



# Wyomissing Basketball Club

## Recreational League

# Rules

## General Rules

- All rules, in accordance with the PIAA rules, will be followed unless a variation to the rules is noted.
- The home team is responsible for providing a quality game ball that is approved by the officials.
- Ball size is 28.5 for both boys and girls.
- The Head Coaches are to find ideally (2) parent volunteer scorekeepers that are to sit at the scorer's table.
- The WREC school is scheduled to set up the basketball gym facility scoreboard for every game.
  - In the event that the scoreboard is not setup, the WBC has portable scoreboards for use.
  - In the event the electronic scoreboards are non-functioning, the scorekeeper is to use a scoring sheet/scorebook.
- A printable copy of the score sheet is available on the league website.
- Each Team should be ready to play by 5 minutes prior to the game time and the Official may start the game at their discretion.
- Please make sure that all players, coaches, and spectators adhere to the WBC Oath of Sportsmanship.



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### Game Format

- Each game will consist of four, ten (10) minute quarters with a running clock. The clock will stop during the last minute of each half and during any foul shots under a minute during the 1<sup>st</sup> and 3<sup>rd</sup> quarters. There will be one (1) minute between quarters and a five (5) minute halftime.
- In the event of a tie there will be one two (2) minute, stop-clock overtime. If the game is still a tie after this overtime the game will result in a tie.
- The shooter, in a foul shooting situation, will **NOT** be permitted to step over the foul line during the act of shooting, and may **NOT** be the first player to touch the live ball.
- Only man-to-man defense will be allowed.
  - Double teams are **NOT** allowed, unless they occur as "help" defense in the natural flow of the game on a player that has beaten their defender and is in route to the basket.
  - Switching may be done on screens, however the defender **MUST** follow their player to the screen before switching.
- Full-court defense will not be allowed.
- Mercy Rule: will be utilized once a team reaches a lead of 20 points or more in the second half. Once the mercy rule is invoked:
  - The clock does not stop for any reason other than an injury or a time out.
  - In the event a foul shooter is at the foul line when time expires the court shall be cleared and the shooter shall be allowed to complete their foul shot attempts **ONLY** if the foul shots are relevant to the outcome of the game.
  - The mercy rule does not end even if the score differential does go below 20 points.
- Each team will have two full (60 second) timeouts per game, one per half. Timeouts do not carry over into the next half. The scoreboard/clock operator will be responsible to time the timeouts and should sound on beep of the horn at the 45 second mark and two beeps of the horn at the end of the timeout.
- Technical fouls will be accompanied by a two (2) minute "cool down" penalty and will be an automatic two (2) points. The game Official will direct the scorekeeper to note the time of the violation. The penalized player will be required to leave the playing floor and will not be



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allowed to return until two (2) minutes of game time have expired from the clock. It will be the coach and scorekeepers responsibility to monitor this.

- A player to commit a 2<sup>nd</sup> technical foul in the same game will be required to leave the playing floor for the remainder of the game and will not be allowed to play in the 1<sup>st</sup> quarter of their next game that they attend.
- A player to commit three technical fouls in a season will be required to leave the player floor for the remainder of the game and will not be allowed to play in the 1<sup>st</sup> quarter of their next game that they attend.
- A player to commit four technical fouls in a season will be asked to sit out the remainder of the season.