ups" will not be changed to gain an advantage.

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## COMMON RULES FOR ALL DIVISIONS

### REPETITIVE RULE VIOLATIONS

Officials may view that WSYB Rule Restrictions (as set forth in each Grade Division) are Intentionally and/or Constantly being broken by a player or team during a game including but not limited to Double Teaming when not permitted, steals when not permitted, face guarding when not permitted, etc. If the Officials deem the Rule Violations were intentionally broken or have been consistently violated, they have the authority/ability to issue the following for the Violations:

**First offense:** A verbal WARNING will be issued to both teams.

**Second offense:** After EITHER team causes the verbal WARNING to be issued, ANY Rule Restriction Violations, by either team, will result in a TECHNICAL FOUL assessed to that team.

**Third offense:** The offending Team will be issued the Loss regardless of the outcome of the game and the offending coach (Head Coach or whomever is in charge of player time) will be suspended from the teams' next game. If the offense occurs during the last game of the season, the suspension will carry over to the following year.

### PLAYING TIME RULES - See Division Specific Playing Time Rules

**Please Note:** OFFICIALS ARE NOT RESPONSIBLE FOR MONITORING PLAYING TIME. It is the responsibility of the Coaches to educate the scorebook keeper to check off every player when they play and sit their respective full, uninterrupted, quarter. Coaches and the scorebook keeper should monitor the playing time of opposing players and if a coach is not adhering to the playing time rules, Officials should be notified immediately. The official will then ask the coach in question to correct the problem. If the playing time problem is not corrected immediately, or a plan is not developed and carried out to the satisfaction of the opposing coach, the opposing team will receive two (2) team free throw shots & possession of the ball. If the problem persists further, the game will be forfeited by the offending coach. If playing time rules are broken in ensuing games, Evansville WSYB League Staff will review the situation and assess further penalties, up to suspension or removal of the coach from future Evansville WSYB participation.

**First offense:** A verbal WARNING will be issued to both teams.

**Second offense:** After the verbal WARNING has been issued to EITHER team, ANY Playing Time violations, by either team, will result in a TECHNICAL FOUL assessed to that team. If a situation cannot be corrected (i.e. a player has played in all four (4) quarters), a TECHNICAL FOUL will be assessed to that team. The player denied their full quarter in the game or on the bench is then required to play or sit the remainder of that quarter. (You cannot "buy" a player playing time by taking a Technical Foul)

**Third offense:** The offending Team will be issued the Loss regardless of the outcome of the game and the offending coach (Head Coach or whomever is in charge of player time) will be suspended from the teams' next game. If the offense occurs during the last game of the season, the suspension will carry over to the following year.

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## **GAME PLAY**

The game shall consist of four (4) six (6:00) minute quarters. The clock will stop at different intervals for each Grade Division

There will be a one (1:00) minute break between quarters. Halftime will be five (5:00) minutes.

Overtime periods will be two (2:00) minutes in length and each team will get one (1) timeout. No timeouts will carry over. **ONLY** Two Overtime periods will be played and a tie will be issued if no winner at the Pre-Kindergarten Level. All other Grade Divisions will play until a winner is decided.

Time outs will be approximately one (1:00) minute. Each team shall have two (2) Full Time outs per half with no carryovers.

The ball must be brought across the mid-court line (regardless of court size) within ten (:10) seconds.

Evansville WSYB has adopted a ZERO TOLERANCE policy toward fighting, flagrant, or intentionally violent fouls, as well as use of abusive or obscene language by players, coaches, parents or spectators. Flagrant or intentionally violent fouls, language deemed obscene, abusive or vulgar directed toward Players, Coaches, Officials, Parents or Spectators by a Player, Spectator, or Coach will result in a technical foul and automatic ejection and removal from the gymnasium. If a Coach is ejected from a game, that Coach is banned from the next game including being on the property of the facility. Unruly parents or spectators will also be subject to ejection from the gymnasium. Evansville WSYB League Staff should be consulted regarding inappropriate conduct of players, coaches, parents or spectators. WSYB has the right to review the situation and assess further penalties, up to suspension or removal of the player, coach, parent or spectator in question from future Evansville WSYB participation. At **NO TIME**, should a Coach address the Officials or opposing Coaches while the game is in play. Questions and/or concerns should be addressed during Time Outs and at Quarter breaks.

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## Division Specific Rules

### Pre-Kindergarten

- 1) **BASKETBALL SIZE:** Junior Size (27.5") Basketball
- 2) **GOAL HEIGHT:** 6.0 feet (6'0")
- 3) **THREE POINT SHOTS:** Scored as two (2) points
- 4) **TRAVELING & DOUBLE DRIBBLE:** Violations not enforced.
- 5) **FREE THROWS / FOUL SHOTS:** No free throws. End-line out of bounds play will be granted in the case of fouls normally resulting in free throw shots.
- 6) **LANE VIOLATIONS:** Violations not enforced.
- 7) **DEFENSE:** Zone Defense NOT allowed. Defense should pick up at the 10 second line in Half-court, man-to-man defense only. Help Defense is allowed and encouraged but each defensive player must return to guarding the open Offensive player once their Help is no longer needed so that Double Teaming does not occur. Face Guarding (Player intentionally placing their hands over the eyes of the player they are guarding) is prohibited. Opposing coaches are required to cooperate in matching opposing players man-to-man by ability prior to the start of each quarter. Match-ups should not be changed to gain a competitive advantage. Violations called at official's discretion.
- 8) **FULL COURT PRESS:** NOT allowed
- 9) **DOUBLE TEAMING:** NOT allowed
- 10) **STEALS:** NOT allowed
- 11) **CLEARING OUT:** There will be NO Clearing out for a player to go one-on-one against another. Offense should be designed to include all players.
- 12) **GUARD PLAY:** Each player will play guard for a minimum of one full quarter, unless a team has more than eight (8) players. The players designated as guards will wear a wristband for that quarter.
- 13) **FAST BREAKS:** Not permitted at any time. Players should be instructed to hold on to the basketball, off a rebound, and walk it just past the half-court line. The player shall wait for the defense to set up so that each player is guarding their man. Upon a made basket, the opposing team shall take the ball out of bounds to properly inbound the basketball. The correct way to inbound the basketball should be emphasized at this time.
- 14) **PLAYING TIME:** Barring Injury; every player must **PLAY** two (2) Full, UNINTERRUPTED, Quarters and every player must **SIT OUT** one (1) Full, UNINTERRUPTED, Quarter.

### Pre-Kindergarten Game Play

- (4) four verses (4) four play
- Maximum of (2) two steps permitted after players has possession of basketball

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## Division Specific Rules

### Kindergarten & 1st Grade

- 1) **BASKETBALL SIZE:** Junior Size (27.5") Basketball
- 2) **GOAL HEIGHT:** 8.0 feet (8'0")
- 3) **THREE POINT SHOTS:** Scored as two (2) points
- 4) **TRAVELING & DOUBLE DRIBBLE:** Violations called at the official's discretion. Officials will enforce violations on a sliding scale, subjectively by the individual player's ability.
- 5) **FREE THROWS / FOUL SHOTS / BONUS:** All foul shots and Bonus free throws will be taken from approximately 10 feet (or as set by the Official).
- 6) **LANE VIOLATIONS:** Violations not enforced.
- 7) **DEFENSE:** Zone Defense NOT allowed. Defense should pick up at the (3) three-point arch in a Half-court, man-to-man defense only. Help Defense is allowed and encouraged but each defensive player must return to guarding the open Offensive player once their Help is no longer needed so that Double Teaming does not occur. Face Guarding (Player intentionally placing their hands over the eyes of the player they are guarding) is prohibited. Opposing coaches are required to cooperate in matching opposing players man-to-man by ability prior to the start of each quarter. Match-ups should not be changed to gain a competitive advantage. Violations called at official's discretion.
- 8) **FULL COURT PRESS:** NOT allowed
- 9) **DOUBLE TEAMING:** NOT allowed
- 10) **STEALS:** NOT allowed
- 11) **CLEARING OUT:** There will be NO Clearing out for a player to go one-on-one against another. Offense should be designed to include all players.
- 12) **GUARD PLAY:** Each player will play guard for a minimum of one full quarter, unless a team has more than eight (8) players. The players designated as guards will wear a wristband for that quarter.
- 13) **PLAYING TIME:** Barring Injury; every player must **PLAY** two (2) Full, UNINTERRUPTED, Quarters and every player must **SIT OUT** one (1) Full, UNINTERRUPTED, Quarter.
- 14) **GAME CLOCK:** The game shall consist of four (4) six (6:00) minute quarters. The clock will stop on EVERY WHISTLE under two (2:00) minutes during the 1<sup>st</sup> Half (1<sup>st</sup> & 2<sup>nd</sup> Quarter), EVERY WHISTLE during the 2<sup>nd</sup> Half (3<sup>rd</sup> & 4<sup>th</sup> Quarter), on all Shooting Fouls, Timeouts, and at the Official's Discretion.

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## Division Specific Rules

### 2nd & 3rd Grade

- 1) **BASKETBALL SIZE:** Intermediate Size (28.5") Basketball
- 2) **GOAL HEIGHT:** 9 feet (9')
- 3) **THREE POINT SHOTS:** Scored as two (2) points
- 4) **TRAVELING & DOUBLE DRIBBLE:** Violations called at the official's discretion. Officials will enforce violations on a sliding scale, subjectively by the individual player's ability.
- 5) **FREE THROWS / FOUL SHOTS / BONUS:** All foul shots and Bonus free throws will be taken from approximately 10 feet (or as set by the Official).
- 6) **LANE VIOLATIONS:** Violations not enforced.
- 7) **DEFENSE:** Zone Defense NOT allowed. Defense should pick up at the 10 second line in Half-court, man-to-man defense only. Help Defense is allowed and encouraged but each defensive player must return to guarding the open Offensive player once their Help is no longer needed so that Double Teaming does not occur. Face Guarding (Player intentionally placing their hands over the eyes of the player they are guarding) is prohibited. Opposing coaches are required to cooperate in matching opposing players man-to-man by ability prior to the start of each quarter. Match-ups should not be changed to gain a competitive advantage. Violations called at official's discretion.
- 8) **FULL COURT PRESS:** A Full Court Press is permitted during the last (1:00) minute in the first (1<sup>st</sup>) and second (2<sup>nd</sup>) halves of the game ONLY. Defensive team having a six (6) point or greater lead must remove the press.
- 9) **DOUBLE TEAMING:** NOT allowed
- 10) **STEALS:** The ball may be stolen off the Pass at any time but may only be stolen off the dribble inside of the (3) three-point arch.
- 11) **CLEARING OUT:** There will be NO Clearing out for a player to go one-on-one against another. Offense should be designed to include all players.
- 12) **PLAYING TIME:** Barring Injury; every player must **PLAY** two (2) Full, UNINTERRUPTED, Quarters and every player must **SIT OUT** one (1) Full, UNINTERRUPTED, Quarter.
- 13) **GAME CLOCK:** The game shall consist of four (4) six (6:00) minute quarters. The clock will stop on EVERY WHISTLE under two (2:00) minutes during the 1<sup>st</sup> Half (1<sup>st</sup> & 2<sup>nd</sup> Quarter), EVERY WHISTLE during the 2<sup>nd</sup> Half (3<sup>rd</sup> & 4<sup>th</sup> Quarter), on all Shooting Fouls, Timeouts, and at the Official's Discretion.

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## Division Specific Rules

### 4th & 5th Grade

- 1) **BASKETBALL SIZE:** Intermediate Size (28.5) Basketball
- 2) **GOAL HEIGHT:** 10 feet (10'0")
- 3) **THREE POINT SHOTS:** No Restrictions
- 4) **TRAVELING & DOUBLE DRIBBLE:** No Restrictions
- 5) **FREE THROWS / FOUL SHOTS / BONUS:** No Restrictions / 15' Regulation Line
- 6) **LANE VIOLATIONS:** No Restrictions
- 7) **DEFENSE:** No Restrictions
- 8) **FULL COURT PRESS:** A Full Court Press is permitted in the second (2nd) half of the game ONLY. Defensive team having a ten (10) point or greater lead must remove the press.
- 9) **DOUBLE TEAMING:** No Restrictions
- 10) **STEALS:** No Restrictions
- 11) **CLEARING OUT:** No clearing out for a player to go one-on-one against another. Offense should be designed to include all players.
- 12) **PLAYING TIME:** Barring Injury; every player must Play in Both Halves of the Game, including one (1), Full, UNINTERRUPTED Quarter. (i.e. *Player A* plays all of the 2nd Quarter, meeting their Full, Uninterrupted, Quarter requirement. During the 2nd Half, *Player A* is substituted into the game during the 4th Quarter, meeting the Full Playing Time requirement)
- 13) **GAME CLOCK:** The game shall consist of four (4) six (6:00) minute quarters. The clock will stop on EVERY WHISTLE under two (2:00) minutes during the 1<sup>st</sup> Half (1<sup>st</sup> & 2<sup>nd</sup> Quarter), EVERY WHISTLE during the 2<sup>nd</sup> Half (3<sup>rd</sup> & 4<sup>th</sup> Quarter), on all Shooting Fouls, Timeouts, and at the Official's Discretion.

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## Division Specific Rules

### 6th - 8th Grade

- 1) **BASKETBALL SIZE:** Full Size (29.5) Basketball
- 2) **GOAL HEIGHT:** 10 feet (10'0")
- 3) **THREE POINT SHOTS:** No Restrictions
- 4) **TRAVELING & DOUBLE DRIBBLE:** No Restrictions
- 5) **FREE THROWS / FOUL SHOTS / BONUS:** No Restrictions / 15' Regulation Line
- 6) **LANE VIOLATIONS:** No Restrictions
- 7) **DEFENSE:** No Restrictions
- 8) **FULL COURT PRESS:** A Full Court Press is permitted in the second (2nd) half of the game ONLY. Defensive team having a ten (10) point or greater lead must remove the press.
- 9) **DOUBLE TEAMING:** No Restrictions
- 10) **STEALS:** No Restrictions
- 11) **CLEARING OUT:** No clearing out for a player to go one-on-one against another. Offense should be designed to include all players.
- 12) **PLAYING TIME:** Barring Injury; every player must Play in Both Halves of the Game, including one (1), Full, UNINTERRUPTED Quarter. (i.e. *Player A* plays all of the 2nd Quarter, meeting their Full, Uninterrupted, Quarter requirement. During the 2nd Half, *Player A* is substituted into the game during the 4th Quarter, meeting the Full Playing Time requirement)
- 13) **GAME CLOCK:** The game shall consist of four (4) six (6:00) minute quarters. The clock will stop on EVERY WHISTLE under two (2:00) minutes during the 1<sup>st</sup> Half (1<sup>st</sup> & 2<sup>nd</sup> Quarter), EVERY WHISTLE during the 2<sup>nd</sup> Half (3<sup>rd</sup> & 4<sup>th</sup> Quarter), on all Shooting Fouls, Timeouts, and at the Official's Discretion.