

NWAYBA Administrative and Playing Rules

(Revised 11/2009)

Table of Contents

A.	ADMINISTRATIVE RULES	3
A.1.	Player Eligibility	3
A.2.	Restriction of Participation	3
A.3.	Assignment of Players to Division	3
A.4.	Assignment of Players to Teams.....	3
A.5.	Reassignment of First and Second Team Players.....	4
A.6.	Player Participation	5
A.7.	Substitution Rules (Rookies and Juniors ONLY)	5
A.8.	Practices.....	6
A.9.	Forfeiture of Games	6
A.10.	Team Discipline	6
A.11.	Protests	7
B.	PLAYING RULES	7
B.1.	Part I Playing Rules for All Divisions	7
B.2.	Clarification of Free Throw Rules	8
C.	SPECIAL GAME RULES - ROOKIE DIVISION	9
C.1.	Game Duration	9
D.	SPECIAL GAME RULES - JUNIOR DIVISION	11
D.1.	Game Ball.....	11
D.2.	Game Duration	11
D.3.	A & B Periods, 2 nd half Substitutions and Player Eligibility	11
D.4.	Timeouts	11
D.5.	Lane Violation.....	11
D.6.	Free Throws	11
D.7.	Fouls.....	11
D.8.	Flagrant Fouls	12
D.9.	Zone Defenses	12
D.10.	Backcourt Defense	12
D.11.	Double Teaming	12
D.12.	Illegal Defense Penalties	13
E.	SPECIAL GAME RULES - SENIOR DIVISION	13
E.1.	Game Duration	13
E.2.	Player Participation	13
E.3.	Timeouts	13
E.4.	Free Throws	13
E.5.	Bonus Free Throws	13
E.6.	Game Ball.....	14
E.7.	Lane Violation.....	14
E.8.	Defense	14
E.9.	High School Rules Apply.....	14

F.	SPECIAL GAME RULES - GIRLS DIVISIONS	14
F.1.	Game Duration	14
F.2.	Timeouts	14
F.3.	Free Throw Line	14
F.4.	Bonus Free Throw	14
F.5.	Game Ball	14
F.6.	Lane Violation	14
F.7.	Defense	14
G.	GAME RULES - ADVANCED SENIOR AND HIGH SCHOOL DIVISIONS	14
G.1.	General Rules	14
G.2.	Game Duration	15
G.3.	Player Participation	15
G.4.	Defense	15

A. ADMINISTRATIVE RULES

A.1. Player Eligibility

Except for the restrictions contained in Rule A.2.a and Rule A.2.b, male and female youth shall be eligible for participation in the Association, if

- a) A completed application is received prior to the deadline established by the Board.
- b) The proper fee is received by the Association.
- c) The youth attends a league-sanctioned tryout.

A.2. Restriction of Participation

- a) The Board may restrict the number of participants in any division to ensure that the number of teams within each division will not exceed the available gym space and will not impair the reasonable scheduling of practices and games, and that the number of participants per team will comply with Rule A.4.b. If the Board determines that it is necessary to restrict the number of players, then player applications will be accepted on a "first come, first serve" basis, except that the players who have previously participated in the association will be given first priority. Applicants who are not assigned to a team as a result of this provision will be placed on a standby list, and may be assigned to a team at a later date if an original player is unable to participate.
- b) The association may refuse to accept an application from any player who has previously participated in the league and has been ejected from the league for disciplinary reasons.

A.3. Assignment of Players to Division

- a) Players shall be assigned to a division based upon the age of the player as of September 1. The divisions and the appropriate age for participation are as follows:
 - Rookie Division – 6-7 years old
 - Junior Division – 8-9 years old
 - Senior Division - 10-11 years old
 - Girls Junior Division* - 10-13 years old
 - Advanced Senior Division - 12-13 years old
 - High School Division – 14-18 years old*Female players may elect to play in this division (if available) or the other divisions based on their age, as of 9/1 of the tryout year.
- b) Any player may, upon application of the player's parents to the Board, and with the approval of the Board, play in a division of older youths. Players may not under any circumstances play in a division where the player has exceeded the maximum age specified above.

A.4. Assignment of Players to Teams

- a) Rookie and Junior Divisions

A committee for the Rookie and Junior divisions, appointed by the Board, shall assign each player to a team. The assignment by the Committee shall consider the following factors in the assignment, with the intent of the assignment being to develop teams which are reasonably competitive within each division:

 - i) Player's average score from the division tryouts.
 - ii) Player's position, as indicated by the majority of the coaches on the player's evaluation from the division tryouts.

- iii) The committee's judgment of the player's potential contribution to each team, if known.
- iv) Assignment to "First" and "Second" Teams: Number of Players
The Committee shall assign each player to a team, and shall designate each player as a "first" team or "second" team player. No team shall be assigned more than eleven (11) players or less than nine (9) players. If nine (9) players are assigned to a team, four (4) of those players shall be designated as first team members, and five (5) of the players shall be assigned as second team members. The coach of the nine-member team shall have the right, on a quarter by quarter basis, to assign any second team member to the first team. The committee shall try to balance the total player scores for the entire team and for the first and second teams, if reasonably practical.

b) Senior, Advanced Senior, and High School Divisions

The Board shall annually determine the procedure for the assignment of players to teams. If the Board determines that there are not sufficient players available in these divisions for ranked assignment of players, the coach of each team will determine first and second team players, as appropriate. Although Sec A.4.a MAY apply to these divisions, Sec A.4.b does NOT apply, as coaches have discretion on selection of starters and substitution patterns.

c) Girls Division

The Board shall annually determine the procedure for the assignment of players to teams, but shall follow the assignment provisions in Rule A.4.a when reasonably possible.

A.5. Reassignment of First and Second Team Players

a) Rookie and Junior Divisions

No coach shall, without the approval of the Board, reassign a team member from the first team to second team or vice versa. If a coach believes that the committee erred in its assignment of first and second team members to his team, then the coach shall contact the division coach's coordinator and request a reassignment of players, identifying the player to be moved from second team to first team and the player to be moved from first team to second team.

If a coach believes that the Board erred in the assignment of a player to a first or second team on an opponent's team, then that coach can request a reassignment of that player by contacting the division coach's coordinator and identifying the team and the two players that the coach believes should be reassigned.

A player reassignment committee appointed by the Board and consisting of two coaches from divisions other than the division of the team involved in the potential reassignment shall evaluate the two players named and make a recommendation to the Board. The evaluation shall consist of committee observation of the players in question during at least one practice and one game and any other evaluation which the committee feels appropriate to reasonably assure itself that the players should be reassigned.

All reassignments shall be completed prior to the fourth game, and requests for reassignment will not be considered unless received prior to the team's third game.

- b) Seniors, Advanced Seniors, and High School Divisions**
This provision is not applicable unless the Board has authorized the implementation of Rules A.4.a and b in this division, in which case Rule A.5.a shall become applicable.
- c) Girls Division**
This provision is not applicable unless the Board has authorized the implementation of Rules A.4.a and b in this division, in which case Rule A.5.a shall become applicable.

A.6. Player Participation

- a) Rookie and Junior Divisions:**
It is the intent of the Association that each player play at least one period in each half unless:
 - i)** The player is not available due to illness, late arrival or early departure, except that the player shall be immediately placed into the game if the player arrives during the player's normal period of participation.
 - b)** The player becomes injured during play and is unable to compete, in which case the substitution rules shall be followed.
 - c)** A player commits his fifth foul during participation, in which case the substitution rules shall be followed.
- d)** All second team players shall play at least one period in each half.

A.7. Substitution Rules (Rookies and Juniors ONLY)

- a) Substitution When Unavailable Player Is on First Team**
If a first team player is unavailable, the coach of the team missing the player (Coach A) shall choose the second team player(s), who shall participate with the first team. Coach A has the right to freely substitute second team players on the first team and is not restricted in any fashion to selecting second team players for participation with the first team.
- b) Substitution When Unavailable Player Is on Second Team**
If one or more second team players are missing, the opposing coach (Coach B) shall select a first team player for participation in the second period immediately after the end of the first period. The opposing coach shall also select a first team player for participation in the fourth period immediately after the end of the third period. The opposing coach must select two different players for participation in the two periods. If there are two unavailable second team players, then the opposing coach must select three different players for participation across the two periods of substitution, and selects which one shall substitute for both affected periods. The top two rated first team players are not to be selected as substitutes for second team players.
- c) The opposing coach also has the right, but is not required, to play first team players with the second team in order to ensure that the league's goal of competitive teams is reasonably possible. In this event, the opposing coach shall notify the coach of the team whose second team player or players were unavailable for play and advise him of his intent to "match up" first team players. Coach A shall select the first team player to participate in the appropriate period with the second team in accordance with the same substitution rules in Section A.7.a. Once a coach has advised another coach of his intent to invoke this rule, then the substitutions become mandatory.**
- d) Substitution Rule for a Player Who Fouls Out**
 - i) First Team Player**
If a first team player fouls out, that player's coach shall have the right to substitute any second team player or players for participation in place of the ineligible first team player.

ii) **Second Team Player**
If a second team player fouls out, the opposing coach shall select the first team player for participation in accordance with Rule A.7.b.

iii) **Protection from Fouling Out**
A first team player may be protected from fouling out at the discretion of that player's coach by replacing the first team player with a second team player. A second team player may not be protected from fouling out, since this would require the replacement of the second team player with a first team player.

e) **Notification**
A coach whose team does not have all of its players available for play shall notify the opposing coach prior to beginning the game or at the time when an eligible player is unable to play during the course of a game.

f) **Scorekeeper's Responsibility**
For purposes of determining player participation, the scorekeepers shall be responsible for noting the time of play of all substitute players.

A.8. Practices

a) All team practices will be scheduled by the Association, and teams shall not practice at times or places other than the practice times and locations assigned by the Association. Any make-up practices shall be requested by the coach and approved by the Association president.

b) A practice shall be defined as a participation in basketball of three or more team members playing where any team coaches are present.

A.9. Forfeiture of Games

All coaches should make good faith efforts to ensure that all players are available to play at each scheduled game. Coaches should also ensure that players arrive prior to the scheduled start time of the game.

a) **Rookies and Juniors Divisions:**

- i) Games will not be rescheduled due to unavailability of players. If a team cannot field eight players, they will officially forfeit. A ten-minute grace period from the official start time of the game as declared by the game official shall be allowed. It is recommended, but not required, that the two teams be allowed to play a scrimmage game in the event of a forfeiture and the coaches may allow team players to play on either team in order to expedite a competitive scrimmage.
- ii) If a team has a permanent 9-man roster approved by the division coordinator and is then missing two players from its assigned roster, it may play a game with seven players. However, the seven-man team must adhere to all of the substitution rules.
- iii) During the course of the game, if a team has fewer players in attendance from its assigned roster than were required to start the game, it shall automatically forfeit the game unless the player or players who began the game become unavailable due to an injury during the game or due to fouling out.

b) **Senior and Advanced Senior Divisions:**

- i) Games will not be rescheduled due to unavailability of players. Teams may compete with as few as four players, but their opponent is entitled to play five players for the duration of the game.

A.10. Team Discipline

- a) All coaches are expected to develop and maintain team discipline among the team players. In particular, coaches should ensure that team players exercise good sportsmanship and maintain a positive playing attitude. Coaches should not allow their team players to berate, antagonize, or taunt the opponent's team players. Team members should also be discouraged from questioning officials' calls.
- b) Basketball is intended to be a team sport, and the Association encourages the full participation in the game of all team players. The Association recognizes that under some circumstances some players may be unwilling to follow instructions established by the coach, may demonstrate poor sportsmanship, or may exhibit other types of behavior disruptive to the team. Coaches may, at their discretion and after reasonable notification to the player in question, remove any first team member from the lineup and substitute a second team player. Coaches should notify the scorekeeper and the opposing coach that a disciplinary substitution is being made for a first team player at the time the substitution is made.
- c) This substitution provision is applicable only to first team players, since the implementation of this rule might create a competitive disadvantage if invoked for a second team player or may lead to reduced playing time for a second team player on the opponent's team.
- d) All coaches are strongly encouraged to advise a disruptive team player that the player's playing time may be curtailed and discuss the player's behavior with the parents prior to implementing as disciplinary substitution.
- e) All coaches are encouraged to minimize questioning officials' calls or harassing officials and should make reasonable attempts to maintain control of themselves and their team during games. It is also recommended that coaches encourage the parents of the team members to be positive in their comments during games and to also minimize their comments pertaining to officials' calls during the game.
- f) If a coach has feedback on how a game is being called, the appropriate way to address those concerns is to approach the referee(s) in a conference including the opposing coach, and away from the team benches. This should occur between quarters or during a timeout. If both coaches agree on the looseness or tightness of the way the game is being called, the referee(s) can make the adjustment.

A.11. Protests

No protests of games will be allowed.

B. PLAYING RULES

B.1. Part I Playing Rules for All Divisions

- a) The Association's playing rules are the same as the rules adopted by the National Federation of State High School Association Rules except as noted under Special Game Rules. Game officials may elect to warn players of a rules violation, particularly if the violation results in a technical foul.
- b) **Clarification of Zone, Man-to-Man, and Double Team Rules**
The following comments are offered to clarify the zone, man-to-man, and double team rules listed in the following Special Game Rules. The league strongly encourages man-to-man defense and therefore restricts the use of zone defenses in some divisions. The specific restrictions are explained in the division's Special Game Rules.

- i) If a zone defense is not allowed, then it is illegal for a defensive team to position a defensive player in the driving lane of the offensive team in order to assist another defensive player assigned to the offensive team's point guard. This constitutes an illegal zone defense, since the second defensive player maintaining position in the driving lane did not initiate the anticipated double team from the approximate area of that player's assigned offensive player.
- ii) In divisions or situations where double-teaming defenses are allowed, a defensive team may continuously double team any offensive player, including the point guard, as an accepted part of a man-to-man defense.
- iii) (Note: In Rookie and Junior Divisions, zone defenses are not allowed, and double-teaming defense is not allowed outside the lane)
- iv) A man-to-man defense does not require that the defender initiate and maintain continuous close proximity with the defenders assigned offensive player.
- v) For example, if an offensive team wishes to employ a spread, four corners, or "clearout" type offense, the defensive players are not required to accommodate this action by following their assigned offensive player to the perimeter areas. The defensive players, however, cannot set up a zone, if a zone defense is not allowed, but must instead continue to maintain a position between their assigned offensive player and the basket, even though close proximity is not required.
- vi) As an additional example, a defensive player assigned to the offensive team's point guard is not required to initiate close proximity at the mid-court line or even at the three-point line. The defensive player is allowed to maintain a distance from the offensive player dictated by the offensive player's proximity from the basket.
- vii) Any player with the ball "in the paint" may be guarded by more than one defensive player in any division. Rookie and Junior Division rules prohibit double-teaming outside of the paint. Senior and Advanced Senior rules allow double-teaming anywhere on the court.
- viii) A team should NOT use a press defense if they are ahead by 12 points or more. This applies to ALL divisions.

B.2. Clarification of Free Throw Rules

- a) In all divisions, lining up for free throws shall follow the NFHS rules:
- b) The first spaces between the end line and the block shall be left vacant
- c) Marked lane spaces may be occupied by a maximum of four defensive players and two offensive players (not including the shooter)
- d) The first marked lane spaces on each side of the lane, above and adjacent
- e) to the neutral-zone marks, shall be occupied by opponents of the free
- f) thrower. No teammate of the free thrower shall occupy either of these
- g) marked lane spaces.
- h) The second marked lane spaces on each side may be occupied by
- i) teammates of the free thrower.
- j) The third marked lane spaces on each side, nearest the free thrower, may
- k) be occupied by the opponents of the free thrower.
- l) Players shall be permitted to move along and across the lane to occupy a
- m) vacant marked lane space within the limitations listed in this rule.
- n) Not more than one player may occupy any part of a marked lane space.
- o) Any player, other than the free thrower, who does not occupy a marked lane space must be behind the free-throw line extended and behind the three-point line.

C. SPECIAL GAME RULES - ROOKIE DIVISION

C.1. Game Duration

Rookie games shall consist of four periods, each lasting six (6) minutes. The first two periods constitute the first half, and the second two periods constitute the second half. Rookies take a two-minute rest between each period and a three-minute rest between halves.

- a) Rookie games are timed with stop clock procedures. The clock stops on the officials whistle (fouls, ball or player going out of bounds) and restarts upon the ball being touched by an active player inbounds after an inbounds pass or a missed free throw.
 - i) When a Rookie game ends in a tie, the game will be extended by one 2 minute overtime period. The overtime period will be timed with stop clock procedures. There will be NO timeouts in the overtime period. Any A or B squad Players who have not fouled out are eligible to play in the overtime period.
 - ii) If the overtime period ends in a tie, the game is over and the teams tie.
 - iii) **Timeouts**

Each team will be allowed two (2) timeouts in the first half and two (2) timeouts in the second half. Timeouts may not be carried over from the first half to the second half, but may be carried over from one period to another within each half. Each timeout shall be one (1) minute in duration.
 - iv) **Free Throw Line**

The free throw line shall be behind the circle nearest the basket or closer for some players if agreed upon by both coaches.
 - v) **Bonus Free Throw**

There will be no "one and one" bonus free throws. All fouls, except fouls while shooting and technical fouls, shall result in taking the ball out of bounds.
 - vi) **Game Ball**

The game ball shall be the 27.5 inch basketball.
 - vii) **Lane Violation**

Players will be given five (5) seconds to clear the lane. The official will ask the player to get out of the lane and stop play to explain the rule, if necessary. The official may call a lane violation and award the ball to the defensive team after two warnings.
 - viii) **Zone Defenses**

Zone defenses are not allowed at any time. Referees shall verbally warn players about the "no zone defense" rule without stopping play when practical.

 - a) If, in the referee's judgment, the implementation of zone defense is intentional by the coach or the defensive player(s), then a whistled infraction is made. A whistled infraction is also appropriate if a couple of verbal warnings go unheeded by the players or coaches. Whistled infractions for Zone Defense are counted as Illegal Defense infractions, and penalized according to Section J below.
 - ix) **Backcourt Defense**

Backcourt defense is not allowed at any time. Once a defender has gained possession of the ball, all of the opposing team's players shall immediately withdraw to the other side of the half court line before initiating a defensive position. Passes between players in the backcourt area cannot be intercepted unless the pass is errant.

- a) Referees shall verbally warn players about the no backcourt defense rule without stopping play when practical. If, in the referee's judgment, the implementation of backcourt defense is intentional by the coach or if the defensive players continuously refuse to abide by this rule, then the referee may call a whistled infraction, to be assessed as an Illegal Defense. No player shall be assessed a foul during the course of illegal defense, which are penalized as per Section J below.
- x) **Double Teaming**
 Double teaming is not allowed outside of the lane area. **An offensive player CAN be double-teamed once they have one foot in the lane.**
 - a) A defender may "switch" from his assignment to back up a teammate who has been beaten by another offensive player. The initial defender MUST switch off of guarding the same player, until the second defender switches back to his originally assigned offensive player. If a player receives a verbal warning from a referee (such as "find your man"), he/she must peel off immediately, or will become guilty of an infraction.
 - b) A double-team that causes a turnover results in an automatic whistled infraction, and return of possession to the offense.
 - c) If an offensive player beats the double-team before the referee corrects it, then the referee has the discretion to let play continue without stoppage or infraction.
 - d) Whistled infractions for Double-Teaming are counted as Illegal Defense infractions, and penalized according to Section J below. No player guilty of a double-team, will be called for a PERSONAL FOUL due to the act of double-teaming. If that player also commits a personal foul during the act of double-teaming, it shall take priority over the Illegal Defense call.
- xi) **Illegal Defense Penalties**
 - a) In the Rookies and Juniors Divisions, Zone Defenses and Double-Teaming outside of the lane are both considered "Illegal Defense" infractions. Persistent Backcourt Defense will also be subject to Illegal Defense calls.
 - b) Illegal Defense infractions will be penalized as follows:
 - c) The first four violations are **COUNTED WARNINGS** from the referees, implemented by whistled infractions, and return of possession to the offense.
 - d) The fifth whistled infraction of Illegal Defense results in a **TWO-SHOT TECHNICAL FOUL AND RETURN OF POSSESSION TO THE OFFENSE**. If the fifth infraction results from double-teaming, the double-teamed player shoots the free throws. If the fifth infraction results from a zone defense or backcourt defense, the offensive coach chooses the player to shoot the free throws.
 - e) Every successive Illegal Defense infraction results in a **TWO-SHOT TECHNICAL FOUL AND RETURN OF POSSESSION TO THE OFFENSE**. The same guidelines apply for identifying the shooter for each additional occurrence.
 - f) These technical fouls are assigned to the coach, and there is a two technical foul limit before disqualification of a coach from the game
 - g) No player shall be assessed a PERSONAL FOUL in the commission of an Illegal Defense infraction, unless they ALSO commit a personal foul simultaneously. In the event of this occurrence, the personal foul shall take priority over the Illegal Defense.

D. SPECIAL GAME RULES - JUNIOR DIVISION

D.1. Game Ball

- a) Juniors play with the official intermediate size (28.5 circumference) basketball

D.2. Game Duration

- a) Juniors games consist of four periods, each lasting seven minutes. The first two periods constitute the first half and the second two periods constitute the second half. Juniors take a two-minute rest between each period and a three-minute rest between halves.
- b) Juniors games are timed with stop clock procedures. The clock stops on the officials whistle (fouls, ball or player going out of bounds) and restarts upon the ball being touched by an active player inbounds after an inbounds pass or a missed free throw.
- c) When a juniors game ends in a tie, the game will be extended by one 2 minute overtime period. The overtime period will be timed with stop clock procedures. There will be NO timeouts in the overtime period. Any A or B squad Players who have not fouled out are eligible to play in the overtime period.
- d) If the overtime period ends in a tie, the game is over and the teams tie.

D.3. A & B Periods, 2nd half Substitutions and Player Eligibility

- a) All players who show for the game must play a MINIMUM of 7 minutes in each half. In the first half of the season, the 1st and 3rd periods are for A squads. The 2nd and 4th periods are for B squads. In the second half of the season, the 1st and 3rd periods are for the B squads and the 2nd and 4th period are for the A squads. The Commissioner will inform teams when the second half season switch is in effect.
- b) If a team is short B players, the opposing coach chooses A players to play with the B players in the designated B squad periods. The A1 and A2 players should not be selected.

D.4. Timeouts

Each team will be allowed two (2) timeouts in the first half and two (2) timeouts in the second half. Each timeout will be one minute in duration. Unused timeouts in the first half are lost – they are not carried over from the first half to the second half.

D.5. Lane Violation

Juniors on offense will be given 5 seconds to clear the lane. The official whistles a lane violation whenever an offensive player is observed occupying the lane without possession of the ball for more than 5 seconds. Lane violations whistled by the official result in loss of possession of the ball for the offensive team.

D.6. Free Throws

Juniors shoot free throws from the regulation free throw line on a standard basketball court (15 feet from the baseline). Juniors must have some part of either foot touching the free throw line when shooting free throws. Juniors are not penalized if they cross the free throw line or land in the lane as a result of shooting a free throw. However, juniors who shoot free throws are not allowed to advance further into the lane to pursue a rebound until the shot hits the rim. Likewise, offensive and defensive players cannot enter the lane during a free throw until the shot hits the rim.

D.7. Fouls

- a) A junior is removed from the game if he/she incurs a 5th foul.
- b) When a junior is fouled by a defender while shooting (and the referee whistles the foul), the player who was fouled receives 2 free throws. Fouls committed against offensive players who are not in the act of shooting result in a side out for the offensive team and an inbounds pass. When an offensive player commits a foul against a defender, the offensive team loses possession of the ball. If an offensive player

commits a foul against a defender after his/her team has accumulated 6 fouls in a half, the defender who was fouled shoots 1 and 1 bonus free throws. If an offensive player commits a foul against a defender after his/her team has accumulated 9 fouls in a half, the defender who was fouled shoots double bonus free throws.

- c) The 1 and 1 bonus free throw is awarded to juniors each time they are fouled by an opponent whose team has accumulated 6 fouls in a half -- juniors shoot 1 and 1 when their opponent commits the 7th, 8th and 9th fouls in a half. The double bonus free throw is awarded to juniors each time they are fouled by an opponent whose team has accumulated 9 fouls in a half -- juniors shoot double bonus free throws when their opponent commits the 10th and subsequent fouls in a half. The commissioner may reduce the number of fouls required for a team to reach the 1 and 1 and double bonus cutoff to set limits on rough play.

D.8. Flagrant Fouls

A flagrant foul is a harsh, malicious, overly aggressive foul. If an official calls a flagrant foul on a junior, the player who committed the foul is removed from the game immediately and cannot return to play in the current period. The coach of a player who commits a flagrant foul may consider keeping the player on the bench for the remainder of the game.

D.9. Zone Defenses

- a) Zone defenses are not allowed at any time. Referees shall verbally warn players about the "no zone defense" rule without stopping play when practical.
- b) If, in the referee's judgment, the implementation of zone defense is intentional by the coach or the defensive player(s), then a whistled infraction is made. A whistled infraction is also appropriate if a couple of verbal warnings go unheeded by the players or coaches. Whistled infractions for Zone Defense are counted as Illegal Defense infractions, and penalized according to Section L below.

D.10. Backcourt Defense

- a) Backcourt defense is not allowed at any time. Once a defender has gained possession of the ball, all of the opposing team's players shall immediately withdraw to the other side of the half court line before initiating a defensive position. Passes between players in the backcourt area cannot be intercepted unless the pass is errant.
- b) Referees shall verbally warn players about the no backcourt defense rule without stopping play when practical. If, in the referee's judgment, the implementation of backcourt defense is intentional by the coach or if the defensive players continuously refuse to abide by this rule, then the referee may call a whistled infraction, to be assessed as an Illegal Defense. No player shall be assessed a foul during the course of illegal defense, which are penalized as per Section L below.

D.11. Double Teaming

- a) Double teaming is not allowed outside of the lane area. **An offensive player CAN be double-teamed once they have one foot in the lane.**
- b) A defender may "switch" from his assignment to back up a teammate who has been beaten by another offensive player. The initial defender MUST switch off of guarding the same player, until the second defender switches back to his originally assigned offensive player. If a player receives a verbal warning from a referee (such as "find your man"), he/she must peel off immediately, or will become guilty of an infraction.
- c) A double-team that causes a turnover results in an automatic whistled infraction, and return of possession to the offense.

- d) If an offensive player beats the double-team before the referee corrects it, then the referee has the discretion to let play continue without stoppage or infraction.
- e) Whistled infractions for Double-Teaming are counted as Illegal Defense infractions, and penalized according to Section L below. No player guilty of a double-team, will be called for a PERSONAL FOUL due to the act of double-teaming. If that player also commits a personal foul during the act of double-teaming, it shall take priority over the Illegal Defense call.

D.12. Illegal Defense Penalties

- a) In the Rookies and Juniors Divisions, Zone Defenses and Double-Teaming outside of the lane are both considered "Illegal Defense" infractions. Persistent Backcourt Defense will also be subject to Illegal Defense calls.
- b) Illegal Defense infractions will be penalized as follows:
- c) The first four violations are **COUNTED WARNINGS** from the referees, implemented by whistled infractions, and return of possession to the offense.
- d) The fifth whistled infraction of Illegal Defense results in a **TWO-SHOT TECHNICAL FOUL AND RETURN OF POSSESSION TO THE OFFENSE**. If the fifth infraction results from double-teaming, the double-teamed player shoots the free throws. If the fifth infraction results from a zone defense or backcourt defense, the offensive coach chooses the player to shoot the free throws.
- e) Every successive Illegal Defense infraction results in a **TWO-SHOT TECHNICAL FOUL AND RETURN OF POSSESSION TO THE OFFENSE**. The same guidelines apply for identifying the shooter for each additional occurrence.
- f) These technical fouls are assigned to the coach, and there is a two technical foul limit before disqualification of a coach from the game
- g) No player shall be assessed a PERSONAL FOUL in the commission of an Illegal Defense infraction, unless they ALSO commit a personal foul simultaneously. In the event of this occurrence, the personal foul shall take priority over the Illegal Defense.

E. SPECIAL GAME RULES - SENIOR DIVISION

E.1. Game Duration

The game shall consist of two periods of fifteen (15) minutes each. There shall be a five-minute halftime. Each overtime period shall last two minutes.

E.2. Player Participation

It is the intent of the Association that each player on a team receives roughly equivalent playing time during each half. Each player should play at least seven (7) minutes during each half, unless injury or illness precludes this.

E.3. Timeouts

Each team will be allowed two (2) timeouts per half. No timeouts in the overtime period. Each timeout shall be one (1) minute in duration.

E.4. Free Throws

The free throw line shall have its farthest edge 15' 0" from the plan of the face of the backboard. Only three (3) offensive players (1 shooter, 2 rebounders) and four (4) defensive rebounders may line up on lane during free throws.

E.5. Bonus Free Throws

The "one and one" bonus free throw shall occur beginning on the team's seventh (7th) common foul and "two shots" on the team's tenth (10th) common foul in each half. Second half fouls carry over to all overtime periods.

E.6. Game Ball

The game ball shall be the official intermediate size (28.5 circumference) basketball.

E.7. Lane Violation

Players will be given three (3) seconds to clear the lane.

E.8. Defense

All defenses are allowed, including zone defense, backcourt defense, and full court press. A team should not implement a press defense if they are ahead by 12 or more points.

E.9. High School Rules Apply

All Senior games will be played in accordance with UIL High School Rules.

F. SPECIAL GAME RULES - GIRLS DIVISIONS

F.1. Game Duration

The game shall consist of four (4) periods of seven (7) minutes each. The first two periods shall constitute the first half, and the last two periods shall constitute the second half. There shall be a two-minute rest between each period and a three-minute rest between halves. In the event of an overtime period, there shall be a one-minute rest between the last period and the beginning of the overtime period. Each overtime period shall last two minutes.

F.2. Timeouts

- a) Each team will be allowed two (2) timeouts in the first half and two (2) timeouts in the second half. No timeouts are available for overtime periods.
- b) Timeouts may not be carried over from the first half to the second half, but may be carried over from one quarter to another within each half.
- c) Each timeout shall be one (1) minute in duration.

F.3. Free Throw Line

The free throw line shall have its farthest edge 13' 6" from the plane of the face of the backboard.

F.4. Bonus Free Throw

The "one and one" bonus free throw shall occur beginning on the team's seventh common foul in the first half and ninth common foul in the second half, which shall include the overtime period if overtime is necessary.

F.5. Game Ball

The game ball shall be the official intermediate size (28.5 circumference) basketball.

F.6. Lane Violation

Players will be given five (5) seconds to clear the lane. The official may call a lane violation and award the ball to the defensive team after one warning.

F.7. Defense

All defenses are allowed, including zone defense, backcourt defense, and full court press. A team should not implement a press defense if they are ahead by 12 or more points.

G. GAME RULES - ADVANCED SENIOR AND HIGH SCHOOL DIVISIONS

G.1. General Rules

Except as noted herein, NWAYBA's Advanced Senior and High School Divisions shall follow the University Interscholastic League rules for high school basketball.

G.2. Game Duration

The game shall consist of two halves of fifteen (15) minutes each. There shall be a five-minute rest between halves.

G.3. Player Participation

It is the intent of the Association that each player on a team receives roughly equivalent playing time during each half. Each player should play at least seven (7) minutes during each half, unless injury or illness precludes this.

G.4. Defense

All defenses are allowed, including zone defense, backcourt defense, and full court press. A team should not implement a press defense if they are ahead by 12 or more points.