

NWAYBA Administrative and Playing Rules (Revised 15 November 2017)

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A. ADMINISTRATIVE RULES

A.1. Player Eligibility

Except for the restrictions contained in Rule A.2.a and Rule A.2.b, male and female youth shall be eligible for participation in the Association, if

- a) A** completed application is received prior to the deadline established by the Board.
- b) The** proper fee is received by the Association.
- c) The** youth attends a league-sanctioned tryout.

A.2. Restriction of Participation

a) The Board may restrict the number of participants in any division to ensure that the number of teams within each division will not exceed the available gym space and will not impair the reasonable scheduling of practices and games, and that the number of participants per team will comply with Rule A.4.b. If the Board determines that it is necessary to restrict the number of players, then player applications will be accepted on a "first come, first serve" basis. Applicants who are not assigned to a team as a result of this provision will be placed on a standby list, and may be assigned to a team at a later date if an original player is unable to participate.

b) The association may refuse to accept an application from any player who has previously participated in the league and has been ejected from the league for disciplinary reasons.

A.3. Assignment of Players to Division

a) Players shall be assigned to a division based upon the age of the player as of September 1. The divisions and the appropriate age for participation are as follows:

- Rookie Division – 1st and 2nd grade boys and girls
- Junior Division – 3rd and 4th grade boys and girls
- Junior Girls Division - 3rd and 4th grade girls only
- Senior Division - 5th and 6th grade boys and girl
- Senior Girls Division - 5th and 6th and 7th grade girls only
- Advanced Senior Division - 7th and 8th grade boys and girls
- High School Division – 9th to 12th grade boys and girls

b) Any player may, upon application of the player's parents to the Board, and with the approval of the Board, play in a division of older youths.

A.4. Assignment of Players to Teams

a) Rookie and Junior Divisions

a committee for the Rookie and Junior divisions, appointed by the Board, shall assign each player to a team. The assignment by the Committee shall consider the following factors in the assignment, with the intent of the assignment being to develop teams, which are reasonably competitive within each division:

- i) Player's average score from the division tryouts.
- ii) Player's position, as indicated by the majority of the coaches on the player's evaluation from the division tryouts.
- iii) The committee's judgment of the player's potential contribution to each team, if known.

iv) Assignment to "First (A)" and "Second (B)" Teams: Number of Players

The Committee shall assign each player to a team, and shall designate each player as a "first" team or "second" team player. No team shall be assigned more than eleven (11) players or less than nine (9) players. If nine (9) players are assigned to a team, four (4) of those players shall be designated as first team members, and five (5) of the players shall be assigned as second team members. The coach of the nine-member team shall have the right, on a quarter-by-quarter basis, to assign any second team member to the first team. The committee shall try to balance the total player scores for the entire team and for the first and second teams, if reasonably practical.

b) Senior, Advanced Senior, and High School Divisions

The Board shall annually determine the procedure for the assignment of players to teams. If the Board determines that there are not sufficient players available in these divisions for ranked assignment of players, the coach of each team will determine first and second team players, as appropriate. Although Sec A.4.a MAY apply to these divisions, Sec A.4.b does NOT apply, as coaches have discretion on selection of starters and substitution patterns.

c) Junior and Senior Girls Division

The Board shall annually determine the procedure for the assignment of players to teams, but shall follow the assignment provisions in Rule A.4.a when reasonably possible.

A.5. Reassignment of First and Second Team Players

a) Rookie and Junior Divisions

No coach shall, without the approval of the Division Commissioner, reassign a team member from the first team to second team or vice versa. If a coach believes that the committee

erred in its assignment of first and second team members to his team, then the coach shall contact the division Commissioner and request a reassignment of players, identifying the player to be moved from second team to first team and the player to be moved from first team to second team. All reassignments shall be completed prior to the 3rd game, and requests for reassignment will not be considered unless received prior to the team's third game.

b) Seniors, Advanced Seniors, and High School Divisions

this provision is not applicable unless the Board has authorized the implementation of Rules A.4.a and b in this division, in which case Rule A.5.a shall become applicable.

c) Girls Division

This provision is not applicable unless the Board has authorized the implementation of Rules A.4.a and b in this division, in which case Rule A.5.a shall become applicable.

A.6. Player Participation

a) Rookie and Junior Divisions:

It is the intent of the Association that each player play at least half of the game unless:

i) The player is not available due to illness, late arrival or early departure, except that the player shall be immediately placed into the game if the player arrives during the player's normal period of participation.

b) The player becomes injured during play and is unable to compete, in which case the substitution rules shall be followed.

c) A player commits his/her fifth foul during participation, in which case the substitution rules shall be followed.

d) All second team players shall play at least one period in each half.

A.7. Substitution Rules (Rookies and Juniors ONLY)

a) Substitution When Unavailable Player Is on First Team

If a first team player is unavailable, the coach of the team missing the player (Coach A) shall choose the second team player(s), who shall participate with the first team. Coach A has the right to freely substitute second team players on the first team and is not restricted in any fashion to selecting second team players for participation with the first team.

b) Substitution When Unavailable Player Is on Second Team

if one or more second team players are missing, here are the rules:

A1 and A2 are never eligible to play in place of any B player.

If one team is missing one or two B players, then adopts following substitution rules, then the opposing team coach has the opportunity to do same as long as below rules are followed.

Rookies only: A3-A5 players cannot play more than 2 consecutive quarters per game. So if A3 and or A4 play in 1st quarter and 2nd quarter they must sit out in the 3rd quarter but are eligible to play in the 4th quarter.

Juniors only: A3-A5 players cannot play more than 2 consecutive 5-minute intervals per HALF. So if A3 and or A4 play in 1st 5-minute interval and second 5-minute interval they must sit out in the 3rd interval but are eligible to play in the fourth interval.

c) Substitution Rule for a Player Who Fouls Out

i) First Team Player

If a first team player fouls out, that player's coach shall have the right to substitute any second team player or players for participation in place of the ineligible first team player.

ii) Second Team Player

if a second team player fouls out, the coach shall select the first team player for participation in accordance with Rule A.7.b.

d) Notification

A coach whose team does not have all of its players available for play shall notify the opposing coach prior to beginning the game or at the time when an eligible player is unable to play during the course of a game.

e) Scorekeeper's Responsibility. Scorekeepers shall be responsible for keeping score, points by player, fouls, and timeouts.

A.8. Lining up before each quarter or interval

a) Rookies: players line up in order of ranking at beginning of each quarter. Players are NOT required to guard the corresponding ranked player on the other team – defensive assignments are left up to each coach. For example, a coach may want their A5 player covering the opposite teams A2 player.

b) Juniors: Players will line up in order of ranking at beginning of 1st and 2nd five-minute intervals of the 1st quarter of each half. Players are NOT required to guard the corresponding ranked player on the other team – defensive assignments are left up to each coach. For example, a coach may want their A5 player covering the opposite teams A2 player.

A.9. Forfeiture of Games

All coaches should make good faith efforts to ensure that all players are available to play at each scheduled game. Coaches should also ensure that players arrive prior to the scheduled start time of the game.

a) Rookies and Juniors Divisions:

i) Games will not be rescheduled due to unavailability of players. If a team cannot field eight players, they will officially forfeit. A ten-minute grace period from the official start time of the game as declared by the game official shall be allowed. It is recommended, but not required, that the two teams be allowed to play a scrimmage game in the event of a forfeiture and the coaches may allow team players to play on either team in order to expedite a competitive scrimmage.

ii) If a team has a permanent 9-man roster approved by the division commissioner and is then missing two players from its assigned roster, it may play a game with seven players. However, the seven-man team must adhere to all of the substitution rules.

iii) During the course of the game, if a team has fewer players in attendance from its assigned roster than were required to start the game, it shall automatically forfeit the game unless the player or players who began the game become unavailable due to an injury during the game or due to fouling out.

b) Senior and Advanced Senior Divisions:

i) Games will not be rescheduled due to unavailability of players. Teams may compete with as few as four players, but their opponent is entitled to play five players for the duration of the game.

A.10. Team Discipline

a) All coaches are expected to develop and maintain team discipline among the team players. In particular, coaches should ensure that team players exercise good sportsmanship and maintain a positive playing attitude. Coaches should not allow their team players to berate, antagonize, or taunt the opponent's team players. Team members should also be discouraged from questioning officials' calls.

b) Basketball is intended to be a team sport, and the Association encourages the full participation in the game of all team players. The Association recognizes that under some circumstances some players may be unwilling to follow instructions established by the coach, may demonstrate poor sportsmanship, or may exhibit other types of behavior disruptive to the team. Coaches may, at their discretion and after reasonable notification to the player in question, remove any first team member from the lineup and substitute a second team player. Coaches should notify the scorekeeper and the opposing coach that a disciplinary substitution is being made for a first team player at the time the substitution is made.

c) This substitution provision is applicable only to first team players, since the implementation of this rule might create a competitive disadvantage if invoked for a second team player or may lead to reduced playing time for a second team player on the opponent's team.

d) All coaches are strongly encouraged to advise a disruptive team player that the player's playing time may be curtailed and discuss the player's behavior with the parents prior to implementing as disciplinary substitution. Any recurring issues that with players (or parents) should be brought to the commissioner's attention.

e) All coaches are encouraged to minimize questioning officials' calls or harassing officials and should make reasonable attempts to maintain control of themselves and their team during games. It is also recommended that coaches encourage the parents of the team members to be positive in their comments during games and to also minimize their comments pertaining to officials' calls during the game.

f) If a coach has feedback on how a game is being called, the appropriate way to address those concerns is to approach the referee(s) in a conference including the opposing coach, and away from the team benches. This should occur between quarters or during a timeout. If both coaches agree on the looseness or tightness of the way the game is being called, the referee(s) can make the adjustment.

g) Coaches are not allowed to coach beyond half court and on the court. Coaches may receive a warning with subsequent technical fouls enforced by the referee.

h) Flagrant and intentional fouling:

A flagrant foul is a serious personal foul. It involves excessive or violent contact, which could injure the fouled player. It is distinct from an intentional foul, which is a tactic permitted within the game, as long as the foul is not considered flagrant.

A flagrant foul is a personal foul called as a result of contact that is deemed excessive, intentional and/or unnecessary. The team that draws a flagrant foul is awarded two free throws and possession. For a flagrant personal foul (or intentional foul), the throw-in spot is at the out-of-bounds spot nearest the foul.

A flagrant technical foul involves unsportsmanlike conduct that is extreme in nature or excessive or severe contact during a dead ball. Fighting is also considered a flagrant technical foul.

The penalty for a flagrant technical foul is immediate ejection of the offending player, plus two free throws and a throw-in for the opposing team. The ejected player may also be suspended during the next game played by his or her team based on commissioner's decision (based on discussion with both coaches).

For a flagrant technical foul, the throw-in spot is at the timeline opposite the scorer's table.

A.11. Protests

No protests of games will be allowed.

B. PLAYING RULES

B.1. Part I Playing Rules for All Divisions

a) The Association's playing rules are the same as the rules adopted by the National Federation of State High School Association Rules except as noted under Special Game Rules. Game officials may elect to warn players of a rules violation, particularly if the violation results in a technical foul.

b) Clarification of Zone, Man-to-Man, and Double Team Rules

The following comments are offered to clarify the zone, man-to-man, and double team rules listed in the following Special Game Rules. The league strongly encourages man-to-man

defense and therefore restricts the use of zone defenses in some divisions. The specific restrictions are explained in the division's Special Game Rules.

i) If a zone defense is not allowed, then it is illegal for a defensive team to position a defensive player in the driving lane of the offensive team in order to assist another defensive player assigned to the offensive team's point guard. However, in Rookies and juniors, offense players can be double and triple teamed once the offensive player enters the lane.

ii) In divisions or situations where double-teaming defenses are allowed, a defensive team may continuously double team any offensive player, including the point guard, as an accepted part of a man-to-man defense.

iii) (Note: In Rookie and Junior Divisions, zone defenses are not allowed, and double-teaming defense is not allowed outside the lane)

iv) A man-to-man defense does not require that the defender initiate and maintain continuous close proximity with the defenders assigned offensive player.

v) For example, if an offensive team wishes to employ a spread, four corners, or "clear out" type offense, the defensive players are not required to accommodate this action by following their assigned offensive player to the perimeter areas. The defensive players, however, cannot set up a zone, if a zone defense is not allowed, but must instead continue to maintain a position between their assigned offensive player and the basket, even though close proximity is not required. For example, if an offense spreads to the corners, the defensive does NOT have to go beyond the 3-point line for coverage.

vi) As an additional example, a defensive player assigned to the offensive team's point guard is not required to initiate close proximity at the mid-court line or even at the three-point line. The defensive player is allowed to maintain a distance from the offensive player dictated by the offensive player's proximity from the basket.

vii) Any player with the ball "in the paint" may be guarded by more than one defensive player in any division. Rookie and Junior Division rules prohibit double-teaming outside of the paint. Senior and Advanced Senior rules allow double-teaming anywhere on the court.

viii) A team should NOT use a press defense if they are ahead by 12 points or more. This applies to ALL divisions where pressing is allowed (Seniors, Advanced Seniors, and High School).

B.2. Clarification of Free Throw Rules

- a)** In all divisions, lining up for free throws shall follow the NFHS rules:
- b)** The first spaces between the end line and the block shall be left vacant
- c)** Marked lane spaces may be occupied by a maximum of four defensive players and two offensive players (not including the shooter)
- d)** The first marked lane spaces on each side of the lane, above and adjacent to the neutral-zone marks, shall be occupied by opponents of the free thrower. No teammate of the free thrower shall occupy either of these marked lane spaces.
- e)** The second marked lane spaces on each side may be occupied by teammates of the free thrower.
- f)** The third marked lane spaces on each side, nearest the free thrower, may be occupied by the opponents of the free thrower.
- g)** Players shall be permitted to move along and across the lane to occupy a vacant marked lane space within the limitations listed in this rule.
- h)** Not more than one player may occupy any part of a marked lane space.
- i) Any** player, other than the free thrower, who does not occupy a marked lane space must be behind the free-throw line extended and behind the three-point line.

B.3. Scorekeeping

Teams are responsible for covering clock duties and keeping the official scorebook. Coaches should recruit 2 or 3 parents to cover the scorebook and the clock for the season with home team generally responsible for clock.

Those persons covering the clock and scorebook should refrain from cheering and criticism of the coaches and or referees. The clock / score duo must work together to ensure accuracy of score, fouls. Both the clock and scorebook should be in sync at all times throughout the game. As such, coaches should identify experienced volunteers who are 100% focused on their clock or scorebook responsibilities.

C. SPECIAL GAME RULES - ROOKIE DIVISION

C.1. Game Duration

Rookies games consist of four periods, each lasting ten minutes. The first two periods constitute the first half and the second two periods constitute the second half. Rookies take a three-minute half time.

a) Rookie games are timed using a running clock with the exception of the last two minutes of the game where a stopped clock will be used for whistles, free throws and timeouts.

i) When a Rookie game ends in a tie, the game will be extended by one 2 minute overtime period. The overtime period is a running clock. There will be NO timeouts in the overtime period. Any A or B squad Players who have not fouled out are eligible to play in the overtime period.

ii) If the overtime period ends in a tie, the game is over and the teams tie.

C.2. Timeouts

Each team will be allowed two (2) timeouts in the first half and two (2) timeouts in the second half. Timeouts may not be carried over from the first half to the second half, but may be carried over from one period to another within each half. Each timeout shall be one (1) minute in duration.

C.3. Free Throw Line

The free throw line shall be behind the circle nearest the basket approximately two feet in from the standard free throw line or closer for some players if agreed upon by both coaches.

C.4. Bonus Free Throw

There will be no "one and one" bonus free throws. All fouls, except fouls while shooting and technical fouls, shall result in taking the ball out of bounds. An offensive player fouled in the act of shooting will be awarded two free throws.

C.5. Game Ball

The game ball shall be the 27.5 inch basketball.

C.6. Lane Violation

Players will be given five (5) seconds to clear the lane. The official will ask the player to get

out of the lane and stop play to explain the rule, if necessary. The official may call a lane violation and award the ball to the defensive team after two warnings.

C.7. Zone Defenses

Zone defenses are not allowed at any time. Referees shall verbally warn players about the "no zone defense" rule without stopping play when practical.

a) If, in the referee's judgment, the implementation of zone defense is intentional by the coach or the defensive player(s), then a whistled infraction is made. A whistled infraction is also appropriate if a couple of verbal warnings go unheeded by the players or coaches. Whistled infractions for Zone Defense are counted as Illegal Defense infractions, and penalized according to Section J below.

C.8. Backcourt Defense

Backcourt defense is not allowed at any time. Once a defender has gained possession of the ball, all of the opposing team's players shall immediately withdraw to the other side of the half court line before initiating a defensive position. Passes between players in the backcourt area cannot be intercepted unless the pass is errant.

a) Referees shall verbally warn players about the no backcourt defense rule without stopping play when practical. If, in the referee's judgment, the implementation of backcourt defense is intentional by the coach or if the defensive players continuously refuse to abide by this rule, then the referee may call a whistled infraction, to be assessed as an Illegal Defense. No player shall be assessed a foul during the course of illegal defense, which are penalized as per Section J below.

C.9. Double Teaming

Double-teaming is not allowed outside of the lane area. **An offensive player CAN be double-teamed once they have one foot in the lane.**

a) A defender may "switch" from his assignment to back up a teammate who has been beaten by another offensive player. The initial defender MUST switch off of guarding the same player, until the second defender switches back to his originally assigned offensive player. If a player receives a verbal warning from a referee (such as "find your man"), he/she must peel off immediately, or will become guilty of an infraction.

b) A double-team that causes a turnover results in an automatic whistled infraction, and return of possession to the offense.

c) If an offensive player beats the double-team before the referee corrects it, then the referee has the discretion to let play continue without stoppage or infraction.

d) Whistled infractions for Double-Teaming are counted as Illegal Defense infractions, and penalized according to Section J below. No player guilty of a double-team, will be called for a PERSONAL FOUL due to the act of double-teaming. If that player also commits a personal foul during the act of double-teaming, it shall take priority over the Illegal Defense call.

C.10. Illegal Defense Penalties

1. a) In the Rookies Division, Zone Defenses and Double-Teaming outside of the lane are both considered "Illegal Defense" infractions. Additionally, offensive screens or picks are considered "illegal Defense" infractions. Picks or screens including hand off screen are not allowed. Picks and screens are generally considered interchangeable. Traditionally, freeing the player having the ball is considered a pick, and a screen is freeing up someone else to get the ball.

Persistent Backcourt Defense will also be subject to Illegal Defense calls.

b) Illegal Defense infractions will be penalized as follows:

c) The first four violations are **COUNTED WARNINGS** from the referees, implemented by whistled infractions, and return of possession to the offense.

d) The fifth whistled infraction of Illegal Defense results in a **TWO-SHOT TECHNICAL FOUL AND RETURN OF POSSESSION TO THE OFFENSE**. If the fifth infraction results from double-teaming, the double-teamed player shoots the free throws. If the fifth infraction results from a zone defense or backcourt defense, the offensive coach chooses the player to shoot the free throws.

e) Every successive Illegal Defense infraction results in a **TWO-SHOT TECHNICAL FOUL AND RETURN OF POSSESSION TO THE OFFENSE**. The same guidelines apply for identifying the shooter for each additional occurrence.

f) These technical fouls are assigned to the coach, and there is a two technical foul limit before disqualification of a coach from the game

g) No player shall be assessed a PERSONAL FOUL in the commission of an Illegal Defense infraction, unless they ALSO commit a personal foul simultaneously. In the event of this occurrence, the personal foul shall take priority over the Illegal Defense.

C11. GOAL height is 8’. Coaches of the 1st games of the day are responsible for setting up the hoop extenders when required, and coaches of last games of the day are responsible for taking them down and moving to appropriate storage as defined by the commissioner.

D. SPECIAL GAME RULES - JUNIOR DIVISION

D.1. Game Ball

a) Juniors play with the official intermediate size (28.5 circumference) basketball

D.2. Game Duration

a) Juniors games shall consist of four quarters, each quarter lasting ten (10) minutes, with 2 five-minute periods per 10-minute quarter. The first two 10 minute quarters constitute the first half, and the second two quarters constitute the second half. Juniors take a three-minute rest between halves. The 1st and 2nd teams will rotate in every 5-minute period.

b) Juniors games are played with a running clock with the exception of: stopped clock on free throws during second half and any dead ball during the last 2 minutes of the game. During the last 2 minutes of the game, the clock stops on the officials whistle (fouls, free throws, ball or player going out of bounds) and restarts upon the ball being touched by an active player inbounds after an inbounds pass or a missed free throw.

c) When a junior’s game ends in a tie, the game will be extended by one 2 minute overtime period. The overtime period will be timed with stop clock procedures. There will be NO timeouts in the overtime period. Any A or B squad Players who have not fouled out are eligible to play in the overtime period.

d) If the overtime period ends in a tie, the game is over and the teams tie with the exception of a championship or tournament game where additional 2 minute periods will be played. Overtime rules may be amended by division commissioner.

D.3. A & B Periods, 2nd half Substitutions and Player Eligibility

a) All players who show for the game must play a MINIMUM of half the game and half of each half. The Commissioner will inform teams if a second half season switch between which team (A or B players) that starts the game will be put into effect - and will clarify effects on substitution rules.

b) If a team is short B players, the coach will choose A players to play with the B players in the designated B player intervals. The A1 and A2 players may not be selected. A3-A5 players cannot play more than 2 consecutive five-minute periods per half. So if A3

and or A4 play in 1st five-minute period and 2nd five minute period they must sit out in the 3rd five minute period but are eligible to play in the next five minute period.

D.4. Timeouts

Each team will be allowed two (2) timeouts in the first half and two (2) timeouts in the second half. Each timeout will be one minute in duration. Unused timeouts in the first half are lost – they are not carried over from the first half to the second half.

D.5. Lane Violation

Juniors on offense will be given 5 seconds to clear the lane. The official whistles a lane violation whenever an offensive player is observed occupying the lane without possession of the ball for more than 5 seconds. Lane violations whistled by the official result in loss of possession of the ball for the offensive team.

D.6. Free Throws

Juniors shoot free throws from the regulation free throw line on a standard basketball court (15 feet from the baseline). Juniors must have some part of either foot touching the free throw line when shooting free throws. Juniors are not penalized if they cross the free throw line or land in the lane as a result of shooting a free throw. However, Juniors who shoot free throws are not allowed to advance further into the lane to pursue a rebound until the shot hits the rim. Likewise, offensive and defensive players cannot enter the lane during a free throw until the shot hits the rim.

D.7. Fouls

a) A Junior is removed from the game if he/she incurs a 5th foul.

b) When a junior is fouled by a defender while shooting (and the referee whistles the foul), the player who was fouled receives 2 free throws. Fouls committed against offensive players who are not in the act of shooting result in a side out for the offensive team and an inbounds pass. 1 and 1 bonus free throws start on the 7th foul. Double bonus free throws start on the 10th foul.

D.8. Flagrant Fouls

A flagrant foul is a harsh, overly aggressive foul. If an official calls a flagrant foul on a junior, the player who committed the foul is removed from the game immediately and cannot return to play in the current playing interval. The coach of a player who commits a flagrant foul may consider keeping the player on the bench for the remainder of the game.

D.9. Zone Defenses

a) Zone defenses are not allowed at any time. Referees shall verbally warn players about the "no zone defense" rule without stopping play when practical.

b) If, in the referee's judgment, the implementation of zone defense is intentional by the coach or the defensive player(s), then a whistled infraction is made. A whistled infraction is also appropriate if a couple of verbal warnings go unheeded by the players or coaches. Whistled infractions for Zone Defense are counted as Illegal Defense infractions, and penalized according to Section D.12 below.

D.10. Backcourt Defense

a) Backcourt defense is not allowed at any time. Once a defender has gained possession of the ball, all of the opposing team's players shall immediately withdraw to the other side of the half court line before initiating a defensive position. Passes between players in the backcourt area cannot be intercepted unless the pass is errant.

b) Referees shall verbally warn players about the no backcourt defense rule without stopping play when practical. If, in the referee's judgment, the implementation of backcourt defense is intentional by the coach or if the defensive players continuously refuse to abide by this rule, then the referee may call a whistled infraction, to be assessed as an Illegal Defense. No player shall be assessed a foul during the course of illegal defense, which are penalized as per Section D.12 below.

D.11. Double Teaming

a) Double teaming is not allowed outside of the lane area. **An offensive player CAN be double-teamed once they have one foot in the lane.**

b) A defender may "switch" from his assignment to back up a teammate who has been beaten by another offensive player. The initial defender MUST switch off of guarding the same player, until the second defender switches back to his originally assigned offensive player. If a player receives a verbal warning from a referee (such as "find your man"), he/she must peel off immediately, or will become guilty of an infraction.

c) A double-team that causes a turnover results in an automatic whistled infraction, and return of possession to the offense.

d) If an offensive player beats the double-team before the referee corrects it, then the referee has the discretion to let play continue without stoppage or infraction.

e) Whistled infractions for Double-Teaming are counted as Illegal Defense infractions, and penalized according to Section D.12 below. No player guilty of a double-team, will be called for a PERSONAL FOUL due to the act of double-teaming. If that player also commits a personal foul during the act of double-teaming, it shall take priority over the Illegal Defense call.

D.12. Illegal Defense Penalties

a) In the Rookies Division, Zone Defenses and Double-Teaming outside of the lane are both considered "Illegal Defense" infractions. Persistent and intentional Backcourt Defense will also be subject to Illegal Defense calls.

b) Illegal Defense infractions will be penalized as follows:

c) The first four violations are **COUNTED WARNINGS** from the referees, implemented by whistled infractions, and return of possession to the offense.

d) The fifth whistled infraction of Illegal Defense results in a **TWO-SHOT TECHNICAL FOUL AND RETURN OF POSSESSION TO THE OFFENSE**. If the fifth infraction results from double-teaming, the double-teamed player shoots the free throws. If the fifth infraction results from a zone defense or backcourt defense, the offensive coach chooses the player to shoot the free throws.

e) Every successive Illegal Defense infraction results in a **TWO-SHOT TECHNICAL FOUL AND RETURN OF POSSESSION TO THE OFFENSE**. The same guidelines apply for identifying the shooter for each additional occurrence.

f) These technical fouls are assigned to the coach, and there is a two technical foul limit before disqualification of a coach from the game.

g) No player shall be assessed a PERSONAL FOUL in the commission of an Illegal Defense infraction, unless they ALSO commit a personal foul simultaneously. In the event of this occurrence, the personal foul shall take priority over the Illegal Defense.

E. SPECIAL GAME RULES - SENIOR DIVISION

E.1. Game Duration

Seniors games consist of two twenty minute halves using a running clock. During the last 2 minutes of the first and second half and game, the clock will stop on the officials whistle

(fouls, free throws, ball or player going out of bounds). The clock will restart upon the ball being touched by an active player inbounds after an inbounds pass or a missed free throw. Seniors take a three-minute half time. Seniors will also have 4 timeouts available per game.

Each overtime period shall last two minutes with clock stopping on whistles and free throws.

E.2. Player Participation

It is the intent of the Association that each player on a team receives roughly equivalent playing time during each half. Each player should play at least ten (10) minutes during each half, unless injury or illness precludes this.

E.3. Timeouts

Each team will be allowed four (4) timeouts per game or 2 per half. No timeouts in the overtime period. Each timeout shall be one (1) minute in duration. Timeouts do not carry between halves.

E.4. Free Throws

The free throw line shall have its farthest edge 15' 0" from the plan of the face of the backboard. Only three (3) offensive players (1 shooter, 2 rebounders) and four (4) defensive rebounders may line up on lane during free throws.

E.5. Bonus Free Throws

The "one and one" bonus free throw shall occur beginning on the team's seventh (7th) common foul and "two shots" on the team's tenth (10th) common foul in each half. Second half fouls carry over to all overtime periods.

E.6. Game Ball

The game ball shall be the official intermediate size (28.5 circumference) basketball.

E.7. Lane Violation

Players will be given three (3) seconds to clear the lane.

E.8. Defense

All defenses are allowed, including zone defense, backcourt defense, and full court press. A team should not implement a press defense if they are ahead by 12 or more points.

E.9. High School Rules Apply

All Senior games will be played in accordance with UIL High School Rules.

F. SPECIAL GAME RULES - GIRLS DIVISIONS

Juniors Girls. The game shall consist of four (4) periods of TEN (10) minutes each. The first two periods shall constitute the first half, and the last two periods shall constitute the second half. There shall be a three-minute rest between halves. In the event of an overtime period, there shall be a one-minute rest between the last period and the beginning of the overtime period. Each overtime period shall last two minutes.

JUNIOR GIRLS: Four (4) periods of ten (10) minutes each, running time. The clock will stop on free throw situations during the last two (2) minutes of the game and overtime. If game remains tied after regulation, teams will play one (1) two (2)-minute overtime periods until the tie is broken. Overtime periods will be played using a stop clock on whistles and free throws.

SENIOR GIRLS: Two (2) halves of twenty (20) minutes. First half clock stops in final minute. The second (2) half stops in the final 2 minutes with time stopping on each whistle. If game remains tied after regulation, teams will play one (1) two (2) -minute overtime periods until the tie is broken. Overtime periods will also be stop time.

F.2. Timeouts

a) Each team will be allowed two (2) timeouts in the first half and two (2) timeouts in the second half. Timeouts may not carry over from regulation to overtime. Each team is granted one (1) timeout per overtime period.

b) Timeouts may not be carried over from the first half to the second half, but may be carried over from one quarter to another within each half.

c) Each timeout shall be one (1) minute in duration.

F.3. Free Throw Line

The free throw line shall have its farthest edge 13' 6" from the plane of the face of the backboard.

Junior girls: Any part of the foot may be touching the free throw line as it's painted on the court.

Senior girls: the foot / feet need to be behind the free throw line. Offensive and defensive players can enter lane once ball hits rim.

F.4. Bonus Free Throw

The "one and one" bonus free throw shall occur beginning on the team's seventh common foul in the first half and seventh common foul in the second half, which shall include the overtime period if overtime is necessary. Upon the tenth foul in each half, free throw two shots will be awarded.

F.5. Game Ball

The game ball shall be the official intermediate size (28.5 circumference) basketball.

F.6. Lane Violation

Players will be given five (5) seconds to clear the lane. The official may call a lane violation and award the ball to the defensive team after one warning.

F.7. Defense

Junior girls: Half-court, man-to-man defense only. "Help defense" and switching of assigned players allowed. Double-teaming the player with the ball is allowed once the ball is brought into the lane.

Senior girls: Man to man, zone and double-teaming are allowed. Full court defense allowed when teams are leading by LESS than 10 points.

F8. Substitution Rules

Substitution Rules for Girls

NWAYBA strives for consistency in playing time. Each player must play half the game.

Junior Girls: Each player must play half of each quarter. NWAYBA strives to make each team 10 players; with 5 players designated A players and 5 players designated B players. For first half of season, periods will start with A players vs. A players. At the 5:00 mark of each period, coaches will substitute and switch to B players vs. B players. Teams with 9 players on the roster shall designate 4 A players and 5 B players. Coaches should rotate a different B player during the A playing rotation. For the second half of the season and post-season tournaments, or at the mutual agreement of both coaches, periods will start with B players and then substitute A players at the mid-way break. (This way, close games are decided by the better players, in theory improving quality of play at the end of games.)

Absent players and short lineups: Teams can take part in official games as long as no more than 2 players are absent. In these instances, the team short players cannot gain a

competitive advantage by playing its A1 or A2 players against the other team's B rotation. Coach of team short players must confer with opposing coach prior to game about substitution pattern that protects competitive balance.

Senior Girls: Each player must play half each half. Coaches may substitute at their discretion so long as each player in attendance plays at least half of each half. Coaches do not have to designate A/B players

Absent players and short lineups: Teams may play with as few as four players, but the opposition team may field 5 if possible.

G. GAME RULES - ADVANCED SENIOR AND HIGH SCHOOL DIVISIONS

G.1. General Rules

Except as noted herein, NWAYBA's Advanced Senior and High School Divisions shall follow the University Interscholastic League rules for high school basketball.

G.2. Game Duration

Advanced Senior and consist of two 15-minute halves using a stopped clock. The clock will stop on the officials whistle (fouls, free throws, ball or player going out of bounds). The clock will restart upon the ball being touched by an active player inbounds after an inbounds pass or a missed free throw. Half time should be five minutes in duration.

High School games consist of two 20 min halves with a running clock. Last 2 minutes of the game will stop clock on whistles, free throws and timeouts unless one team is ahead by 20+ points.

G.3. Player Participation

It is the intent of the Association that each player on a team receives roughly equivalent playing time during each half. Each Advanced Seniors player should play at least seven (7) minutes during each half, unless injury or illness precludes this. Each High School player should play at least seven (10) minutes during each half, unless injury or illness precludes this.

G.4. Defense

All defenses are allowed, including zone defense, backcourt defense, and full court press.

For Advanced Seniors a team should not implement a press defense if they are ahead by 12 or more points.

For High School a team should not implement a press defense if they ahead by 20.

Gym Rules:

As we begin our season, AISD has requested that we inform you of the rules regarding the use of their basketball gyms.

1 - **No snacks, food or drink is allowed in the gyms.** Your player can use the water fountain or leave a water bottle in the hallway outside of the gym doors.

2 - **No door propping is allowed for any gym.** There should always be one unlocked door in front of the larger gyms for us to use. All other doors are to remain locked and not propped. This is a safety issue that the schools take very seriously as other schools in the area have had incidents with door propping.

3 - **All players and their siblings need to remain in the gyms and hallways connecting them.** There are bathroom facilities and water fountains in the hallways adjacent to the gyms for use by NWAYBA. All other areas are off limits.

4 - **No dribbling balls in the hallways.** Murchison's MS has specifically asked us to be mindful of this rule. They are having problems with the tiles in the hallways and dribbling the balls is exacerbating the problems. As well, they have a glass trophy case and newly painted walls, and loose balls are not helpful.

5 - **Gym Entry.** Commissioners will communicate the earliest time that teams can open / enter a specific gym. As entry times are defined by each school / location, this rule needs to be understood and followed by coaches and parents.

6 – Exiting gym. Please remember to gather up your belongings and leave the facilities cleaner than when you arrived.

We appreciate your attention to these matters. They help us to ensure the continued use of these great facilities. For any of you that are familiar with the coaches and staff at Anderson, Murchison, Doss, Hill or Lamar, please personally thank them for NWAYBA's use of their gyms. Please thank the staff at St. Paul's and Northwest United Methodist Church (NWUMC) as well.

