

**WILSON COUNTY YOUTH ATHLETIC ASSOCIATION**  
**Post Office Box 10, Lucama, North Carolina 27851**  
**Physical: 113 East Nash Street, Wilson, N.C.**  
**(Office and Cell) 230-2467**

**2011-2012 BASKETBALL RULES**  
**13-15 Boys and 16-18 Boys**

Two (2) referees will be used at all times and will play full court.

Each age division will use eight (8) minute quarters.

Anyone sitting on the bench or near enough to touch the players will be considered part of the team and may receive technical fouls.

Five (5) fouls per player. Please remember that an unsportsmanlike technical foul counts towards the total (5) personal fouls.

A team can only substitute on dead ball situations. Substituting otherwise will result in a technical foul in the bench with a warning.

The clock will stop in the last two (2) minutes of each half, like a normal game. The rest of the time, the clock will stop only on time outs and during free throws.

Free throws will be one and one on the seventh (7<sup>th</sup>) team foul (unless it is a shooting foul) and two (2) shots on a team's tenth (10<sup>th</sup>) foul ( double bonus).

Each team will get three (3) timeouts per game. Leftover timeouts will carry over to any overtime period. Each team will get one (1) extra timeout for each overtime period.

Made three-point shots will count as three points.

**EACH PLAYER MUST PLAY AT LEAST ONE (1) QUARTER IN EACH GAME. THIS MEANS A TOTAL OF EIGHT (8) MINUTES OF PLAYING TIME IN EACH GAME. THE PLAYNG TIME RULE IS A PROTESTABLE ITEM.**

If a team is fifteen (15) or more points ahead, the team cannot play defense outside the three-point line. If this rule is violated, the team is warned the first time and then given a technical foul each time afterwards. The

technical foul is against the bench and not the head coach. There is no limit to the number of technical fouls that the bench can have.

A team may start with four (4) players but must finish with at least four (4) players or a forfeit will be called.

**A TEAM MAY BRING UP PLAYERS (same community) FROM A YOUNGER AGE DIVISION TO MAKE THEIR TEAM HAVE A TOTAL OF SEVEN (7) PLAYERS. THE PLAYERS BROUGHT UP MUST PLAY THE REQUIRED EIGHT (8) MINUTES AS A REGULAR PLAYER WOULD. ONCE A GAME BEGINS, A YOUNGER PLAYER (ADD ON) CANNOT BE ADDED TO THE OFFICIAL SCOREBOOK. ONCE THE GAME BEGINS, IF A PLAYER ON THE REGULAR SEASON ROSTER ARRIVES AND THE COACH WISHES TO PLAY HIM/HER, THEN ONE (1) OF THE YOUNGER PLAYERS (ADD ON) PLAYERS MUST BE TAKEN OFF OF THE OFFICIAL SCOREBOOK AND WILL BE INELIGIBLE THEREAFTER TO PARTICIPATE IN THAT PARTICULAR GAME.**

**EJECTION RULE:** If a player, coach, administrator or fan is ejected from a game, he or she will not be allowed to participate in the next two (2) games or any practices during that time. Also, the player, fan or coach must immediately leave the gymnasium and the premises after being ejected from the game. Two (2) technical fouls for unsportsmanlike conduct will constitute and immediate ejection. Please note that if you are ejected, you must leave the premises immediately and not return until suspension is over.

Each game will have five (5) minute halftime and one (1) minute between quarters.

After the first game on a given day, there will be a five (5) minute warm up period before the next game unless smaller goals must be replaced. If the smaller goals must be replaced, a ten (10) minute warm up period will be used.

The W.C.Y.A.A. will NOT use the direct/indirect technical foul rule per the High School Rule Book.

The High School Federation Rule Book will govern all the other rules. Each Booster Club President will have a copy of this rulebook before the season starts.

Pressing on Defense: Same rule for all three (3) age groups:

**DEFENSE: Teams may play full court defense unless they have fifteen**

**(15) point lead. If they have a fifteen (15) point lead, they must play defense inside the three-point line.**

Players on the free throw line cannot leave until the ball hits the rim. The free throw shooter also cannot leave the line until the ball hits the rim.

The five (5) second call is in effect. If a team is forced by rule to play defense behind the three-point line, no five second closely guarded rule will be called on the offensive player with the ball near the three-second line.

The “O” tolerance rule is in effect for all age divisions. Technical fouls will be called immediately on the following: **FINGER POINTING AND TRASH TALKING.**

All uniforms must be tucked in his or her shorts and pulled up to their normal positions. Coaches and players will be warned before each game. If a player had his or her shorts pulled down or shirts pulled out, the Referee will take the player out of the game at the next dead ball. There will be no technical foul this season for this violation.

**JEWELRY RULE:** NO jewelry may be worn during warm-up sessions or a game by any player. If caught wearing jewelry during the game or warm-up period, the Referee(s) will take the player out of the game at the next dead ball and he or she cannot return until the next dead ball. There will be no technical foul called this season for this violation.

\*\*\* Jewelry also includes hair beads and hard clasps.

\*\*\* Earrings cannot be taped over.

Score sheets must be left at the host site. Make sure that each player’s first and last names are on the score sheets and properly spelled. Circle the players that you would like listed in the paper and on the website. Make sure to total all points for each player and place the totals in the correct area. List team’s full name and sponsors.

Score sheets must be turned in to Mickey Davis’ office by 7:00 p.m. on Sunday night or may be faxed by 7:00 p.m. to 239-1840. No score sheets will be accepted through email.

Any player not listed on a score sheet at the start of a game will not be allowed to play. If a player plays and is not listed on the score sheet, that player will receive a technical foul and then disqualified from the game.

A single elimination tournament will start the week after the regular season ends.

If a player is suspended from school for any reason, then he or she is not eligible to participate in W.C.Y.A.A practices or games. Example: A player is suspended from school on a Thursday and cannot go back to school until Monday, that player cannot practice or play any games until he or she goes back to school on Monday. If he or she plays while suspended, his or her team will forfeit the game(s) they participated in.

All overtime periods are three (3) minutes each.

**ONLY ONE COACH MAY STAND DURING THE GAME. IF ANOTHER COACH STANDS, HE OR SHE WILL BE WARNED THE FIRST TIME AND THEN A TECHNICAL FOUL WILL BE CALLED ON THE SECOND (2<sup>ND</sup>) VIOLATION. THE THIRD (3<sup>RD</sup>) VIOLATION BY THE SAME COACH**

Each game will have a five (5) minute halftime and one (1) minute break between quarters.

**Players on free throw line: Only three (3) players will be allowed on each side of the free throw lane in each age group. In ages 11-12; 13-14 and 15-17, there will be no defensive players in the last block (on either side) next to the free throw shooter.**

**NO GAMES WILL BE CHANGED UNLESS THERE IS A DEATH IN THE IMMEDIATE FAMILY OR A PLAYER OR COACH. THERE WILL BE NO EXCEPTIONS.**

**All head or assistant coaches must be certified in order to help coach in game situations. If coach is caught not certified, his/her team will forfeit the game automatically.**

**Protestable Situations: Rule violations, illegal players, and players not playing their required amount of time.**