

# 2016-17 Rules - NWACBL

## ADMISSION FEES

ADULTS: \$3.00      STUDENTS 18 & UNDER FREE

## PLAYER ELIGIBILITY

- To be eligible to play in the 4th grade division a player may not reach the age of 11 by September 1st of that season.
- To be eligible to play in the 5th grade division a player may not reach the age of 12 by September 1st of that season.
- To be eligible to play in the 6th grade division a player may not reach the age of 13 by September 1st of that season.
- The September date follows AAA guidelines and is the September following completion of the season.

Players for each team must attend school at the participating school. Home school players are allowed as long as the residence is within the school district of the participating school. The President/Vice President can use discretion in order to facilitate enough players to complete a roster.

Participating Schools – Berryville, Farmington, Gentry, Gravette, Huntsville, Pea Ridge, Shiloh Christian

## LEAGUE ROSTERS

Each participating school is to provide both an 'A' and 'B' team in each division.

- If a player needs to play up to justify 7 players on the roster, it must be:
  - First Option - 'B' plays up to an 'A' in the same grade, or
  - Second Option - Any player from a lower grade plays up to the higher grade
  - No 'A' player is allowed to play down on a 'B' team
  - Players that play up should be reported to the league each week
- Both head coaches and the "Home" Coordinator must sign the book recognizing this is needed to facilitate 7 players.
- If you have a team who is in need of someone to play up more than one time in a season, League President and VP need to give their approval ahead of time. This keeps a team from getting an 'A' player from a lower grade every week and bringing them up for the only purpose of winning, among other reasons.
- There will be no substituting or moving players around during the district tournament. Players will only be allowed to play on one team. No exceptions to this rule! If a team does not have enough players, they must forfeit.
- The roster deadline for final additions will be the first Friday in January. The President/Vice President can grant additions under special circumstances.

# 2016-17 Rules - NWACBL

## PLAYING RULES:

### ➤ UNIFORMS:

- HOME TEAM WEARS THE "WHITE" OR LIGHT COLORED UNIFORM.
- UNIFORMS MUST HAVE NUMBER BOTH FRONT AND BACK OF UNIFORM
- NUMBERS MUST FOLLOW TYPICAL NUMERICAL NUMBERS FOR BASKETBALL – EXAMPLE (1 – 3 – 5)

### ➤ COACHES:

- ONLY A SINGLE COACH STANDING AT BENCH DURING THE PLAY OF THE GAME.
- ONLY 2 ADULTS (no non-playing kids) ALLOWED ON BENCH DURING GAME AND TIME OUTS.
- IT IS THE COACH'S RESPONSIBILITY TO CHECK THE SCOREBOOK AND VERIFY THEIR TEAMS NAMES AND NUMBERS ARE CORRECT.
- IT IS THE COACH'S RESPONSIBILITY TO CONTROL THE ACTIONS OF THEIR FANS & PLAYERS.

### ➤ GAMES:

- (4) 8 MINUTE QUARTERS – RUNNING CLOCK – STOPS FOR LAST 2 MINUTES OF 2<sup>nd</sup> & 4<sup>th</sup> QTRS
- 5 MINUTE WARMUP PERIOD BEFORE GAME
- 3 MINUTE HALFTIME
- TEAMS MAY START WITH 4 PLAYERS IF NEEDED TO START THE GAME ON TIME
- TEAMS MAY START EARLY ONLY IF BOTH COACHES AGREE

### ➤ TIMEOUTS:

- EACH TEAM GETS (3) PER GAME. NO MORE THAN 2 CAN BE USED IN EITHER HALF

### ➤ PRESS:

- 4<sup>th</sup> GRADE – CAN PRESS 4<sup>th</sup> QTR AND OVERTIME
- 5<sup>th</sup> GRADE – CAN PRESS 2<sup>nd</sup> HALF AND OVERTIME
- 6<sup>th</sup> GRADE – CAN PRESS THE ENTIRE GAME
- ANY TEAM LEADING BY 10 OR MORE POINTS CANNOT PRESS

### ➤ FREE THROWS:

- High School rules will be followed (enter the lane on release)
- 4<sup>th</sup> GRADE – 2 FEET BELOW REGULAR FREE THROW LINE
- 5<sup>th</sup> GRADE – SHOOTS FROM REGULAR FREE THROW LINE, BUT CAN JUMP OVER LINE
- 6<sup>th</sup> GRADE – SHOOTS FROM REGULAR FREE THROW LINE – CANNOT NOT CROSS UNTIL BALL HITS RIM
- ALL GRADES WILL ALIGN THEMSELVES ABOVE THE LOW BLOCK

### ➤ OTHER:

- FIVE SECONDS IN THE LANE FOR 4<sup>th</sup>/5<sup>th</sup> GRADES
- SEVEN SECONDS ON INBOUNDS PLAYS AND POSSESSION FOR 4<sup>th</sup>/5<sup>th</sup> GRADES

# 2016-17 Rules - NWACBL

## ➤ OVERTIME:

- OVERTIME STARTS WITH A JUMP BALL.
- ALL OVERTIMES WILL BE TWO (2) MINUTES; CLOCK STOPPING ON ALL DEAD BALLS.
- REGULAR SEASON GAMES WILL BE LIMITED TO ONE OVERTIME PERIOD.
- IF STILL TIED, COACHES WILL SELECT THREE PLAYERS TO SHOOT ONE FREE THROW (SHOOT OUT)
  - ALTERNATE SHOTS BETWEEN TEAMS, VISITING TEAM SHOOTS FIRST
  - MOST MADE FREE THROWS OUT OF THREE WINS
  - IF STILL TIED, SUDDEN DEATH FREE THROWS
- ONE TIMEOUT PER TEAM IN OVERTIME.
- NO TIMEOUTS WILL CARRY OVER FROM REGULATION OR FROM OVERTIME TO OVERTIME.
- OVERTIMES IN THE DISTRICT TOURNAMENT WILL BE PLAYED OUT WITHOUT A "SHOOTOUT"

## ➤ MERCY RULE:

- THE CLOCK WILL CONTINUE TO RUN AFTER A TEAM HAS A 20 POINT LEAD. THE CLOCK WILL RUN THE REST OF THE GAME WITH THE EXCEPTION OF TIMEOUTS AND INJURIES.
- AFTER A TEAM REACHES A 20 POINT LEAD, THEY WILL NOT BE ALLOWED TO PLAY DEFENSE OUTSIDE THE 3-POINT LINE. HALF COURT TRAPS WILL NOT BE ALLOWED AT THIS POINT. ONCE THE LEAD DROPS BACK DOWN BELOW 20 POINTS, THE RULE IS NO LONGER IN EFFECT.
- PENALTY FOR NOT COMPLYING:
  - 1<sup>st</sup> OFFENSE – WARNING FROM OFFICIALS, BALL RETURNED TO LOSING TEAM
  - 2<sup>nd</sup> OFFENSE – WARNING FROM OFFICIALS, BALL RETURNED TO LOSING TEAM
  - 3<sup>rd</sup> OFFENSE – TECHNICAL FOUL WILL BE IMPOSED ON THE WINNING TEAMS BENCH (WHICH WILL BE APPLIED TO THE HEAD COACH AND FALL UNDER THE TECHNICAL FOUL RULES)

## ➤ TECHNICAL FOULS:

- PLAYERS:
  - ALL TECHNICAL FOULS WILL BE 2 SHOTS - WHOEVER WAS CALLED FOR THE TECHNICAL, THEIR NAME WILL BE WRITTEN IN THE OFFICIAL BOOK BY THE REF AND SCOREKEEPER
  - ANY PLAYER RECEIVING 2 TECHNICALS WILL SIT THE REST OF THE GAME.
  - TECHNICALS WILL CARRY OVER TO DISTRICT PLAY FOR PLAYER AND COACH
  - ALL TECHNICALS WILL BE REVIEWED BY THE PRESIDENT AND V-P AND THE TECHNICAL COMMITTEE TO DETERMINE THE PENALTY APPLIED TO EACH AND EVERY TECHNICAL
- COACHES:
  - HEAD COACH RECEIVES 2 TECHNICALS, HE WILL LEAVE THE GYM.
  - ASSISTANT COACH RECEIVES ONE TECHNICAL, HE WILL LEAVE THE GYM.
  - AFTER A SINGLE TECHNICAL TO THE BENCH OR COACH OR PLAYER, NO COACH WILL STAND. SEATBELT RULE WILL APPLY TO ALL COACHES.
  - TECHNICALS WILL CARRY OVER TO DISTRICT PLAY FOR PLAYER AND COACH.
- THE PRESIDENT, VICE PRESIDENT, AND THE TECHNICAL COMMITTEE WILL DETERMINE THE PENALTY APPLIED TO EACH AND EVERY TECHNICAL. ALL TECHNICAL FOULS WILL BE REVIEWED.

# 2016-17 Rules - NWACBL

- **PENALTIES COULD BE THE FOLLOWING:**
  - **1- NO PENALTY AT ALL**
  - **2-ONE HALF OR ONE OR MORE GAMES SEATBELTED**
  - **3- ONE HALF OR ONE OR MORE GAMES OF NOT COACHING OR PLAYING**
  - **4- ONE OR MORE GAMES OF OUT OF GYM**

## **POSTPONEMENTS:**

- In the event that there is a postponement of games due to weather or football playoffs, the home team has two weeks to facilitate the make-up game. Teams may play the games before or after the scheduled playing date if the postponement is known ahead of time.
- In the event that games are not able to be completed, the President and Vice-President will decide whether the home or visiting school chose not to play and if a forfeit is required.
- It is the League's viewpoint to do everything possible to play the scheduled games, even if this means during the week and at a neutral location. Court time for the players is the main goal.
- All weather related postponements will be made as soon as possible with safety being the main concern.

***The league has the right to implement policy to insure fairness for all schools and teams when it deems necessary. This will only be done on emergency basis. Our goal is to make it fair for all teams, this means it will not always be consistent, but we will try to always be fair.***

***These are the playing rules for the NWA County Basketball League; it does not include all of the policies and regulations that are also used in directing and running this league.***