

WSBL League Rules 2011

Eligibility

- The purpose of the League is to foster good sportsmanship and fellowship in the spirit and form of competitive basketball.
- The League is open to members and non-members of the West Suburban YMCA over the age of 18.

Equipment

- 10 League shirts will be given out to each team captain.
- A current season league shirt must be worn in each game. A wrong or old shirt will result in a technical foul.
- Players with duplicate numbers cannot play.
- A technical foul and possession of the ball will be assessed to each player not wearing a current season team shirt, or duplicate numbers that game.
- An official League ball will be used for all League play games.
- Team and Player Stats will be kept and posted on our website and YMCA bulletin boards.
www.wsbl.net

Registration

- **Team registration fees are payable to the "West Suburban YMCA"- NOT "WSBL".**
- Teams currently in the league have priority to reserve their place in the league on the given league night in the subsequent season. Teams failing to place a deposit prior to the deadline will be considered as a new team.
- The highest ranked returning team has placement/reservation preference over the lowest ranked returning team.
- The WSBL reserves the right to place teams in respective leagues, regardless of reservation.

Players / Rosters

- Each team should designate one representative (captain) to fulfill the leadership and communicative role with both their team and the YMCA Sports Staff. A second contact must be designated in case of the absence of the "captain."
- Each team may carry a roster of up to 10 players.
- All players must be 18 years of age or older.
- No player may register for more than one team in the same league.
- At the end of the 4th game of the season all rosters will be frozen.
- No non-roster players will be allowed to participate in regular season or playoff games, except by special approval of the WSBL commissioner.
- If non-roster players do participate in a game the game will be forfeited.

The WSBL commissioner may allow changes to a team roster if that team would otherwise not be able to field enough players each week due to injury, illness, players moving, or other special circumstances. The WSBL commissioner may also choose to deny a team's request if the addition of a replacement player would significantly improve a team's level of play

Play

Official NCAA rules will be used with the following additions, exceptions, and clarifications. Officials will meet with the captain of each team before game times to go over any changes or issues.

- Play will begin promptly at scheduled time.
- The ready team will be awarded one point for each minute that elapses after game time while the opposing team does not have 4 players ready to begin the game.
- The game is a forfeit once the first half is expired.
- Two officials will referee each game.
- Score will be kept on the electronic game scoreboard.
- Statistics will be logged in the official scoring book.

- Each game will consist of two 20-minute halves.
- Clock will run, with stop time during the last 2 minutes of each half. Time does not stop after a basket, on a blown whistle only.

Overtime

- In the event of a tie, a 3 minute overtime period will be used.
- A jump ball will be used to begin the overtime.
- Each team is allowed one time-out per overtime.
- Stop time is used only in the last one minute of play.
- Time does not stop after a basket, on whistles only.

Time Outs

Each team will be allotted 3 timeouts for use at any point during the game.

- In the event of an overtime period, each team will be given one timeout.
- Timeouts not utilized during regulation play may not be used during the overtime period.
- Teams may call additional timeouts, and be awarded a time out. Teams will be penalized 1 technical foul and lose possession of the ball for each time out called in excess of allotment.

Fouls

- The 1-and-1-bonus situation will be in effect on the 7th team foul per half.
- The two-point bonus situation will be in effect on the 10th team foul per half.
- All fouls (including double and technical fouls) will be counted into the player and team foul statistics.
- The number of team fouls accumulated at the end of regulation will be carried over in the event of overtime.
- Any player fouling out of a game may not return to the game under any conditions.
- During a foul shot, players can move on the release of the ball from the shooter.
- Each player is allowed four personal fouls, with the fifth personal foul resulting in elimination from the game. In the case of multiple players being eliminated due to fouls, a team must have a minimum of 2 players on the court in order to continue a game; otherwise the game will be called.

Three-point shots

- The three-point shot will be in effect.
- A player's feet must be behind the line as the shot is attempted to be considered a 3-point shot.
- If a player is fouled in the act of shooting and misses the shot, three foul shots will be awarded. If the player makes the shot he/she will be awarded one free throw (potential for a 4-point play).

Substitutions

- A team may substitute only on deadball situations (after a free throw is made, a whistle is blown, or a time-out).
- When substituting, the substituting player must inform the score keeper that they will be entering the game and then wait for the horn and official to motion them onto the court.
- Repeated failure to wait for this signal (illegal substitution) will result in a team technical foul.

Forfeits

Please contact the WSBL Staff prior to 3:00 pm on game day if you know you will forfeit a game, 617-244-6050 Ext. 3131. A \$25 forfeit fee will be assessed for ALL FORFEITS (fee must be paid prior to next game).

- A team may compete with a minimum of 4 players to start the game. In order to start the second half and avoid forfeiting a team must have 5 players on the court, or **be within 10 points.**
- A referee may call a game before time is up to insure safety and to avoid altercations between teams.
- Forfeits will affect a teams seeding for the playoffs. See Playoffs.

Mercy Rule

- In the result of a blowout (20+ point lead in the 1st or 2nd half), game clock will continue to run until score is below 20-point margin, including free throws. This includes the last 2-minute period.
- A referee may call game at anytime during a blowout to insure safety or start time for next game.

Conduct

- A referee may call a game before time is up to insure safety and to avoid altercations between teams.
- Hanging on rims or nets - This situation will result in a technical foul, and may result in immediate ejection from the game, pending discretion of the official.

- **The referee's call is FINAL.**
- ONLY the captain of the team should voice any complaints.
- There is an automatic one-game suspension for anyone who is thrown out of a game. This includes the accumulation of two technical fouls in one game.
- Any player who accrues **FOUR** technical fouls during the course of the season will be disqualified for all remaining games.

Playoffs

- Each captain will be notified of the playoff format before the regular season begins.
- Teams with 4 or more forfeits are not eligible.
- In order to be eligible for the playoffs, a player must play in 4 regular season games.
- Seeding for the Playoffs will be determined first by record.
- If teams have identical records at the end of the season, the following tiebreaker rules apply (in order):
 - Head to Head
 - Team with the fewest number of forfeits
 - Season Point Differential

Revised 12/10

