



City of  
*Wooster*  
RECREATION

# 2020 – 2021 LEAGUE RULES



**City of Wooster Recreation Youth Basketball League**



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## 1. COACHES EXPECTATIONS

- Each team is allowed 2 coaches. All coaches must be registered with the Wooster Recreation Department.
- The head coach is permitted to stand during the game in the coach's box. The assistant coach must stay seated. If either coach receives a technical foul at any point during the game, both coaches must remain seated for the duration of the game.
- Both coaches are required to wear their league t-shirts while onsite coaching.

### Communication

- Coaches will be expected to regularly check their email for league communication.
- If a coach does not have access to email they must contact their School Representative for an alternate plan of communication.

### Concussion Certification

- All coaches will be required to take a Concussion Certification online training at [www.NFHSLearn.com](http://www.NFHSLearn.com). This certification is free of charge, valid for 3 years and must be turned in before a coach is permitted to work with athletes. If any coach is found working with athletes prior to completing this Concussion Certification that coach will be expelled from the league and the School will be fined.

## 2. SPORTSMANSHIP

- Teams, including players and coaches, will be rated by scorekeepers and officials after every game. The Recreation Department will use these ratings for end of the season sportsmanship awards.
- Coaches will be held accountable for the actions of their parents and players. Players will be expected to treat officials, team mates and players of the opposing team with respect.
- If there is an issue with a player from another team, please address that issue with that player's head coach.
- Use of profanity or offensive gestures is prohibited.
- Head coaches are responsible for asking for clarification on a call made during the game. Assistant coaches and players must take their concerns to the head coach who may then ask about a call or ruling. Keep in mind, asking for clarification on a call or ruling should be for educational purposes, not to be argumentative.

## 3. SPECTATING GUIDELINES

- There are designated areas for spectators to watch games, players to be dropped off/picked up and designated areas where spectators are not permitted. Please follow all signage and guidelines.
- Spectators are not permitted to approach a scorekeeper or official at any time. Please wait to have any discussions with a coach until after the game.
- Profanity, offensive gestures or derogatory comments will not be permitted.
- Anyone who does not adhere to spectating guidelines will be kicked out of the facility immediately and additional suspensions will be enforced.

## 4. EJECTIONS AND SUSPENSIONS

- A verbal warning will first be given to anyone who does not adhere to our rules, regulations and guidelines. This verbal warning can be given by an official or Recreation Supervisor. All verbal warnings will be documented with the Recreation Department
- After a verbal warning, a written warning will be given to an individual who does not adhere to our rules, regulations and guidelines. A written warning will come in letter form from the Recreation Department.

- If an individual does not adhere to our rules, regulations and guidelines for a third time, a suspension will be issued by the Recreation Department. The suspension can range from 3-game to season long depending on the severity of the infraction.
- If at any time a player, coach or spectator gets ejected from a game, they will be given an automatic 2 game suspension. Notification will come from the Recreation Department.
- County Representatives will be given notification of all ejections and suspensions.
- The Recreation Department reserves the right to forgo issuing a warning and move straight to suspension depending on the severity of the action.

## 5. GYM SITES GUIDELINES

- The Gault Recreation and Fitness Center: 515 Oldman Road. Wooster, OH 44691. Enter through the West Parking lot doors. The entrance to the basketball courts will be on your left. Please follow signs for team holding areas and spectator areas. When the walking track is open to GRC members, please give walkers/ runners the right of way and be courteous when crossing the track. Basketballs may not be bounced outside of the curtain at any time. No food or drink, with the exception of water, is permitted.
- Cornerstone Elementary School: 101 W Bowman Street. Wooster, OH 44691. Enter under "GYMNASIUM" sign from the parking lot. All warm ups will be conducted on the main court.
- Wooster Township: 1071 Dover Rd. Wooster, OH 44691. Basketballs are not permitted in lobby.
- Edgewood Middle School: 2695 Graustark Path. Wooster, OH 44691
- Please clean up all trash and debris from benches and spectator areas after each game.

## 6. GAME TIME RULES

### Game Clock

- A game consists of two 15-minute halves.
- Games are played with a running clock. The clock will only stop for time outs, free throws and substitutions. In appropriate divisions, the clock will stop for a maximum 15 seconds for substitutions using the sub pattern. During this time coaches are required to properly substitute their players then may use the rest of the 15 seconds as they see fit.
- The clock will stop for every whistle during the last 2 minutes of each half.
- Halftime will be 5 minutes long. If the court is running behind, halftime may be reduced to 3 minutes.
- Teams will each have three 30-second timeouts.

### Mercy Rule

- The clock will not stop if a team is ahead by 20 points or more during the last 2 minutes of the game.
- If a team is ahead by 20 points or more, they must begin their defense at half court.
- 5<sup>th</sup> & 6<sup>th</sup> Grade A and Open teams are encouraged to sub out more experienced players for less experienced ones if their team is winning by 20 or more points.

### Overtime

- 5<sup>th</sup> & 6<sup>th</sup> Grade Open League: Overtime will be a 2 minute game period. The clock will stop on every whistle. Each team will have one 30-second timeout. If the game is not decided by OT there is an alternating 3/3 shootout. Each coach will pick 3 players to shoot a free throw. Teams will alternate. If the teams make the same amount of free throws, 3 new players will be picked. Players can not repeat until all players have shot. This will continue until a team has won.

- 5<sup>th</sup> & 6<sup>th</sup> Grade A & B and 3<sup>rd</sup> & 4<sup>th</sup> Grade Divisions: No Overtime. Games will end in a tie.

#### Ball Size:

- All Divisions: Intermediate Women's Ball 28.5 .
- 3<sup>rd</sup> & 4<sup>th</sup> Grade: Size 27.5 may be used if requested by both coaches. If your team would prefer to use a 27.5 ball, please mark that appropriately on your roster that is turned into the Recreation Department.

#### Roster Size

- Roster size is unlimited; however, gameday rosters are limited to 10 players.

#### Offense

- Isolation offenses and distraction plays are not permitted in any division.

#### Defense

- 5<sup>th</sup> & 6<sup>th</sup> Grade Open & A: No restrictions.
- 5<sup>th</sup> & 6<sup>th</sup> Grade B and 3<sup>rd</sup> & 4<sup>th</sup> Grade Teams: Man to Man is the only defense permitted. Players may switch who they are defending when screened or beat. Double teaming is not permitted. Help defense is allowed and a defender may only pick up another offensive player when that player has beaten their defender. If at any time the officials feel a team is intentionally double teaming, they may stop the game and give warnings and technical fouls as they deem appropriate.

#### Press

- 5<sup>th</sup> & 6<sup>th</sup> Grade Open & A: High School Rules.
- 5<sup>th</sup> & 6<sup>th</sup> Grade B and 3<sup>rd</sup> & 4<sup>th</sup> Grade Teams: No pressing is permitted.
- All three points, ball and both feet, must be established in the front court prior to an over and back violation.

#### Goals

- 3-point line will be used. Both feet must be behind the 3-point line.
- All other shots from the field are 2-points.

#### Free Throw Lines

- 5<sup>th</sup> & 6<sup>th</sup> Grade Open & A: Regulation 15' Line
- 5<sup>th</sup> & 6<sup>th</sup> Grade B: Use 12' Line. No jumping over the line. Regulation 15' used for 3-seconds.
- 3<sup>rd</sup> & 4<sup>th</sup> Grade: Use 11' Line. Jumping over the line is permitted. Regulation 15' line used for 3-seconds. Officials can give verbal warnings to players spending too much time in the key before calling a 3-second violation.
- 5<sup>th</sup> & 6<sup>th</sup> Grade B and 3<sup>rd</sup> & 4<sup>th</sup> Grade Teams: May choose to line up a defensive player under the 1' block.

#### Jump Ball

- The game starts with a jump ball.
- Each succeeding jump ball situation will result in an alternating possession.
- The beginning of the 2<sup>nd</sup> half will start with the alternating possession. A jump ball will be used at the beginning of overtime.

#### Out of Bounds Possession

- The team with possession has 5 seconds to inbound the ball. Failure to inbound the ball within 5 seconds will result in a violation and loss of possession.

#### Traveling

- Officials have the right to determine if a possession is lost due to playing surface, i.e slick spot.
- Officials have the right to give the team back the ball as an out-of-bounds possession.

### Timing Violations

- A team has 10 seconds to get the ball across half court.
- A player can only be in the key for 3 seconds. The 3 second count starts over after every shot.
- In the front court, a player has a 5 second count to hold or dribble the ball while being closely guarded.
- A player can only be in the key for 5 seconds. The 5 second count starts over after every shot.
- In the front court, a player has a 5 second count while holding the ball. There is no count while the player is dribbling.

### Fouls

- A player may commit up to 5 personal fouls. After the 5<sup>th</sup> foul the player is disqualified for the remainder of the game and must leave the game. Fouls do not reset for overtime periods.
- Charging Foul – Offensive foul resulting in loss of possession. This is a personal foul and a team foul but will not result in free throws for the defensive team if they are in the bonus.
- Foul in the act of shooting – 3 free throws if the foul occurs behind the 3-point line. 2 free throws if the foul occurs inside the 3-point line. If the basket is made, the basket counts and 1 free throw is rewarded.
- Technical Foul - 2 free throws and the ball out of bounds at half court for the opposing team. Any player may shoot the free throws. If the Technical Foul is against a player, the player must be substituted out of the game for a teachable moment. If the Technical Foul is against a coach, both coaches for that team lose their coaching box and must remain seated for the remainder of the game.
- A second Technical Foul will result in an ejection from the game and a written warning from the Recreation Department.
- Intentional Foul – 2 free throws and the ball out of bounds where play was interrupted for the opposing team. The player that was fouled will shoot the free throw (unless injured and then the coach may sub in any player to shoot the free throws).
- Bonus – The 7<sup>th</sup> team foul of each half results in one free throw and a bonus free throw if the first one is made (1 and 1). The 10<sup>th</sup> team foul of the half results in 2 free throws after every foul for the remainder of the half.

### Substitutions

- 5<sup>th</sup> & 6<sup>th</sup> Grade B and 3<sup>rd</sup> & 4<sup>th</sup> Grade Teams: Must use sub pattern supplied by the Wooster Recreation Department. Please have a sub pattern form filled out prior to every game. It must be given to the scorekeeper 10 minutes prior to game start. Substitutions will be every 5 minutes. The clock will stop for a maximum 15 seconds for substitutions using the sub pattern. During this time coaches are required to properly substitute their players then may use the rest of the 15 seconds as they see fit.
- If a player arrives late, that player will be listed at the bottom of your team roster on the substitution pattern.
- If a player leaves the game due to injury or medical reason, the next player on the substitution pattern must go in. If the injured player can return, they must be put back in the original pattern order.
- The sub pattern cannot be edited due to a player being in foul trouble.
- 5<sup>th</sup> & 6<sup>th</sup> Grade Open & A: Each player should receive a minimum 15 minutes of playing time. Substitutions may occur at halftime, during a timeout or during a dead ball. During free throws, the substitution will occur before the final shot.

**Borrowing Players**

- Games will not be rescheduled due to an outside conflict. Coaches will have a chance to let the Recreation Department know of any scheduling conflicts prior to the schedule being complete.
- If a team knows they will have 5 or less players they may borrow a player from the same or lower division. Any borrowing of players must be approved by the Recreation Department prior to the game.
- If a team has borrowed a player but their own player shows up after the game has begun, both players are eligible to continue to play. If this team is required to use a sub pattern, make sure you have both players listed.

**7. UNIFORMS**

- League t-shirts will be given to all players and coaches.
- League t-shirts must be worn on the outer layer for photos, warm ups and games.

**Jewelry**

- Jewelry, hair clips, bobby pins, etc cannot be worn during games.
- Earrings must be removed. Covering them with tape is not permitted.

**8. BLOOD RULE**

- A player with an open wound or blood must be removed from the game until bleeding has stopped.
- A player with blood on their uniform must be taken out until the uniform is changed or blood-borne pathogens have been neutralized.

**9. WEATHER CANCELLATIONS**

- Any games cancelled due to weather will be rescheduled if possible.
- To know if your game has been cancelled call the Recreation Weather Line (330)263-5203. Cancellations will also be posted on The Recreation Department’s Facebook page.

**10. CONTACT US**

- Youth Basketball Coordinator: Michele Williams  
 Email: [mwilliams@woosteroh.com](mailto:mwilliams@woosteroh.com)  
 Phone: 330-263-5207 ext 346
- Recreation Office: 241 S. Bever Street. Wooster, OH 44691  
 Hours: Monday - Friday 8:30am-4:30pm

## **Adjusted Rules Due to COVID-19:**

- No spectators will be permitted
- No Videography, recording or live streaming of any kind is permitted
- Game day rosters may have more than 10 players
- Masks are required unless athletes are actively participating on the court
- Scorekeepers must wear masks at all times
- Officials must wear masks when not actively officiating
- Teams must provide their own balls for warmup

## **2020-2021 Combined Division Rules:**

- 5th and 6th Grade A and B are one combined division
- They will not be using a sub pattern
- Zone defense is allowed

League Rules are subject to change at any time at the discretion of the Wooster Recreation Department