



HANDBOOK

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***THE WMBA STRONGLY
RECOMMENDS THAT ALL COACHES
ATTEND AT LEAST ONE COACHING
CLINIC PER YEAR***

***MOUTH GUARDS ARE OPTIONAL, BUT
PLEASE CONSIDER HAVING YOUR TEAM
WEAR THEM!***

WMBA Zero Tolerance Policy – Abuse of Referees

Effective for the 2019-2020 Season and beyond. Revised February 2019.

The most important aspect of the WMBA is fair play, not competition. Our league wants to promote sportsmanship through courtesy between players, coaches, referees, parents and fans. Wins and losses and league titles are secondary outcomes. It is important that league participants not lose sight of this in the heat of the games. We have many well conceived and elegantly written league policies, all readily available in the WMBA Handbook. These policies instruct all parties to show mutual respect and cheer for players from both teams. However, some people seem to forget these expectations once the game begins and a referee makes an unfavorable call.

As a league in 2004, we had cause for concern. First, serious incidents occurred in our Fall / Winter playoffs involving abuse and near physical action by coaches and fans against senior referees. Secondly, we had a desperate need for more officials, yet we were losing young referees because coaches and parents bullied them during games. Senior officials expressed concern that WMBA parents made refereeing community games more burdensome than refereeing varsity high school games or university level games.

As a result of this, the league implemented a “zero tolerance” policy in 2004-2005, regulating the conduct of coaches, players and parents toward game officials. **Players, coaches or spectators are now not allowed to challenge an official’s decision, nor are they allowed to make abusive comments. This includes comments and complaints from the stands.**

1. Prior to each game the gym supervisor will remind coaches, by having them sign the back of the white copy of the scoresheet of the leagues Zero Tolerance policy on challenging the decisions of game officials or making abusive comments. Coaches are reminded that they may ask for clarification on rules at stoppages in play, but under no circumstances are they to yell, call out, or question officials during the game. Comments such as “call something”, “get in the game!” or sarcastic comments such as “it’s about time!” or “thank you!” are unacceptable. Coaches are to be courteous when making requests for clarification. Sarcasm or angry tones are not acceptable. Coaches are to advise their players of the Zero Tolerance Policy. Coaches are also required to remind spectators supporting them of the team’s responsibility to adhere to the rules of the League, and not to challenge or criticize Officials, for any reason.

2. When a player or coach challenges an Official’s decision, a technical foul will be called. The referee, with the support of the Gym Supervisor, has discretion to immediately eject the player or coach. If another technical foul, for abuse, is called, their team will forfeit the game.

Technical fouls that are called, but do not involve the abuse of an Official, will not count toward the Zero Tolerance Policy.

3. If a spectator challenges or harasses an Official, a technical foul will be called on the team that they support. The Official, with the support of the Gym Supervisor, has discretion to immediately eject the spectator. If the spectator delays or refuses to leave, the Official will advise the coach that his team will forfeit if the spectator does not leave. Coaches are asked to remind parents and spectators that any further outbursts will result in their team forfeiting the game.

4. Should the same team challenge or harass the Official a second time, the game will be called and that team will forfeit the game. Under no circumstances are coaches, players or spectators to approach, and/or further question the Official. The decision to cancel and forfeit is final.

5. Officials shall write up an incident report of any forfeited game, including any recommendations for further action. The League Disciplinary Committee will review this report and may decide on any additional action that might be required.

6. If a spectator, coach or player harasses a Gym Supervisor, or other League Representative, the incident will be reported to the WMBA Executive Director and the WMBA Disciplinary Committee. If the harassment occurs during a game, the League Representative or Gym Supervisor has the discretion to immediately eject the spectator, player or coach. If the person delays or refuses to leave, the League Representative or Gym Supervisor will advise the Coach that his team will forfeit if they cannot get the person to leave. Coaches are asked to remind parents and spectators that any further outbursts will result in their team forfeiting the game.

District 1: City Centre

Valour	Donna Combe	valour@wmba.ca
Earl Grey	Sue Ann Campbell	egcc@mts.net
Corydon	Janet McMahon	corydon@wmba.ca
Riverview	Daryl Kinaschuck	riverview@wmba.ca

District 2: West Winnipeg

Kirkfield-Westwood	Aaron Russell	kwcc@wmba.ca
Roblin Park	Candace Perkins	rpcc@wmba.ca
Tuxedo	Janey Harding	tuxedo@wmba.ca

District 3: North Winnipeg

Garden City	Ron Quintana	gardencity@wmba.ca
Maples	TBD	maples@wmba.ca
Red River	Mike Picur	redriver@wmba.ca
Tyndall Park	Tony Pachie	tonypachie@gmail.com

District 4: East Winnipeg

East St. Paul	Charles Posthumus	dposthumus@shaw.ca
North Kildonan	Stacey	nkcc@wmba.ca
Oxford Heights	Mandy Timog	ohccbasketball@shaw.ca
Selkirk	Amanda Hallson	selkirk@wmba.ca
Valley Gardens	Nancy Krahn	nancylkrah@gmail.com

District 5: South East Winnipeg

Dakota	Brent Amos	dakotabasketball@mts.net
Winakwa	Rodger Salm	winakwa@wmba.ca
Greendell Park	Jeff Shypit	greendellbasketball@outlook.com
Norberry-Gleenlee	Colin Harrison	cpharrison@shaw.ca
Southdale	Mark Gilchrist	southdale@wmba.ca
Southeast	Jeff Dykerman	jdykerman@hsd.ca
Lorette	Joe Chammartin	joechamm@aol.com

District 6: South West Winnipeg

Fort Garry	Tanya Cartwright	fortgarry@wmba.ca
LaSalle	Dee Romijn	dromijn@caissecc.com
Lindenwoods	Leslie Duhamel	lwcc@wmb.ca
South Winnipeg	Carrisa Reyes	swcc@wmba.ca
Whyte Ridge	Corey McCarthy	basketball@whyteridge.ca

INFORMATION HANDBOOK

The WMBA has developed this Handbook to provide Coaches, Convenors, Community Centres, League Executive, Gym Supervisors, Officials, and Administrators with information relating to the Association's rules, regulations and other important documents. It is also available on the League website at www.wmba.ca. Should you have any questions regarding the information in this guide, please contact the WMBA office at info@wmba.ca.

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WMBA Privacy Policy

The personal information requested for the registration of all participant's is required by the WMBA, its employees, coaches, managers and volunteers to administer the program and rules of the Association. The information will be solely used by the WMBA to communicate WMBA programs and events. The WMBA may require proof of identity and date of birth, if necessary, for verification purposes. The WMBA will not disclose to third parties any participant's personal information collected through registration. Any concerns or complaints with the handling of personal information shall be addressed to the WMBA Board of Directors.

WMBA Code of Conduct

The Winnipeg Minor Basketball Association follows the Basketball Manitoba Code of Conduct, as below:

<https://www.basketballmanitoba.ca/2012/02/basketball-manitoba-code-of-conduct.html>

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- I. **Police Information Search, Child Abuse Registry Form, and Respect in Sport Certification** – All adult WMBA Head Coaches, Assistant Coaches, and Managers must complete and submit these documents to the WMBA League office, before the commencement of the first game of the season (**please note that the Police Information Search is only required for the Head Coach of each team**).
- II. **WMBA Uniform Specifications** – Details of what is and isn't legal for official WMBA uniforms
- III. **WMBA Feedback Form** – Used by members to provide feedback on the Association
- IV. **Playing Time Tracker** – Used by coaches at all levels to help track their player's court time. Full copy available for download at www.wmba.ca.
- V. **Basketball Practice Plan** – A tool used by coaches to plan out their practice session. Full copy available for download at www.wmba.ca

MISSION

To provide a positive environment for all Winnipeg & surrounding area youth, coaches, officials and spectators, by promoting the sport of basketball through a community based program.

GOALS & OBJECTIVES

1. To provide a volunteer-based basketball league for Winnipeg & surrounding area youth to participate in.
2. To foster and encourage personal and athletic growth, education and development of all Players, Coaches and Officials who participate in our programs.
3. To encourage equal participation and strong values of basketball, such as teamwork and fair play.
4. To encourage and promote volunteer involvement in basketball through the Association.
5. To define, develop and uphold the rules and regulations of basketball as adopted by this Association, and ensure that participating community centres follow the rules, regulations and procedures as presented by the General Council of Winnipeg Community Centres.
6. To seek corporate and community support for the Association.

HISTORY

Mike Ruta, the Association's first President, formed the Winnipeg Minor Basketball Association in the fall of 1997. Mike's vision was to provide a structured basketball league for Winnipeg area youth, open to all. Mike's vision was carried forth by Lori Black, Dale Gamey, Larry Kabez, Jan Mashinter and Adam Wedlake.

The League tipped off on November 29, 1997 with 40 teams, based out of 12 Community Centres. In its second year, the WMBA fielded 97 teams representing 25 Community Centres and carried on with its first Spring League in April, 1998. The Winter season in 2018-2019 saw 139 teams participate!

In recognition for his accomplishments, Mike was named the Sport Manitoba Volunteer of the Year in 1997 for his tireless efforts and support for youth basketball, and in 2011 was inducted as a Builder into the Manitoba Basketball Hall of Fame.

Short-term goals of the WMBA include expanding its concepts throughout Winnipeg, and continuing with its growth throughout Manitoba.

CONSTITUTION

Revised June 24th, 2008

I. **Name of Organization**

1. Winnipeg Minor Basketball Association, Inc. (hereinafter referred to as WMBA).

I. **Membership**

1. A Voting Member is defined as one (1) designated representative from every Community Centre that is actively involved in the Association. Associate Members are registered coaches or parent(s) of a participating WMBA player and hold no votes.
2. Each member of the Board of Directors will have one (1) vote with the exception of the Referee Assignor and the Executive Director. The President is only allowed to vote in the case of a tie.
3. When a member of the Board of Directors is also a Community Centre Representative, he/she may have only one (1) vote. The Community Centre is allowed to have another person representing their club vote using the unused vote.
4. A player or coach's membership may cease when they are no longer registered with the WMBA.
5. Membership fees (if any) will be determined from time to time by members at the Annual General Meeting.
6. If a Community Centre is in arrears with respect to fees, all teams from that Club shall be suspended immediately until the fees are paid.
7. The Board of Directors may expel any member for any reason deemed reasonable by the Board of Directors, upon a two third majority vote, at a special meeting.
8. The rights and obligations of the members shall be to adhere to the by-laws as presented in this document.

II. **Executive Committee, Board of Directors and their Election**

1. The elected **Executive Committee** will consist of the **President, Vice President-Operations, Vice President-Administration, Secretary, Treasurer, Executive Director** (ex-officio) and **Past-President**. The elected Board of Directors will consist of the Executive Committee and up to 5 Directors, as well as the Referee Assignor. The 5 Directors will be assigned duties annually.
2. Each Annual General Meeting (AGM) will elect the Executive Committee Members to alternating two-year terms of office. The elections for President, Vice President – Operations and Secretary will occur in even numbered years and the elections for Vice President – Administration and Treasurer will occur in odd numbered years. All other Board of Director members elected at the AGM will hold a one-year term of office.
3. The Executive Committee will have full responsibility for the management of the affairs of the Association as per WMBA Bylaws / Policies and Procedures and the direction of the Board Members.
4. The **President** will conduct all meetings of the Association and be accountable for the general business and responsibilities of WMBA.
5. The **Vice President – Administration** will conduct meetings in the absence of the President and assist the President with the general business of the Association, ensuring the day-to-day operations are dealt with properly.
6. The **Vice President – Operations** will assist the President with duties as requested and be responsible for ensuring the game day operations are taken care of, including all game scheduling, game facility management and overseeing of the Gym Supervisors. The Executive Director will also share these duties.
7. The **Secretary** will keep accurate minutes and records of all meetings of the Association. The Secretary will distribute minutes to all members two weeks prior to the next meeting.
8. The **Treasurer** will be responsible for all financial business of the Association, including keeping up to date records of all financial transactions.
9. The Board of Directors will be responsible for setting the Association's Policies and Procedures.
10. The **Past-President** will act as a resource for the current President and offer insight and direction on league activities.

11. The **three Directors** will be assigned duties annually based on the needs of the Association and the skills and abilities each Director brings to the position.
12. The **Coordinators** will be responsible for the following duties associated with their positions:
 - **Convenor Coordinators (2)** will act as liaisons between the Club and Board and be responsible for assisting, overseeing and supporting the existing Club Convenors with their portfolios including (but not limited to) gym accessibility, coach recruitment, data entry and transfer procedures. The Convenor Coordinators will be present at all convenor meetings and sit on the Fair Competition Committee.
 - **Coordinator of Fair Play/Standards** will be responsible for developing and maintaining fair play policies for the WMBA. The Coordinator of Fair Play/Standards will chair the Fair Competition Committee (FCC) and sit on the league's disciplinary committee.
 - **Coordinator of Coaching** will be responsible for developing excellence in WMBA coaching through promotion and development of the NCCP training and the coaching mentorship program. The Coordinator of Coaching will chair the annual coaches meeting and sit on the league's disciplinary committee.
 - **Coordinator of Elite Programs** will be responsible for assisting the Board in developing programs to meet the needs of more competitive or skilled players. The Coordinator of Elite Programs will be in attendance Rising Stars meetings.
13. The **Head Referee Assignor** will be responsible for assigning eligible referees for all league games and playoffs according to the league schedule. He/she will record and submit all records of the game assignments to the League Office for payment and will also be the liaison with all league referees to the Association. This is an appointed position by the Board of Directors. The position will receive a financial honorarium, as determined by the Board, for the services provided. This position will report directly to the Executive Committee and will be an ex-officio (non-voting) member of the Board of Directors.
14. The **Executive Director** will be responsible for the day-to-day activities of the Association including office communications, assisting the Board of Directors with their portfolios and other responsibilities as determined by the Association. This position will report directly to the Executive Committee and will be an ex-officio (non-voting) member of the Board of Directors and Disciplinary / Rules Committee.
15. Should any member of the Executive Committee resign, the Board of Directors may appoint a replacement from the membership who would hold office until the next AGM.
16. The removal of an elected member will be by three-quarter majority vote of those members present at a duly called special meeting of the Association.
17. At the call of the President, a Nominating Committee chaired by a non-Executive Board Member will be formed to maintain existing candidates, or pursue new ones, for the Board of Directors. This Committee will be formed in the months prior to the AGM.

III. **Meetings of the Association**

1. Voting at all meetings of the Association will be in person by show of hands or ballot. A simple majority (fifty percent plus one) will determine all votes.
2. Regular meetings of the Board of Directors will occur, with a "quorum" requiring fifty-percent plus one. All members of the Board of Directors may vote on League issues. A meeting may be cancelled for the following month with the Board's permission.
3. Notice of the meeting will be one week in advance if communicated in writing or 3 days in advance if communicated by telephone. Only present members of the Board of Directors (as defined in section III-1) may vote at these Board meetings. Half the members plus one will represent a quorum. All decisions of the Board of Directors must be ratified at the next meeting of League Convenors.
4. Special Meetings of the Association may be called by the President from time to time as deemed necessary or upon presentation to the President of a petition signed by majority of all voting members requesting a special meeting. Only defined members of the Association may vote. A quorum will represent fifty percent plus one.
5. An AGM will be held before the end of June each year to present the membership with the following:
 - ♦ President's report
 - ♦ Financial statement for the previous year ending March 31st together with the accountant's report thereon
 - ♦ Board of Director Reports
 - ♦ Election of Elected Board & Executive Members

6. A quorum at the AGM will be fifty percent of voting members plus one, including the Board of Directors. The Secretary will determine from registration and membership lists the eligibility of each member present at the Annual General Meeting.
7. A Nominating Committee will be formed in the months leading to the Annual General Meeting as indicated in Section II-17.

IV. **Financial**

1. The fiscal year shall be from April 1st to March 31st.
2. The signing officers of the Association shall be that of the Treasurer, the President and the WMBA Executive Director. Two of three signatures are required for all financial transactions.
3. There shall be no financial remuneration to any member for any volunteer activity.
4. Any voting member, upon reasonable notice, may inspect the financial records of the Association.
5. The financial record will be reviewed annually by a duly qualified accountant. Copies of the financial statements will be provided to the Association members at the AGM.
6. For the purpose of carrying out its objectives, the Association may borrow, raise or secure payment in any manner it sees fit. This power shall be executed only under the authorization of the Elected Board.
7. All net proceeds and other assets will be used solely to promote the objectives of Winnipeg Minor Basketball Association.

V. **Amending the Bylaws**

1. Bylaws may only be added, amended or rescinded at the AGM, typically held in June of each year. A notice of change must go out in writing to the voting membership 30 days prior to the meeting.

VI. **Custody and Use of the Seal of the Organization**

1. The Corporate Seal and Corporate Logo will remain at the official office of the WMBA.
2. The President, Secretary or Treasurer will have the authority to use the Corporate Seal.
3. The Corporate Logo may also be used by the Executive Director and Program Coordinator to promote events and functions of the Association.

RULES GOVERNING LEAGUE OPERATIONS

PURPOSE

Community league basketball is provided to foster and encourage the sport of basketball for the enjoyment of, and to teach good sportsmanship to, the players. The player, and their welfare, must be held paramount at all times.

To be meaningful and effective, Coaches, Officials, Players and League Administrators must demonstrate their support of the following rules, both in spirit and letter. Participants in any capacity or any level, who knowingly or voluntarily violate either the spirit or letter of the rules, do the game and the Association a gross disservice.

It is critical that all Coaches, Officials and League Administrators become familiar

with the following rules and regulations surrounding the WMBA. Each rule has an important role to play in ensuring our Association operates smoothly and fairly for all who are involved.

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All League Rules, as stated in this document, can be modified throughout the season, only by a two-thirds majority vote by the Board of Directors. Other changes must be made at the Annual General Meeting using the procedures indicated in the Constitution.

SECTION A - TEAM AND PLAYER REGISTRATION

All games will be played under the current Fédération Internationale de Basketball (FIBA) Rules System with the following exceptions.

- A-1 Every Community Center (hereinafter referred to as “Clubs”) who enters a team or teams in WMBA must provide a representative (“Convenor”) to attend all Voting Member Meetings. A security deposit of \$150.00 per Club (post dated to the following AGM) must be submitted with League fees and will be refunded at the Annual General Meeting as long as the Voting Member (Convenor) has not missed more than one of the scheduled meetings in October or March. All Convenors or a Representative must also attend the Annual General Meeting held in June in order to have the bond returned. Convenors can send a person in their place if they are unable to attend one of these meetings. Compassion will be given to those Representatives who are unable to attend a meeting at the last moment due to an emergency.
- A-2 The deadline for all team registration fees and security deposit fees to the WMBA Treasurer will be late October for the Fall/Winter season and late April for the Spring season (exact dates will be announced on an annual basis). All fees must be made payable to the “WMBA” and can only come from the Community Centre’s account on an official Community Centre cheque. Any club fees paid late will be assessed a \$50.00 late fee per club.

**PLEASE
NOTE**

- A-3 **Child Abuse Registry Forms (Rule A-25) are to be presented directly to the**

Gym Supervisor before the commencement of the first game. Failure to do so will disallow the team from participating in the program. No exceptions.

- A-4 Clubs must “declare” the number of teams they will be registering with the WMBA by the date as indicated by the Board of Directors (early October for the fall/winter league and early April for spring league). Exact dates set on an annual basis.
- A-5 Teams of clubs who have been suspended will not be allowed to participate until the matter has been rectified. There will be no prorating of fees for missed games.
- A-6 Teams in all categories must register a minimum of eight players and to a maximum of twelve players. No more than three people (one Head Coach, one Assistant Coach and one Manager) can be registered as “coaching staff”.
- A-7 Teams may add additional players to their roster (not exceeding the maximum of 12 players) up to December 31 in the Fall/Winter season, and May 10 in the Spring season. **Additions to Community Club teams must be processed directly through the Club Convenor. These must be received by the League Office before the player begins to practice or play, by the dates indicated.** All community club rosters will become “frozen” following these dates, eliminating the option to add to, transfer or change the team roster for the remainder of the season. Players who have registered at a Community Centre for the Fall/Winter season must complete the season with their community club and may not be added to a PegCity Youth roster, until after the community club Fall/Winter season is completed.
- A-8 All players must be Community Centre members within the Community Centre’s respective boundaries, as defined by the General Council of Winnipeg Community Centres (GCWCC) and the City of Winnipeg. For more information on boundaries, please visit www.gcwcc.mb.ca.
- A-9 If the WMBA basketball program is not offered in the immediate catchment area of the participant (as defined by the GCWCC), the player is to register at the next nearest community centre catchment area only. There will be no “grand-fathering” of players who have participated with a different club prior to the one in their catchment area offering the program.
- A-10 Community Centers may transfer players to the nearest community centre within their own district boundaries as defined by the GCWCC. **All transfers must be completed with written documentation for every move** by using one of the Association’s transfer forms or those agreed by the involved Clubs or Convenors.
- A-12 Players may be moved up to a higher division to play in the Community Club division, at the final discretion of the Executive Director. Players playing in PegCity Youth can move or play up at any level, to a maximum of two years. All players moved up must be marked clearly on the game sheet. (See B-5). Players cannot move up for post-season (playoff) play.
- A-13 Players from the same Community Centre may move up to a higher level for as many as two games and return to their original team. The third time a player is moved to the higher level, that player becomes part of that team at that level. That player is no longer allowed to play on their original team for the remainder of

the season.

- A-14 Players cannot move down or lateral to other teams or divisions. This includes Community Centre teams who have two teams within the same age division. Transfer rules as defined in these bylaws must be followed for every move.
- A-15 A player can be registered and play with only **one** WMBA team at a time.
- A-16 The WMBA program shall be divided for the current season as follows:

Community Club (Community League)

7 -8Co-ed
9-10 Girls
11-12 Girls
13-14 Girls
15-17 Girls
9 Boys
10 Boys
11 Boys
12 Boys
13 Boys
14 Boys
15 Boys
16-17 Boys

Peg City Youth (Club Teams)

Grade 9 Girls
Grade 10 Girls
Grade 11-12 Girls
Grade 9 Boys
Grade 10 Boys
Grade 11-12 Boys

- Age groupings may vary year-to-year depending on overall registrations.
- Girls may play on boy's teams (ages 8 and up) only if another team at the club or other area clubs is not available and only if the coaches, convenor, parents and the player agree to the situation.

- A-17 All ages are as of December 31st of the current year at the start of the season. Refer to the chart in rule A-16 for specific age definitions.

- A-18-A The Community Centre Convenor will be responsible to see that all players on the team are of correct age, living within their boundaries, and are Community Centre members in good standing. They will complete all necessary player registrations and transfer forms and submit them to the WMBA office before the deadlines. All player registrations must be accompanied with a copy of the athlete's birth certificate.

- A-18-B The WMBA reserves the right to request proof of age or residency of any participant at any level (Community Centre, PegCity Youth, or Senior Teams).

- A-19 Players must register with their own Community Centre as defined by the GCWCC and the City of Winnipeg. If that Community Centre is not an active member with the WMBA, then they must register at the next nearest Community Centre within their district areas as defined by the WMBA. Area of residence is defined as where the athlete is permanently living at a majority of the time with a parent or legal guardian when registering for the program. The school that the player is presently attending has no bearing on where the athlete registers; it must be the place of residence.
- A-20 Team Registration, Community Centre transfer forms and WMBA Letters of Intent must be produced by the next game by the Head Coach or Manager at all games and practices, and produced upon request to a WMBA Board Member or authorized WMBA Gym Supervisor.
- A-21 Any deviation for whatever reason from the above rules must have written approval from the WMBA Executive Committee, prior to the deviation occurring.
- A-22 Any violation or abuse of the above Team and Player Registration Rules will result in the TEAM OR TEAMS BEING DISQUALIFIED FROM LEAGUE PLAY, CITY AND PROVINCIAL PLAYOFFS, AND OTHER WMBA SANCTIONED TOURNAMENTS OR EVENTS. All registration fees shall be forfeited.
- A-23 Teams may begin formal practices following the determination of the different age and gender divisions.
- A-24 Once a Community Centre has officially declared a team for entry into the WMBA Fall/Winter League and a schedule has been developed, the Club is obligated to pay the set Team Registration Fee amount to the WMBA prior to the set payment deadline. If a team were to fold or stop competing in League games in the Fall/Winter League, a refund of 50% of the total Team Registration Fee will be provided back to the Club, so long as the said team has not played more than 6 games. Once a team has played their 7th game of the Fall/Winter season, no refunds will be disbursed. During the WMBA Spring League, teams who fold at any time will NOT receive any form of refund.
- A-25-A All WMBA Head Coaches, Assistant Coaches, Team Managers and other team volunteers (from both Club and MBL teams) must complete and submit the Child Abuse Registry Form prior to the season commencing. People found to have violations according to the Province of Manitoba Child Abuse Database will be prohibited from being involved in league-sponsored activities. This registry form must be submitted at the beginning of EACH season (Fall/Winter & Spring) on an annual basis. This form is free of charge.
- A-25-B All WMBA Head Coaches are required to complete a Winnipeg Police Criminal Record and Vulnerable Persons Check. The WMBA will reimburse for the cost of the Criminal Record Check. It must be renewed every 5 years.
- A-25-C All WMBA Head Coaches, Assistant Coaches and Managers must complete the free Respect in Sport Course once every five years.
- A-26-C Clubs having enough players to form two or more teams at a given age level are

required to hold an evaluation session to allow the coaches an opportunity to place the players on an appropriate team. These decisions are to be final as according to rule A-14, players cannot move from team to team within the same age level. The league will realign these divisions before the winter break based on win/loss records.

SECTION B - GENERAL RULES

B-1-A All community club players who attend an entire game must receive equal playing time as the other players on their team in that game.

Teams in all Divisions age 7-17 must substitute their player's at all mandatory substitutions throughout all league and playoff games.

- a. The clock will stop at 4 minute intervals throughout the game: **1st and 3rd quarters: 6 minutes** and **2 minutes** remaining on the clock, **2nd and 4th quarters: 8 minutes** and **4 minutes** remaining on the clock.
- b. During these stoppages of play 5 new players from the bench must be subbed in. Teams with less than 10 players must sub all players that are sitting on the bench.
- c. The last 4 minutes of the game is stopped time in all scoring games.
- d. In the **last 4 minutes of the game AFTER the 4 minute substitution** occurs, coaches can substitute any players at their leisure.

Coaches are not allowed to make up time for missing part of a game (e.g. a player arrives or leaves at halftime). If a player can only play part of the game, the player must be played as if the entire game had been attended. For example, if there are 10 players on the team and a player shows up at halftime, that player still cannot double shift to make up the shifts or time that was lost by the player being unavailable in the first half.

B-1-B At the specified time, play will stop and 1 to 4 new players or 5 new players (ages 8 to 18) must be on the floor (if available).

Shifting rules:

- if there are 6 players, each player should sit a maximum of three times
- if there are 7 players, each player is allowed to be triple shifted twice
- if there are 8 players, no triple shifts are allowed and there is a maximum of three double shifts per player
- if there are 9 players, each player may be double shifted once
- for teams of 10 or more, no double shifting is allowed

Game time played per player will be calculated as a percentage of the total game

- e.g. (games are 47 minutes long)
 - player 1 plays 25 minutes ($25/47 = 53\%$ of game)
 - player 2 plays 10 minutes ($10/47 = 21\%$ of game)
 - player 3 plays 30 minutes ($30/47 = 64\%$ of game - etc.

The maximum variance between players should be in the 15-20% range.

B-1-C The team with the last possession prior to substitutions will regain possession to start. If the ball is in mid-air after being shot, the basket will count if successful. If the basket is missed, the ball will become the position of the defence.

B-1-D Equal Play Monitor. Prior to the start of a game, a team may advise the Gym Supervisor and the opposing coach that the team is requesting the Gym Supervisor monitor equal playing time on both teams. The Gym Supervisor shall sit by the scorer's table and keep record, using the League player time tracking form. The Gym Supervisor may bring discrepancies in playing time to the attention of the Head Coach during time outs, and at half time, and note any warnings on the player time tracking form.

At any time during a game, a Coach concerned about a violation of equal play may call a timeout to express their concern to the other Coach and bring this to the attention of the Gym Supervisor. The Gym Supervisor shall discuss the matter with both Coaches and make sure the equal play rule is clear to all. The Coach raising the concern may then request the Gym Supervisor to monitor playing time for the duration of the game.

Spectators concerned about equal play shall direct their concerns through their Coach.

PLEASE NOTE

Any formal complaint over equal play shall be made by email to info@wmba.ca, and it will be forwarded to the League Disciplinary Committee. The Committee will investigate the Coach and game in question. In any game where the equal playing time rule has been violated, the following will take place:

- First violation: A letter is sent out to all coaches on record for the team explaining that the fair play code was violated and that further violation will result in further action
- Second violation: Letter sent out to all coaches explaining that the fair play code was violated again and that the head coach who was present at the game will be suspended for 1 game
- Third violation: A letter is sent to all coaches on record for the team explaining that the Fair Play code was violated again and that the coach will be suspended for the next two games and the result of the game (if a win) will be overturned
- Fourth violation: Coach will be suspended from coaching the WMBA.

** Violations carry over into new seasons. Coaches receiving their 4th violation during their time coaching with the WMBA will be suspended.*

B-2 A game may be played by a team that is not accompanied by the registered Head Coach or Assistant Coach, however, there must be at least 1 adult present at the team bench, as Acting Coach. If any WMBA Coach is under the age of 18 years, the team **must** have an adult (18+ years) present at all games and practices.

B-3 Male coaches of female athletes will at all times be accompanied by a female parent / assistant coach in respect of practice and game situations. Female coaches of male athletes will at all times be accompanied by a male parent/assistant coach in respect of practice and game situations.

B-4 All players who are at the game must be clearly listed on the front of the official

WMBA Score Sheet, in the designated location thereon, with the players first name and surname listed, along with their jersey number.

B-5 **All players brought up from a lower age group or division must be clearly marked and noted where the player came from, including age group as well the number of times he/she has been brought up.**

B-6 If a team has fewer than 8 players available for a game, a player may be brought up to a team for two games from a lower age division team only **from within the same community centre**. If the player is brought up for a third time that player must remain on that new team. A “game” is defined as a player’s name appearing on the scoresheet.

B-7 Each team must designate one Head Coach and one Team Captain. Only the Head Coach and/or Team Captain may address the Officials and score table. Discussions of issues are to be made only during halftime, or during a recorded timeout.

NEW B-7-A No player-coaches are allowed in the Minor Leagues. Head Coaches are not to be a playing member of the same team even if they are 18 years of age.

**PLEASE
NOTE**

B-8-A Every player listed on the game sheet and present in the gym must play in each half of the game, unless excused due to illness, injury, late arrival, or for disciplinary action. The Coach of the opposing team and the Officials must be informed of these conditions prior to, or during the game. The condition must be noted on the bottom of the scoresheet and signed by the coach. Failure to comply with these rules may result in forfeiture of the game.

**PLEASE
NOTE**

B-8-B The League encourages the use of coaching/counseling, involvement of parents, and other methods to manage players. Limiting playing time for disciplinary purposes should be a last, not first resort.

Limiting playing time during playoffs for disciplinary purposes is not allowed.

B-9 The wearing of jewelry (necklaces, bracelets, pierced body parts) and watches are strictly forbidden with the exception of religious medals, which must be securely taped inside the player's clothing. Earrings are not to be worn. Fingernails must be trimmed. No hard casts, or hard or rigid finger splints are allowed, and a soft protective sleeve must cover all braces. **The Game Officials and Gym Supervisors hold the right to restrict participation in games if they feel an athlete is a risk to themselves or others on the court, by wearing items that may cause injury.**

B-10 Prior to participating in a WMBA competition, any wounds on athletes, Coaches or Officials must be securely covered. Any blood found flowing on an athlete during the game must be properly cleaned and secured prior to the athlete continuing in the game.

B-11 Should any blood appear on the participant’s clothing, the uniform/equipment must be either changed or properly cleaned before participation can continue. The Game Officials will have final say on this matter.

- B-12 **Any violation of B-9, B-10 or B-11 by a player or players will result in removal from the game until the situation is corrected.**
- B-13-A The WMBA **strongly** recommends that all team uniforms are those of the “reversible” style (light one side, dark the other). All uniforms must also comply with the minimum standards as indicated by the WMBA Uniform Specifications located in the Appendix section of the Handbook.
- B-13-B Actual style of uniform is optional but the uniform shall consist of a top with contrasting visible numbers on the front and back with WMBA approved shorts **(no cutoffs, pockets, pocket openings / slits / tears, belt loops, chains or other items risking injury)**. No tear away pants or shorts are to be worn during the game for the safety of all the players. Refer to the Appendix section of this Handbook for more details on uniforms.
- B-13-C Players who choose to wear a T-shirt or undershirt beneath their team uniform should wear one of similar color to that of the uniform. If a team or player is unable to match the uniform color to the jersey, the undershirt should be white, however no penalty will be given if it is not. Undershirts may be any colour if that is all that is available. There will be no penalties given to any team, coach or player for undershirt infractions. The intent of this statement is to have team uniforms match as close as possible and prevent any confusion or errors on the floor for the Officials, Scorekeepers or opposing team.
- B-13-D Players are to wear appropriate rubber-soled non-marking athletic shoes for both games and practices. Shoes must be clean and dry before participation can commence.
- B-13-E It is recommended that each player consider wearing a proper fitting mouth guard to prevent any injuries or damage to the mouth area.**
- B-14 The occupants of the bench will be limited to the three registered Coaches/Managers and the registered players only. **Parents and other supporters must remain in the designated spectator area in the gymnasium, unless they are serving as a ‘bench parent’.**
- B-15 Players must remain on the team benches when not playing, unless given permission from an Official or their Coach to do otherwise.
- B-16 Each team must leave their respective benches clean for the next team, at the immediate conclusion of their game.
- B-17 In case of an injury, the Head Coach may enter the playing area only after the Game Official has blown their whistle and play has stopped. **If a Coach has entered the playing area to attend to an injured athlete, the athlete must be removed from play, and can only return following the next stoppage in play.**
- B-18 Teams will warm up and begin play on the basket furthest from their team bench for the first half. Teams will change baskets for the second half of competition.
- B-19 In League playoffs or tournaments, the home team and will wear ‘light’ colored jerseys if possible.

- B-20 Each team must have 5 players dressed and listed on the scoresheet 5 minutes prior to the start of the game. **Any team not on the court and ready to play 5 minutes after the scheduled start of the game will forfeit the game to the opposing team (2-0 final score). This only applies to scoring divisions.** The “Official Game Time” will be that of the on-site WMBA Gym Supervisor, and this individual is the only person with the authority to call a game for this reason. Divisions that do not keep score are not subject to this rule. * **Note—Officials are not encouraged to officiate forfeited games.***
- B-21 Any team that fails to show up for two scheduled games may be asked to withdraw from the League, at the discretion of the WMBA Executive Committee.
- B-22 Any team failing to appear, or who are late (as defined in Rule B-20) for a tournament or playoff game, will lose that missed game with **no** opportunity to reschedule.
- B-23 Any disputes regarding the games will go to the WMBA Disciplinary Committee for a decision.
- B-24 **Teams must inform the Executive Director and opposing team’s Head Coach 48 hours (from game time) in advance if cancelling a game.** The team requesting schedule changes will be responsible for the costs of the gym rental, and referee fees, for the rescheduled game. It will be the responsibility of the Head Coach who requests the schedule change to make the change and inform the opposing team and Executive Director immediately of the change. Please refer to “Game Rescheduling Procedures” in the Appendix Section of this Handbook for the step-by-step procedures that must be followed for every schedule change.
- B-25 The rescheduled game must be played within two weeks of the original game date or prior to the end of the regular season (to allow League Playoffs to begin), whichever comes first. If the team who cancelled cannot reschedule the game, they will receive the loss.
- B-26-A The game will be ended on the **SECOND** technical foul called against a team, with the win going to the opposing team. **Please refer to the Zero Tolerance Policy located on the inside front cover of the WMBA Handbook.** All Players and Coaches are expected to follow the WMBA Rules and Fair Play Codes at all times. The Game Officials hold the authority to issue 2 technical fouls at once for severe situations. The Game Official will record all technical fouls in detail on the back of the scoresheet.
- B-26-B As indicated in the FIBA rule book, a disqualifying foul is any flagrant unsportsmanlike action of a Player, Substitute Player, Coach, Assistant Coach, Team Manager or Team Spectator. An unsportsmanlike foul (for a player) is a player contact foul, which, in the judgment of the official is not a legitimate attempt to directly play the ball within the spirit and intent of the rules. **A player will be disqualified when the player is charged with two unsportsmanlike fouls. The disqualified player will forthwith remain outside of the gymnasium for the duration of the game.**
- B-26-C Coaches and players are not to be ejected due to an ‘administrative’ technical foul, such as defensive infractions (double-teaming or pressing), uniform, or scoresheet infractions.

NOTE

- B-27- Coaches or Players found to be harassing or confronting Officials following a game will be subject to disciplinary action from the WMBA. **If a Player or Coach receives two or more intentional/flagrant/unsportsmanlike technical fouls in a season, the WMBA Disciplinary Committee will review the circumstances, and may issue further disciplinary action(s).** Teams found with suspended Players or Coaches participating will be subject to further disciplinary action. Explanations of such fouls must be made on the back of the original game sheet (white copy), or a Game Report Form by the Game Official.
- B-28 If either a player or Coach receives a suspension, the party may appeal the decision in writing to the WMBA League office within 24 hours, by using the proper appeal procedures as indicated in Section E of this Handbook. The WMBA Disciplinary Committee must respond in writing to the appealing party within 7 days of receiving the appeal, and copy all correspondence to the WMBA Executive Committee.
- B-29 The Game Official is responsible for noting on the scoresheet any violation under Rules B-26 or B-27, and noting beside the person who committed the infraction with the type and details of the infraction, on the bottom of score sheet.
- B-30 **Any person in attendance at any League game who is not showing respect toward the Game Officials, score keepers, players, coaches, or to the game, will be asked to leave the gymnasium as per the League's Zero Tolerance Policy.** This includes other Coaches and players, spectators and WMBA representatives. The Head Coach of the team for whom the person in question is associated will be responsible to remove any offender at the request of the Game Official, Gym Supervisor, or League Representative. Failure to comply with this request will result in a team forfeiture of the game with the win (2-0) going to the opposing team.
- NOTE** B-31 Each team must provide a responsible person (age 14+) to act as either a score keeper or a time keeper for each game. **There is to be no coaching done from the score table.**
- B-32 The time keeper is responsible for the score clock and the score keeper is responsible for the score sheet.
- B-33 It is the responsibility of the on-site WMBA Gym Supervisor to ensure that the score keeper for each game properly completes the score sheet, including date, location, age division, winning team and final score.
- B-34 Players must participate in a minimum five (5) regular season games in the same season in order to be eligible for League Playoffs. A 'game' is recorded as a player's name appearing on the scoresheet.

SECTION C - RULES OF PLAY

C-1 The basketball size used in all sanctioned WMBA games and events will be as follows:

- | | |
|---------------------------------------|--------|
| ▪ 7-8 Coed, 9-10 Girls, and 8-10 Boys | Size 5 |
| ▪ Boys 11-14 & Girls Ages 11-17 | Size 6 |
| ▪ PCY 12-13 B/G, 14 B/G and 15U Girls | Size 6 |
| ▪ PCY 15 and up | Size 7 |
| ▪ | |

The foul line distance to be altered as follows:

- 7-8 Coed – No Free Throws will be taken
 - 9-10 Girls, 9 Boys, 10 Boys – No Free Throws will be taken
 - 11 Club Boys - Two (2) feet closer to the basket from regulation
 - 11-12 Club Girls - Two (2) feet closer to the basket from regulation. *(A line will be marked on the floor by the onsite Gym Supervisor)*
- All other age groups will shoot at regulation distance (15 feet from hoop).

NEW

C-3 On the fifth and subsequent defensive team foul in each quarter, two shots will be awarded to the opposing team. Team fouls will be reset at the end of each quarter

C-4 Basket heights will be lowered to the height of 8 feet for 7-8 Coed, 9-10 Girls and 8 B. Aged 9 Boys, 10 Boys, 11-12 Girls and 13/14G will play on a hoop lowered to 9 feet. All other age groups will play on regulation 10 foot baskets.

C-5-A Community Club League. Games for all age divisions will consist of 4-10 minute quarters. The first 3 quarters will be running time. The 4th quarter will be running time for the first 6 minutes and stopped time for the last 4 minutes (except for non-scoring). When mandatory substitutions take place, the clock will stop for approximately 30 seconds to allow substitutions to take place. Stopped time includes any “dead ball” or when a whistle is blown by the referee such as violations, fouls, stops in play, etc as well as after a basket is scored during the last 2 minutes of play. A 3 minute halftime will occur between the two halves, time permitting. There will also be a one minute break between each quarter, time permitting.

NEW

C-5-B PegCity Youth. Games for the PegCity Youth Division will consist of 4 x ten (10) minute STOPPED time periods with a five (5) minute halftime. There will be one (1) minute between periods. All overtime periods for games will consist of 4 minutes STOPPED time for ANY game (League or Playoff), which ends in a tie. As many overtime periods will be run as necessary to determine a winner.

C-6 When required, the game may be shortened by shortening either warm up time or half time first. If more time is still required, each half may be shortened at the discretion of the onsite WMBA Gym Supervisor to ensure games start and end on time.

- C-7 **Community Club League only.** In the case of a tie at the end of regulation time, there will be no overtime, except in playoff situations. The regular season game will be recorded as a tie. Playoff overtime periods will consist of three (3) minutes each until a winner has been determined. The overtime period will consist of one (1) minute of running time and two (2) minutes of stopped time.
- C-8 A jump ball will be used to start the game; thereafter, all jump ball situations will be determined by a possession arrow. The second half will start with an inbound pass from the team who is next to have possession. Possession is determined by the Game Officials.
- C-9-A Zone defences are allowed at all 15U and older ages, at the Community Club level. Zone defences of any kind will not be allowed at the 5-14 year age brackets. Teams at the 15+ Club level are permitted to play any type of defence (including all types of zones, match-ups or other combinations). Senior teams may also play any type of zone defence.
- C-9-B **“Double-teaming” ON THE BALL is permitted anytime in all boys age divisions 10 years of age and older and all girls age divisions age 11 and older. Double-teaming of players who do not have the ball is not permitted. Triple-teaming the ball is never permitted in any age division where zone is also not allowed.**
- C-9-C Teams at ages 7-8 Co-Ed, and 8 Boys, 9 Boys and 10 Girls can double-team ON THE BALL only when the player with the ball is located between the defending team’s baseline and the “freethrow line extended”. No double-teaming is allowed when the player with the ball is between the centre court and free throw line extended line. When the ball is in this area, defenders must play strict man-to-man defence with no double-teaming. The “free-throw line extended” is defined as the regulation free throw line permanently marked on the floor extending to each sideline (15 feet from the baseline).
- C-9-D **“Help” defence** is allowed at any age level and is **defined as another defender temporarily assisting their teammate** to defend an offensive player who is making an attempt to score.
- C-9-E Community Club - **The game Official will stop the play, and issue a warning for the double-teaming.** A second warning may be given at the Official’s discretion. A technical foul may be assessed to the Head Coach if the violation continues, or is abused, but will not result in a game ejection for either Coach or player.
- C-10-A **Pressing** - WMBA Community Club League allows full court pressing in all 12B and older age divisions, and 13-14G and older age divisions. PegCity Youth League allows full court pressing in ALL age divisions. Additionally, both Senior Men and Senior Women are allowed full court press.
- C-10-B Regarding press violations, the Game Official will stop the play for the violations and give a warning. The second warning may be given at the Official’s discretion. A technical foul may be assessed to the Head Coach if the violation continues or is abused, but will not result in a game ejection. **All full court pressing must**

still be of a man-to-man nature with no zone defences, where zone is NOT allowed. Double-teaming ON THE BALL will be allowed in a full-court press. It is expected that Coaches at the unrestricted age levels use their discretion to not press teams when the score is already out of reach.

C11- C The purpose of this document is not to provide Coaches with a means to find loopholes in the rules and thereby develop elaborate strategies that play on the edges of the rules. Coaches are to use the document to clear up any misunderstanding of what will or will not be called. The rules below will ONLY be initiated to prove that team is playing a zone. 2-3, 3-2, 1-2-2, 1-3-1 and any other formational zone. Further to that any situation where one person is not respecting the rules below to jump and trap the ball. (see defensive transition section of explanation). Teams will not be penalized for playing a sagging man to man where proper respect to ball, man and hoop are honoured. In the end the WMBA board of directors and disciplinary committee will have the final say in the matter.

Why no zone defence?

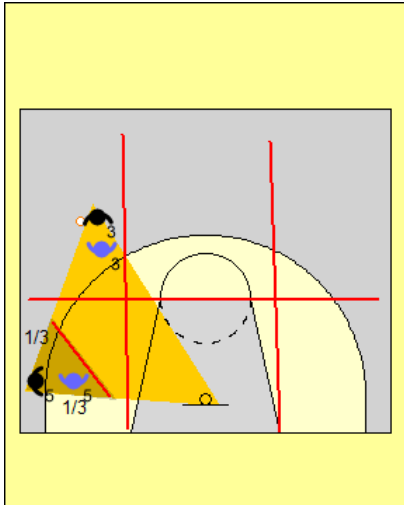
No zone – rationale: Encourages movement; allows for creativity with the ball, passing, cutting and penetration; more time can be spent in practice on the mastery of basic fundamental principles of play in both offence and defence.

Spirit of the rule

It is expected that everyone involved understands the reasoning behind the rules. Players at this stage are still at the Train to Train Stage and moving into the Train to Compete stage within our LTAD model. The focus is still on training to become a multi-skilled, multi-positional player. Using concepts such as zone defences limits the training time that coaches can put into individual player development, since so much time must be spent in team practices developing the team strategies and tactics zones. Also, zones put players into defined positions which can limit the development of the multi-skilled and multi-positional player.

Zone defence

We do not want a rule that limits the teaching of sound player to player defensive principles. We also do not want a rule that allows for the offensive coach to create exotic formations that hinder sound defence, and give an unfair advantage to the offence. Zone defensive rules that stress no defensive player in the key encourage these situations. With this in mind we will use the 1/3, 2/3 rule to determine if a team is playing zone.



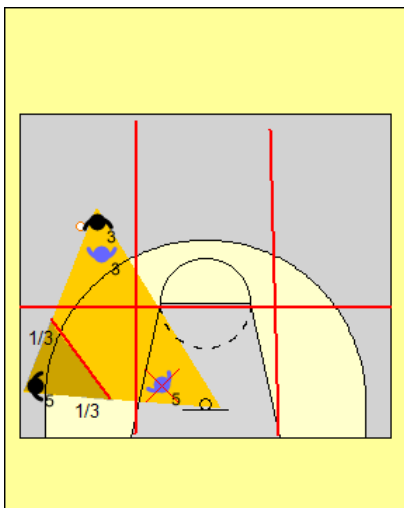
The front court is divided into six grids by a line extending across the foul line and two lines running up from the baseline where the FIBA key meets the baseline.

A triangle is formed by the defensive player with the three points of the triangle being the ball, his/her check and the basket. When a defensive player is in the same grid, a grid above, below or beside the offensive player with the ball, this defender can be:

No further than $\frac{1}{3}$ the distance on the line between his/her check and the ball

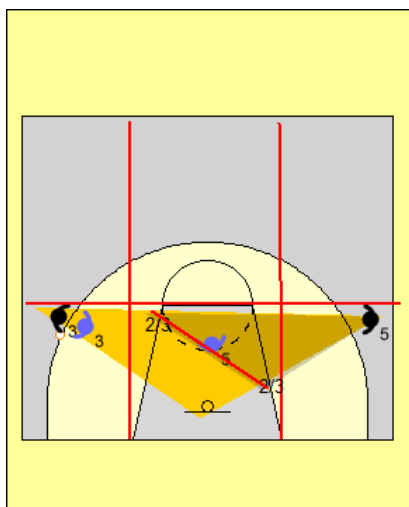
No further than $\frac{1}{3}$ the distance on the line between his check and the basket.

The defender can be in an open or closed stance. A player may go to double team or stunt, but if he/she remains stationary in the restricted area it will be deemed a zone.



In this example the defender is stationary. Although he/she is still only $\frac{1}{3}$ of the distance off the line between the ball and his/her check, he/she is clearly more than $\frac{1}{3}$ of the distance to the basket. This would be called a zone.

If the player was stunting in and out in constant motion (helping on a post) this is not considered a zone. As one can see this is what is taught in sound player to player defence. It is obvious when a player is out of position.

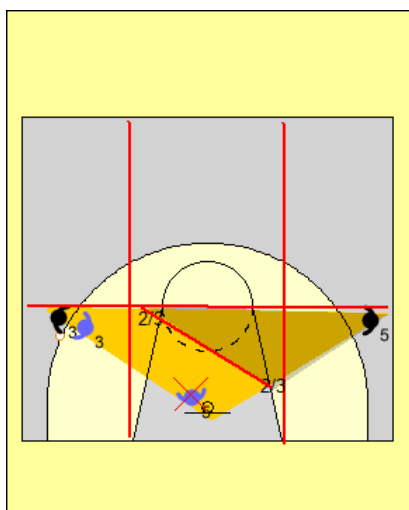


When a defender is in a grid diagonally to or not touching the grid with the ball in it, the defender can be:

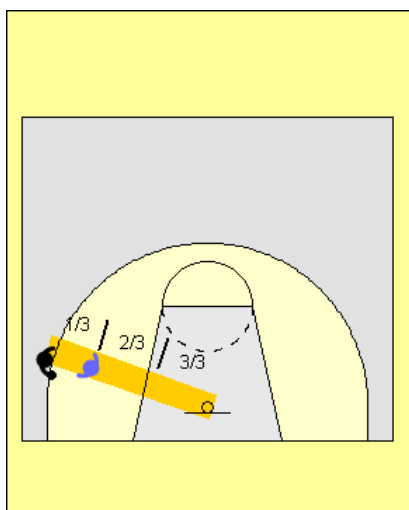
No further than $\frac{2}{3}$ the distance on the line between his/her check and the ball

No further than $\frac{2}{3}$ the distance on the line between his check and the basket.

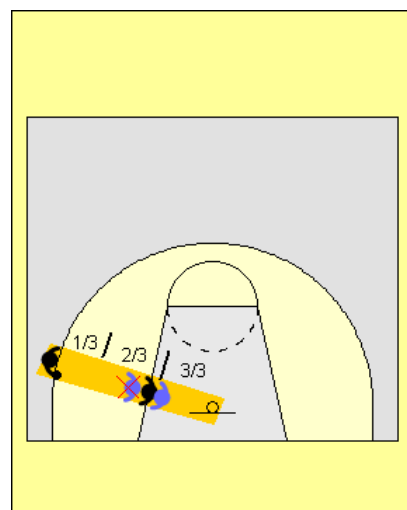
This means a player can assume good help position in the key.

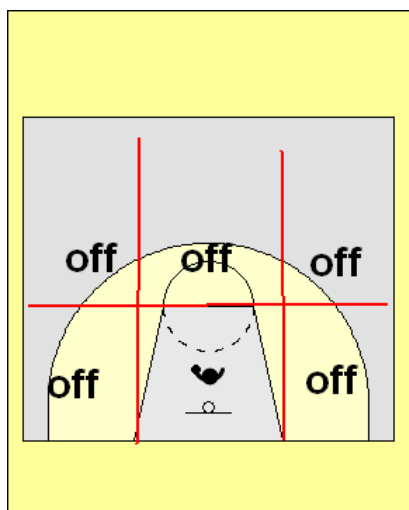
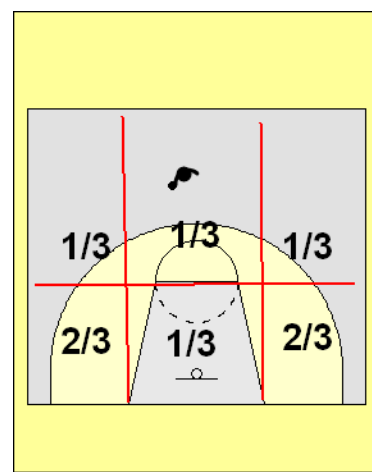
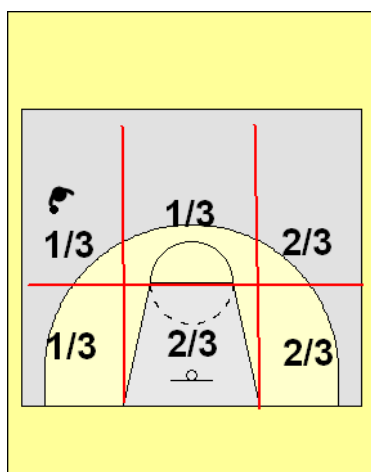
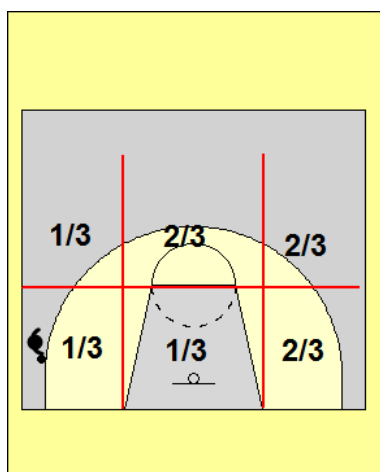


In this example the defender is guarding the basket which means he/she is more than $\frac{2}{3}$ of the distance between his/her check and the basket. As before, the defender is allowed to be stunting in and out of the restricted area. He/she cannot remain stationary.



The player defending the ball, since he/she is in the same grid as the ball, must be no further than $\frac{1}{3}$ of the distance from his/her check and the basket. Again, this player can be stunting in and out of the restricted area.



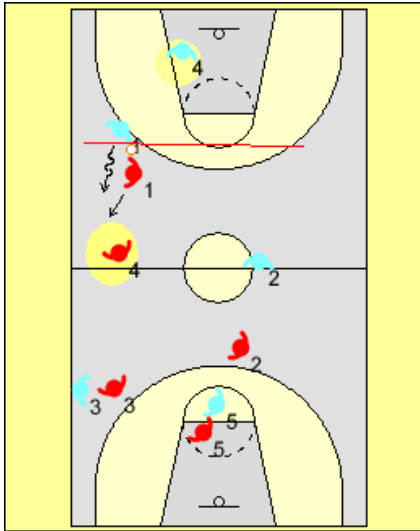


The restrictions on zone defence will be considered **off** when:
 The ball is passed into the key
 Penetration towards the basket occurs by the dribble
 A shot is taken
 An offensive rebound is gained.
 Once the offence re-establishes their formation the zone rule is back on.
 Teams use extreme offensive formations to play on the edges of the rules. It is not the offensive coach's role to expose zone defences.

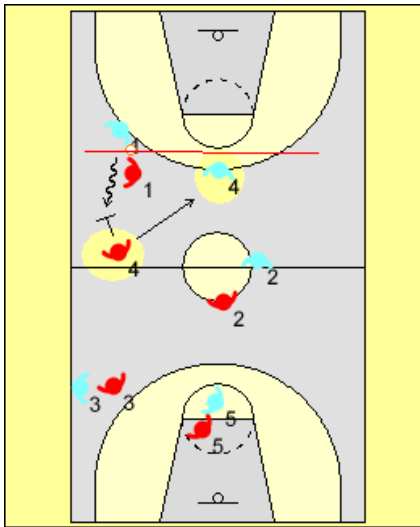
If an offensive player is in the grey area between two grid lines, the leeway will go to the defender, as if he/she should be in the 1/3 or 2/3 position.

Defensive Transition

Players may fall back to a designated pick up point. Players may defend the basket until defensive help arrives. Defenders whose offensive check trails behind the ball may defend in front of the ball. Once their check passes the ball handler the 1/3, 2/3 rule comes into effect.



Defender #4 is able to shadow ball handler #1, since his/her check #4 is trailing behind the ball in transition. The players in front of the ball are observing the 1/3, 2/3 rule.

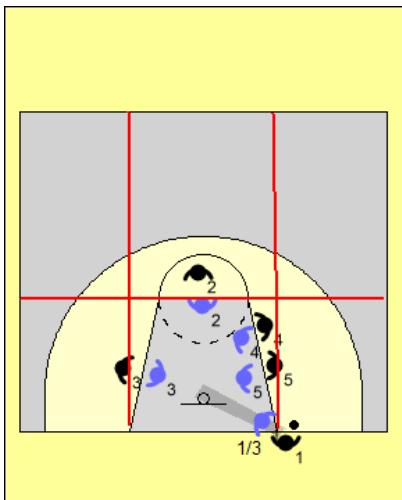


Once #4 moves in front of the ball, defender #4 must either double the ball in a trap or observe the 1/3, 2/3 rule. If the players continue to play in space, he/she will be considered to be playing a zone.

Double teaming and rotations are allowed, but must come out of player to player principles.

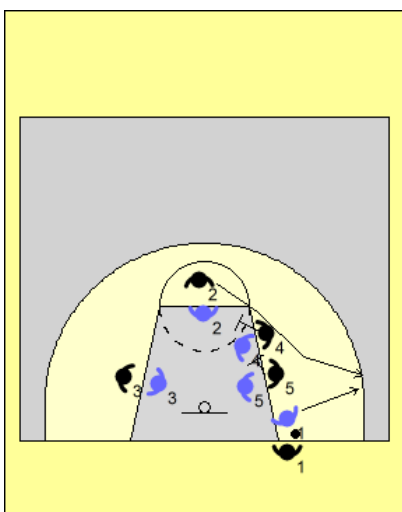
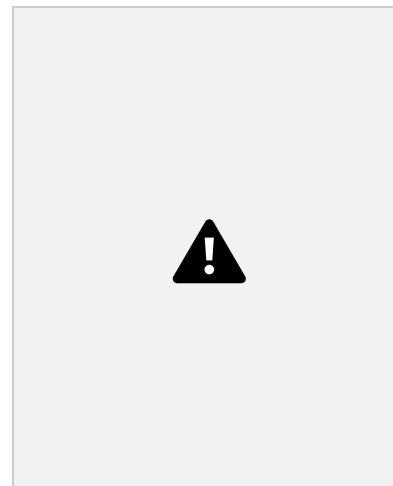
Baseline inbounds front court

The same concept applies. The players not guarding the ball must apply the 1/3, 2/3 rule depending on where their checks are in relation to the ball.



The player guarding the ball must start at least $\frac{1}{3}$ the distance between the player inbounding the ball and the basket. He/she cannot be guarding the basket or start in a doubling teaming position.

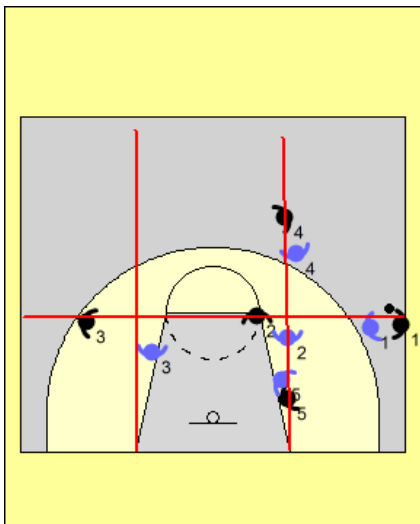
There is no restriction on the angle or direction that the defensive players face. He/she can be stunting.



The defender guarding the inbinder can go to deny a potential receiver on the pass. They cannot start in this position. Once the pass comes in there must either be a double team or the $\frac{1}{3}$, $\frac{2}{3}$ rule applied.

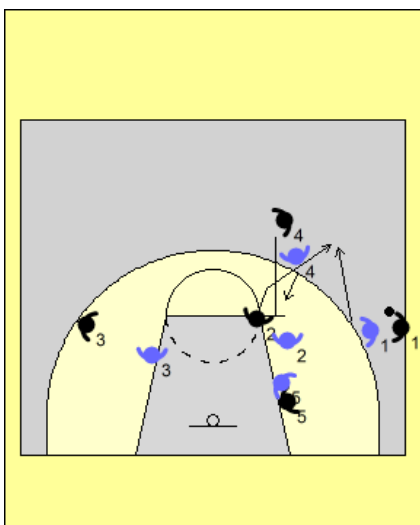
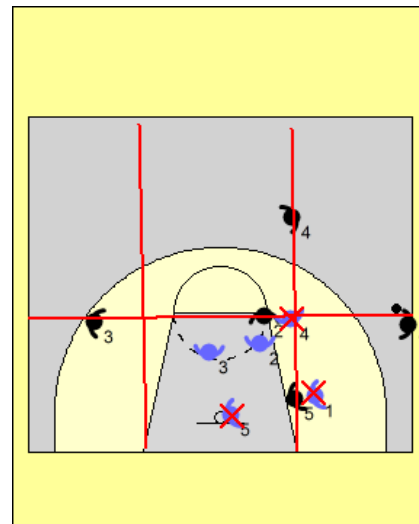
Sideline Inbounds in the Front Court

The same applies for sideline inbounds in the front court. The $\frac{1}{3}$, $\frac{2}{3}$ rule is in effect.

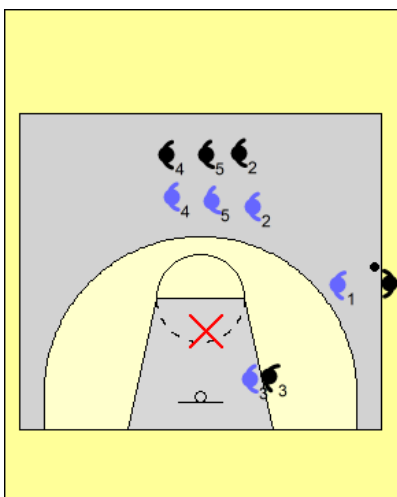


The player on the ball must be within $\frac{1}{3}$ the distance of the inbinder. Again, he/she can assume any angle or face any direction.

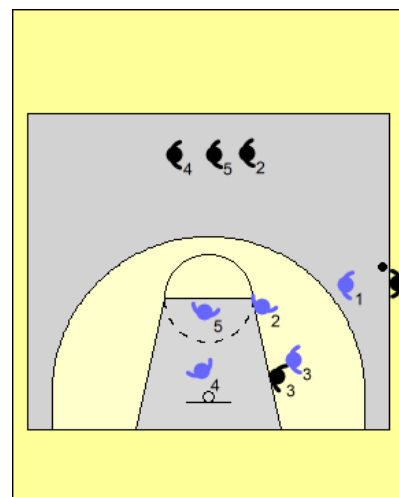
Players cannot start in a double team position, unless the offensive player falls with the $\frac{1}{3}$, $\frac{2}{3}$ rule.



The player guarding the ball can go and deny a potential receiver. Once the pass is in, a double team must occur and the $\frac{1}{3}$, $\frac{2}{3}$ rule must be applied.

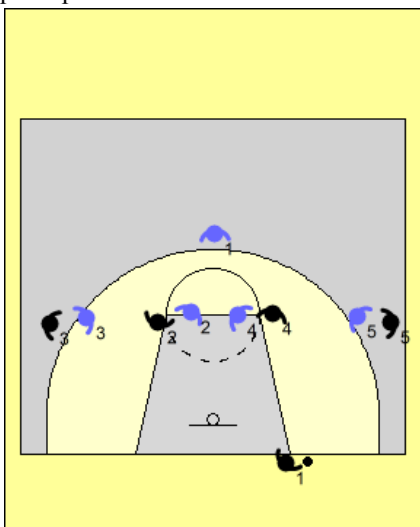


NOTE: If the offence uses a formation that is clearly designed to draw **all** potential help defenders from the basket area, the no zone rule **DOES NOT** apply. The defenders may drop back inside the three point line. Once the ball is inbounded and the offensive players enter the $\frac{1}{4}$ court, the $\frac{1}{3}$, $\frac{2}{3}$ rule will be in effect.



Baseline Inbounds Full Court

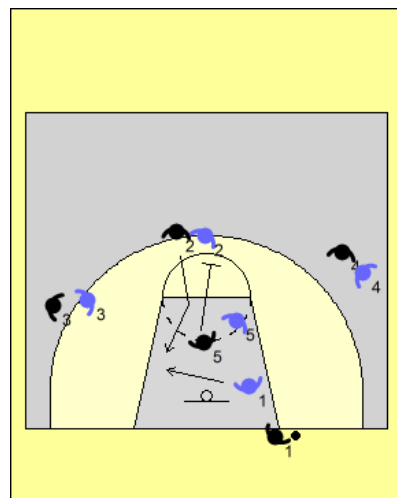
There is no rule that says you must match up full court. For defensive players guarding the players on the court they must still apply the 1/3, 2/3 rule **or** they can fall back and pick up once the offensive team enters into the **1/4 court**. If their check trails the ball, he/she can shadow the ball in space or be in the 1/4 court. Once their check is in front of the ball, the 1/3, 2/3 rule is in place if he/she wants to match up outside the 1/4 court. Once the offence reaches the 1/4 court, all players apply the 1/3, 2/3 rule. Simply put, it is not a zone if all five players run back inside the three point line to wait for the offence. When they do match up outside the three point line they must do so with sound man to man principles.

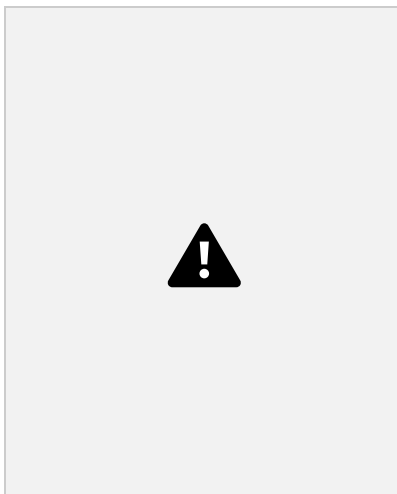


The player guarding the inbounder will be given some flexibility in full court defence.

He/she can start in a centre field position (behind all offensive players)

He /she can go and deny a potential receive (shortstop).

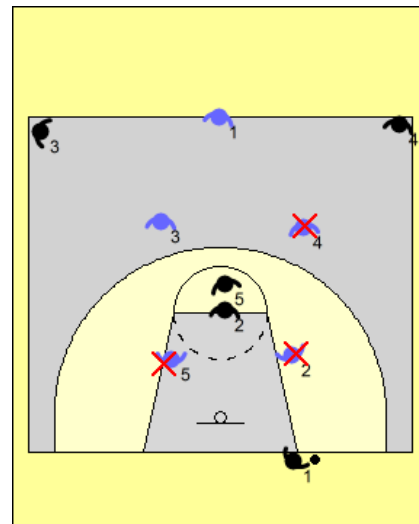




He/she can play behind a stack.

What is not allowed is the defenders off the ball guarding air.

Once the ball is in play the 1/3, 2/3 rules apply.



It is expected that all teams will abide by the rule. If the intent to play a zone defence is detected this is the procedure that will be followed:

1st violation – The coach will be contacted by the WMBA and advised that someone reported a zone play infraction and video has been recorded of their team playing. The Coach will then be asked if they want to come in to the office to view the video and state their case against the report.

- Video will be recorded of the game following the report to distinguish if a zone is being used or not
- If the coach of the team reporting the zone has video of the game it will be used.

2nd violation – The head coach will be suspended for the game following the review of video determining if a zone was played or not.

3rd violation – The team will be charged a forfeit for the game that the zone play was reported and for every game played previous to the 3rd violation.

4th violation – If a coach continues to violate the rule they will be banned from coaching in the MBL

- Coaches who receive one violation will have their record cleared each season
- Once any coach has received two violations they will carry forward to subsequent seasons
- Any coach who receives two 2nd level violations in back to back seasons will be banned in Manitoba Basketball League
- Any coach who receives three 2nd level violations during their time coaching in our league will be banned from coaching in Manitoba Basketball League (example: coaches 3 years 1st year violates second year does not and 3rd year violates)
- Any coach who receives a 3rd level violation and receives a 1st level violation in the subsequent season will be banned from coaching in the WMBA.

*****Anyone who is not clear with the ruling should contact the WMBA office early in the season. Claiming ignorance to this rule will not be accepted as an excuse.*****

NEW

- C-11-A **Community Club League.** Each team will receive two (2) timeouts of one (1) minute each per game, to be used at any time throughout the game. The game clock will be stopped for all timeouts.
- C-11-B **PegCity Youth.** Each team will receive two (2) timeouts of one minute each in the first half, and two (2) timeouts of one minute each in the second half. Unused timeouts may not be carried over to the next half or extra period. One additional timeout will be available per overtime period.
- C-12-A **Community Club League.** Ages 8-18 must comply with Rule B-1 with regular substitution patterns throughout the game.
- C-12-C Substitutes are only permitted during “dead-ball” situations when your team has possession of the ball or when the referee calls in for “subs”. Coaches are to make player substitutions during games as quickly as possible. **This is NOT a timeout.** Any team not making your substitutions quickly will be charged a timeout or an indirect technical foul to the coach (no ejection, if it continues to be a problem (at the referee’s discretion).
- C-13 In the event of a very large lead where a team is ahead by 30 points or more at the end of the first half, the scoreboard will be set to 00-00 for Community Club age divisions where score is kept. The actual score will be continued on the game scoresheet, and that will be the official final score.
- C-14 “Three-seconds in the Key” and “Traveling” rule modification: *At the 11 and under age level, there should be a 1-2 time warning for these infractions, and should then be called at the discretion of the referee looking at it from an advantage / disadvantage perspective.*
- C-15 The three-point line will be used in the 14+ Boys and 15+ Girls Community Club divisions, and all levels of PegCity Youth Ball, throughout the season and playoffs. All other age divisions will NOT use the three-point line. The 3-point shot will only count if the both lines are properly marked in the gym being used. If not marked, the shot will be counted as a two-point basket.
- C-16 Age divisions will play 5 on 5 basketball with the exception of: 7-8 Co-Ed, 9-10G, and 9B divisions, who will play 3x3, 4x4, and , respectively.
- C-17-A The 30-Second Shot Clock will be used in the 14+ Boys divisions and 15+ Girls division and all levels of the PegCity Youth league throughout the season. The time will be kept by the referees at the start of the possession, based on the game clock. Once 20 seconds have passed during the possession, the referee will verbally call out “10-seconds” and an attempt to score must be made prior to the expiration of the 30-second shot clock.
- C-17-B The Ball must hit the rim for the shot clock to reset. The clock only resets fully if these happen in the backcourt. In the front court, the shot clock will remain at its current time (if above 14) or be reset to 14 (if below) unless the game has to be stopped for a defensive injury. An attempt to score is defined as the ball leaving the shooters’ hand. The shot clock will reset on all fouls (except a double foul where the offense retains possession), technical fouls, or if a “foot-ball” or “fist-ball” occurs (ball intentionally hitting the leg below the knee or fist of the defender). The clock will not be reset on injuries or timeouts.

- C-18 **The act of dunking the ball or grasping of the rim or net is prohibited in all levels of Community Club play.** Players who do this before the game, in warm-up or during the game will result in an immediate suspension from the game and the basket will not count. An infraction will result in two free throws and possession of the ball being granted to the opposing team. Players who do this after a game has ended will be suspended for the following game. No appeals or exceptions will be made on this ruling.

SECTION D – LEAGUE, PLAYOFF, AND TOURNAMENT PLAY

All rules and policies stated in this document pertain to all WMBA Playoffs and Tournaments, unless otherwise indicated below.

- D-1 All teams will be divided into divisions according to their skill level. The Fall/Winter season for Community Club teams will consist of 14-16 regular season games as well as Playoffs. Community Club Spring League will consist of 6-8 regular games, as well as Playoffs.
- D-2 The WMBA will determine the Fall/Winter divisions based on past performance and may be reevaluated in mid-season. All division alignment decisions are final.
- D-3 All teams will play in their respective divisional playoffs only.
- D-4 The Points System that will be used for all League divisions will be two (2) points for a win, one (1) point for a tie, zero (0) points for a loss and zero (0) points for a “default” loss. Refer to Rule B-20 for the definition of a “default”. In the event of a tie in the standings at the end of regular season play, the League Statistician will use the Tie Breaking Procedures as indicated in Section F to determine the final playoff seedings.
- D-5 The playoff structure and format will be determined by the WMBA, based on the final league standings and overall number of teams.
- D-6 All league teams who are eligible for league play will make it to the playoff round.
- D-7 There will be a 3-minute overtime period (s) in all playoff games in a tie-game situation at the end of regulation time until a winning team has been determined (1 minute running time and 2 minutes stopped time).
- D-8 WMBA games will break after Round One of the Fall/Winter season and will start early in the New Year. No WMBA Games will be scheduled over the Easter Weekend, Victoria Day Long Weekend (May Long Weekend), Louis Riel Day (February long weekend) or before 1:00 p.m. on Remembrance Day.

SECTION E – CONFLICT RESOLUTION PROCEDURES ASSOCIATION POLICY / RULES INFRACTIONS

- E-1 If a member (coach, player, referee, parent/supporter or Convenor) has an issue with, or information regarding League policy infractions (as stated in this Handbook) or require an interpretation of the WMBA rule book, they are to contact the WMBA Executive Director to attempt to resolve/clarify the conflict or problem. The Executive Director may consult with those members of the Board of Directors whose portfolio relates to the nature of the concern, in an attempt to find a resolution to the issue.

- E-2 If a resolution cannot be found or the issue is of a serious nature, the Executive Director will request the protesting party submit their concerns in writing directly to the Executive Committee of the Board of Directors. The Executive Committee will review all information available and will render a decision within 7 days of receiving the written concern. Any decision(s) made by the Executive Committee is binding and will remain in force effective immediately. If a hearing is required with the involved parties to resolve the issue, the Club Convenor will be asked to attend. If the issue directly involves the Convenor, the Area Coordinator will also attend the meeting. If appealed, the decision will stand as stated throughout the appeal process.

GAME OUTCOME PROTESTS

- E-3 All game protests arising from competition, playoffs and/or any tournament under the jurisdiction of the WMBA, must be submitted in writing and accompanied by a \$50.00 deposit (payable to the "WMBA") to the league office at 145 Pacific Ave within 48 hours of the incident/issue that is being protested.
- E-4 Protest information must include all applicable information such as the age division, game date & time, names of the opposing team and Head Coach and the name, address and phone number of the protesting Head Coach, along with a report stating the reason for the protest.
- E-5 The Disciplinary Committee, who will review the protest, will be made up of three (3) members of the Board of Directors, one being an Executive Committee Member who will appoint two (2) additional Board Members to serve on the committee.
- E-6 The Disciplinary Committee will rule on the issue and may bring in other members of the Board of Directors or WMBA, whose portfolios or backgrounds may pertain to the issue, to collect information and rule interpretations. Additional information may be requested from the protesting party by the Disciplinary Committee. If the protest is found in favor of the protesting team, the deposit will be refunded.

APPEALS PROCESS

- E-7 If the party involved in either of the above two sections wishes to appeal the decisions made, they must do so in writing within 24 hours of the decision being made. An additional \$50.00 deposit (payable to the "WMBA") must also accompany all appeals and must be directed to the League office at 145 Pacific Ave.
- E-8 The appeal must be made in writing, and include the complete nature of the concern, and why it is felt that the decision made was wrong or unfair. The Executive Committee will hear all parties involved in the situation who have insight into the concern.
- E-9 The Executive Committee must render a decision within 7 days of receiving the

appeal, submitting a report in writing to all parties involved.

- E-10 Any decision(s) made by the Executive Committee is final, and will take effect immediately. Failure to comply with the decision(s) made will result in further disciplinary action.

SECTION F – TIE BREAKING PROCEDURES

NEW

All games played will count toward playoffs.

The final pool standings are to be determined by the best win/loss records of the teams. If the teams are tied (hold the identical amount of wins):

1. Two-way Tie - Head to Head Method

If a tie exists between two (2) teams at the completion of the schedule, the winner of the game played by the two teams involved (head to head match-up) will be given priority ranking. If the two teams involved in the tie played each other twice and each won one game, the goal average method listed below will be calculated. If the two teams tied each won one game by the same number of points, the goal average of all other common games played will be calculated.

2. Three-way Tie in Divisions of 8 teams or less – Goal Average Method

If a tie exists between three (3) or more teams, first it will be looked at to see if one of the three teams beat the other two. If one team, beat the two other teams (and teams only played each other once), then that team will be removed from the three way tie. The other two teams would be put through #1, the head to head method. If one team did not beat the other two, the Goal Average Method will be used between all 3 teams.

- Scores against the team(s) NOT involved in the three-way tie are discarded.
- The Goal Average of total points scored and allowed for each game is calculated of the three teams involved in the three-way tie.
- The team with the highest Goal Average value will be given priority ranking.
- The team with the second highest Goal Average value will be given the secondary ranking.

Example: 3 Pool Games of the 3 Teams Tied

Game 1 – Team A 50 – Team B 45

Game 2 – Team B 60 – Team C 38

Game 3 – Team C 45 – Team A 37

Goal Difference	Goal Average	
Team A 87-90	0.9666(87/90)	2nd
Team B 105-88	1.1931	1st
Team C 83-97	0.8556	3rd

- If any of the teams involved in the three way tie played more than once, but not all, the goal average of all common games NOT including those involved in the tie will be calculated.

3. Two-way Tie Persists - Head to Head Method

If a tie exists between two (2) teams after using the Three-way Tie – Goal Average Method, the winner of the game played between the two teams involved (head to head match-up) will be given priority ranking.

4. Three-way Tie Persists – Additional Pool Play Result

If a tie persists between three (3) teams after the Goal Average Method is used. The Games against the remaining teams in the pool will be added to the calculation to determine who is given priority ranking. If a tie persists between two teams after the additional score is used the head to head method will be used to determine the priority ranking.

5. Three-way Tie Persists after Additional Pool Play Result - Number Draw

The numbers one, two and three are written on a piece of paper by a neutral third party and placed in a hat, bag or other suitable container. The container is to be held above the eye level of the coaches.

The coaches then draw one number from the container, beginning with the highest seeded team and ending with the lowest seeded.

The Team that draws the number one (1) receives the priority ranking.
The Team that draws the number two (2) receives the secondary ranking.
The Team that draws the number three (3) is third.

6. Tie Breaking for Divisions of more than 8 teams

In divisions of more than 8 teams, an 8 game season does not allow every team to play each other once. Therefore, the tie breaking procedure for divisions with more than 8 teams will be as follows:

The goal average of the teams' common games will be calculated. Therefore, if both tied teams played the same 4 teams, the goal average will be taken of those games and no others.

SECTION G - GAME MODIFICATIONS SUMMARY

*All games under the authority of the WMBA are played under the current Fédération Internationale de Basketball (FIBA) Rules System, **with the following modifications:***

[Please click to see the Game Modifications Sheet](#)

OTHER MODIFICATIONS / POINTS OF EMPHASIS

- A. **GAME TIMES – Community Club League** - Games will consist of 4-10 minute quarters. The first 3 quarters will be running time. The last quarter will be running time for the 1st 6 minutes and stop time for the last 4 minutes.
- B. **PegCity Youth(Grades 5-9)** - 4 - 8 minute stopped time periods, 4 minute half time, 2 minute overtime will be allowed if time permits
- C. **PegCity Youth(Grades 10-12)** – 4-10 stopped time periods with 1 minute between periods and a 5 minute halftime.
- D. **OVERTIME – Community Club League** - There will be NO overtime played in the event of a tied game at the end of regulation time, with the exception of Playoffs, which will see a 3-minute overtime (1 minute running, 2 minutes stopped time) period. (Rule C-7) **PegCity Youth League** – A stopped time overtime period of 4 minutes will occur in the event of a tie in any game until a winner has been determined. (Rule C-5-B)
- E. **ZONE DEFENSES** – Zone defences of any kind will not be allowed at the **5-14 age level** for Community Club basketball. “Double-teaming” will be allowed **ON THE BALL** only in all Community Club and PegCity Youth divisions (aged 8-18). Ages 7-8 Co-Ed, 9 Boys, 10 Boys, and 9-10 Girls may double-team the ball below the free throw line extended only. Players without the ball cannot be double-teamed. **Teams at the 15+ Club level and 16 - 17U are permitted to play any type of defence.** (Rule C-10)
- F. **TIMEOUTS – Community Club League** – Two timeouts of one minute each are permitted per team per game and can be taken at any time. The game time will be stopped for all timeouts. **PegCity League** – All teams will receive **2 timeouts** (1 minute) in the first half and **3 timeouts** (one minute) in the second half. Unused timeouts can not be carried over to the next half or extra period. (Rule C-12)
- G. **SUBSTITUTIONS –Ages 4-18 must follow the mandatory substitution rule as indicated above.** (Rule C-13)
- H. **FOULS** - Players aged 10 and under will not have fouls tracked. Players aged 11 and older will have fouls tracked. A player fouls out of a game on their 5th foul.
- I. **THREE-POINT SHOT** – Boys aged 14 & up and Girls aged 15 & up, along with all levels of PegCity League, will use the three-point line (if properly marked on the court). All other age divisions will not use the line. (Rule C-16)
- J. **TECHNICAL FOULS** – Games will be ended on the **SECOND Zero Tolerance Technical foul** called on a **team** (coaches, players and/or spectators/supporters) in a game. Both technical fouls called must be for challenging an official's decision, or for abusing an official. All players and coaches are expected to follow the WMBA Fair Play Codes and Zero Tolerance Policy at all times. The referee still holds the authority to issue 2 technical fouls at once for severe situations. Refer to the Zero Tolerance Policy on the inside front cover of the Handbook. The calling referee will record all technical fouls in detail on the back of the scoresheet, or on the WMBA Game Report Form.
- K. **30-SECOND SHOT CLOCK** – Boys aged 14 & up, and Girls aged 15 & up, along with all levels of PegCity League, will play under a 30-second shot clock, which will be administered by the referees. The referee facing the clock will verbally call out “10-seconds” when the possession has passed 20 seconds. The offensive team must make a scoring attempt before the time expires, or face a turnover. The shot must be released prior to the clock expiring. Clock resets include intentional ‘foot-balls’, ‘fist-balls’, and all fouls and technical fouls. (Rule C-18)

Section H – 7-8 Co-ed Youth Basketball Game Modifications

All games will be played using the current FIBA (International) basketball rules with the following modifications:

1. **TEAM COMPOSITION.** Teams will be formed normally at the community club ranging in size from 8-10 players each. When a combined total of 12 or more players are in the gym for a game, 2 half court games will be played. When 6 to 11 players are present in the gym, one basket in a half court setting will be used for the game. At halftime, the split 'visiting' teams (team listed second on the schedule) will switch courts to ensure players have an opportunity to play against different players in the second half. Players on the split 'home' team will remain on the same half court throughout the entire game.
2. **GAME PLAY.** All games are played 3 on 3 in a half court setting on one basket. All play will begin with the ball at the top of the 'key' which must be 'checked' by the defence given to the person defending the ball for a moment) and passed in to begin play. All rebounds or changes in possessions must be 'cleared' with

the ball being taken back to the top of the key and must be passed in to a teammate. When ball is 'checked' (given to the defender at the top of the key), the other 4 players on the 'wings' will tag hands with each other to ensure they are in good defensive possession. Substitute players not playing can be used on the side and end lines around the half court as extra 'catchers' to help players on the floor pass the ball around if needed to keep the game flowing.

3. **SCORES.** No scores or standings will be kept.

4. **EQUIPMENT.** A 'size 5' (27.5) basketball and 8 foot high baskets will be used.

5. **GAME TIME.** Games will be played with 2 x 25 minute running time halves with a 5 minute halftime and regular substitutions being made at the 5 minute mark throughout the game. There will be no timeouts allowed in games to maximize the time played on the court.

6. **PLAYING TIME.** All players are to receive equal court time and will be regularly substituted every 5 minutes.

7. **VIOLATIONS.** All fouls, violations (travelling, double dribble, 3 in the key, etc.) or out of bounds calls will result in the ball being given to the opposing team at the top of the key. No free throws will be taken at any time.

8. **DEFENSE.** Teams are to play 'man to man' defence only (no zone defences allowed)

- G-1 Games are played as **4 x 10 min.** running-time halves, with a five-minute halftime.
- G-2 Hoops will be set at **8 ft** from the ground and a **size 5 ball** will be used for all games.
- G-3 There will be **no scores or standings** kept at this age level.
- G-4 Games are played **3 on 3**.
- G-5 The coaches will act as referees for all games. Coaches should emphasize 'teaching' over just refereeing. Coaches should also focus on their team more than the other, but can make calls and teach **BOTH** sides where needed.
- G-6 **Fouls can be called by either coach for excessive body contact.** Use this as a teaching opportunity to show the player who committed the 'foul', and how to properly play defence. There will be no 'free throws' taken in the game. All fouls will see the ball returned to the offense for an inbound pass from the side or end line (nearest point to where the 'foul' occurred).
- G-7 **Violations such as traveling and double dribble should be called after a few warnings to the player.** Again, use this as a teaching opportunity to show how to properly advance the ball within the rules of the game!
- G-8 Teams must alternate the 'ball carrier' throughout the game to ensure every child has a chance to play the 'point guard' position. A player who is bringing the ball down the floor must pass the ball 3-5 times to their teammates before scoring.
- G-9 **A player cannot take more than 3-5 dribbles when having the ball and a team must pass the ball 3-5 times before making an attempt to score.** The goal is to see ALL players touch the ball as much as possible.
- G-10 **A player has the option to pass the ball to their own coach on the floor** if they find themselves in a position where they can't find an open teammate to pass to or if they are panicking with the ball. The coach will then pass the ball to another player nearby.
- G-11 If the ball is 'tied up' between two opposing players, the possession will be alternated back and forth. The coaches will keep track of this.
- G -12 There will be no reaching in to steal or tie up the ball with an offensive player who is dribbling or stationary. Players should be encouraged to "trace" the ball. Stealing will only be allowed on an intercepted pass or in a loose ball situation. (Tracing the ball is a defensive technique which sees the defensive player mirror or follow the ball without making contact with the offensive player or the ball).

NOTE

Section I - WMBA's PegCity Youth (PCY) Recruitment Code

- 1) Recruitment of players during the competitive season shall be prohibited. Any contact for the purpose of recruiting athletes or coaches from opposing teams between October 1st and June 30th is strictly prohibited. Have respect for athletes and your fellow coaches alike. Do not place either in positions of torn loyalties.
- 2) New Players can be added to a roster until the WMBA Roster Freeze Deadline, as long as the player will not be registered for any other team in the league (this includes Community Club). Players who appeared on a PCY roster during the Fall season, but were released from that team, may not be added to another team's roster until the following Fall season. Players who have registered at a Community Centre for the Fall/Winter season must complete the season with their community club and may not be added to a PCY roster until after the community club Fall/Winter season.
- 3) Recruit only for your own program, and based off the merits of your program and accomplishments only. Do not degrade opposing coaches or programs. Cross-recruiting is strictly prohibited.
- 4) Allow a "cooling off" period (2 weeks) after a season, before discussing a team change with a player.
- 5) The use of individual sponsorships/scholarships or cash rewards as incentives to attract other players or coaches is considered bribery and is strictly prohibited.
- 6) Have respect for fellow coaches and their programs, always show professionalism and follow the rules of the WMBA. Interact with coaches, parents, players and administrators in the same fashion that you would want to be treated yourself.
- 7) Let athletes and parents know how the player fits into your program in the short term and the long term. REMEMBER THAT A PROMISE IS A COMMITMENT.
- 8) PCY athletes may not play on a WMBA Community Club team during the same season. Players are only permitted to play on one WMBA team at a time.

FAIR PLAY PHILOSOPHY

The WMBA strongly believes in fostering the development of its members, coaches, officials, parents and especially the athletes. Fair Play by definition is based on three main principles – **INTEGRITY, FAIRNESS and RESPECT**. Fair Play refers to more than just equal playing time. It is expected that everyone involved with the WMBA will uphold the Fair Play Policies that the League has adopted.

As we are involved with the development of young people, the WMBA wants every child's experience with the League to be positive. We want everybody to experience success, but also want to emphasize the importance of skill development and fun. It is important that we all have a clear understanding of what Fair Play is, and that we work together toward common Fair Play goals. Our older athletes need to be reminded of the importance of Fair Play and our younger athletes need to be taught Fair Play effectively, so that it becomes an important part of their overall development.

Five Ideals of Fair Play as Identified by the Commission for Fair Play

1. Respect the rules
2. Respect the Officials, and accept their decisions
3. Respect your opponent
4. Give everybody an equal chance to participate
5. Maintain your self control at all times

WITH FAIR PLAY EVERYONE WINS!

The following are the Fair Play Policies that the WMBA has adopted. The League expects each of the parties identified below to respect these policies.

Fair Play Code for the WMBA Basketball Player

1. I will participate because I want to, not because my parents or coaches want me to.

2. I will play the game for the game's sake. I will be generous when I win, and be gracious when I lose.
3. I will play by the rules of basketball, and in the spirit of the game.
4. I will control my temper and understand that fighting and “mouthing off” can spoil the game for everybody and is unacceptable.
5. I will respect my opponents.
6. I will do my best to be a true team player and work for the good of the team.
7. I will remember that having fun, improving skills, making friends and doing my best are more important than just winning games.
8. I will remember that Coaches and Officials are there to help me and I will accept their decisions and will show them respect.
9. I will acknowledge all good plays/performances – those of my team and of my opponents.

Fair Play Code for the WMBA Basketball Coach

1. I will be reasonable when scheduling practices. I will remember the other interests and obligations of my players.
2. I will teach my players to play fair and respect the rules of the game as they are written.
3. I will ensure that all my players get equal instruction, support and playing time, and I will avoid the over-playing of talented players. All players deserve equal time and attention!
4. I will recognize and reward all achievements other than just scoring points.
5. I will **never** ridicule or yell at my players for making mistakes, performing poorly, or losing. I will remember that children play to have fun and attain satisfaction, and must be encouraged to have confidence in themselves.
6. I will ensure that equipment and facilities meet safety standards and are appropriate for my player's age and size.
7. I will teach my team to respect the opposing teams, the Officials, and League Administrators, and will lead by example.
8. I will follow a physician's advice in determining when injured players are ready to play

again.

9. I will remember that children need a coach they can respect. I will be generous with deserved praise and set a good example.
10. I will keep informed on sound coaching techniques based on the principles of growth and development of children and continue to upgrade my coaching skills.
11. I will plan my season in advance, and ensure I share it with my players and parents, particularly at the beginning of the season.

“As a Coach, you are one of the most influential people in a child athlete’s life. Your job is not only to teach the game of basketball, but also to teach how to win and lose graciously. You must also remind your athletes that sport is meant to be fun. The athletic skills these young people learn from you may only be used for a few years; the attitudes they develop toward themselves and others will last a lifetime”.

Fair Play Code for the WMBA Parent & Spectator

1. I will not force my child, or others, to participate in basketball.
2. I will remember that children play organized sports for their own fun and benefit. They are not there to entertain, and they are NOT miniature professional athletes.
3. I will explain the importance of “Fair Play” to my child, as well as to others involved in basketball.
4. I will encourage my child to play by the rules and to resolve conflicts without resorting to hostility or violence.
5. I will teach my child that doing one’s best is as important as winning, so my child will never feel defeated by the outcome of the game.
6. I will make my child feel like a winner every time, by offering praise for competing fairly and trying hard.
7. I will never ridicule or yell at my child or Coach for making a mistake or losing a game.

8. I will remember that children learn best by example, and will applaud good plays by the home team and the visiting team.
9. I will be on my best behavior at all times, and will not use profane language or harass players, Coaches, Officials, League Administrators, Volunteers or the opposing team.
10. I will never question the Official's or Coach's judgment in public, and will respect their decisions and involvement in my child's development.
11. I will show respect for the visiting team – without them there would be no game.
12. I will make involvement in this basketball program for my child and others a positive experience.
13. I will condemn the use of violence and verbal abuse in all forms.
14. I will always encourage players to play according to the rules of basketball.
15. I will attempt to relieve the pressure of competition, not increase it.

Fair Play Code for the WMBA League Administrator

1. I will do my best to see that all players are given the same chance to participate, regardless of gender, ability, ethnic background or race.
2. I will become familiar with the WMBA's Policies and Procedures and ensure that all others involved are aware of them as well.
3. I will absolutely discourage the WMBA from becoming primarily an entertainment source for the spectator.
4. I will incorporate Fair Play into policy statements and develop methods of ensuring those policies are followed.
5. I will make sure that all equipment and facilities are safe and match the athletes' ages and abilities.
6. I will make sure that the age and developmental level of the participants are considered in program development, rule enforcement, and scheduling.
7. I will remember that play is done for its own sake and make sure that winning is kept in proper perspective.

8. I will make Fair Play the foundation of all league workshops, seminars, Coaches and Officials clinics, and meetings.
9. I will distribute Fair Play Codes to spectators, Coaches, players, Officials, parents and media, and lead by example.
10. I will make sure that Coaches and Officials are capable of promoting Fair Play, as well as the development of good technical skills, and I will encourage them to become certified and continue their development.
11. I will remember that I am in a position of authority and will use my best judgment to plan programs that are in the best interests of the children and positive for the game of basketball.

Fair Play Code for the WMBA Basketball Referee

1. I will ensure that every player has a reasonable opportunity to perform to the best of his or her ability, within the limits of the rules.
2. I will avoid or put an end to any situation that threatens the safety of the players.
3. I will encourage other Officials, players and Coaches to play fair and respect the rules of the game as they are written.
4. I will maintain a healthy atmosphere and environment for competition.
5. I will do the best job I can in each game, no matter the category of basketball I am working.
6. I will not permit the intimidation of any player either by word or by action. I will not tolerate unacceptable conduct toward Officials, other players, Coaches, spectators or myself.
7. I will represent myself as professionally as possible in appearance and physical conditioning, to suit the level of basketball I am officiating.
8. I will be consistent and objective in calling all infractions, regardless of my personal feelings toward a specific team, player or Coach.
9. I will handle all conflicts firmly but with dignity.
10. I accept my role as teacher and role model for Fair Play, especially with young

participants.

11. I will be open to discussion and contact with the players before and after the game.
12. I will remain open to constructive criticism and show respect and consideration for different points of view.
13. I will show respect for other Officials, players, Coaches, volunteers and spectators.
14. I will obtain proper training, and continue to upgrade my officiating skills and knowledge of the game.
15. I will work in cooperation with Coaches for the benefit of the game.

Fair Play Athlete – Coach Agreement

ATHLETE

I Agree to:

- Always play by the rules.
- Never argue with an official. When a call is disputed, I'll let the coach or team captain handle it.
- Remember that I'm playing because I enjoy basketball. Winning is fun, but so are many other things about the sport.
- Work at achieving my personal best and to not get discouraged if it's not the best.
- Show appreciation for good plays / performances, even by my opponents.
- Control my temper and not be a show-off.
- Play fairly at all times.

SIGNATURE

DATE

COACH

I Agree to:

- Remind my athletes that winning a game or trophy isn't the only measure of success.
- Encourage my athletes and offer constructive criticism.
- Instruct my athletes to follow both the letter and the spirit of the rules.
- Teach my athletes that officials are an important part of the game. They should be respected at all times, as should their decisions.
- Encourage my athletes to be good sports.
- Give every participant a chance to play and learn the skills.
- Remember that my actions speak louder than my words.

SIGNATURE

DATE

Section K - GAME CANCELLATION & RESCHEDULING PROCEDURES

Game Cancellations

At times it may be necessary for the WMBA to cancel or move League games due to unforeseen circumstances. The WMBA will make all attempts to have the affected games rescheduled at a later date. This may not always be possible, since some of these changes may occur at the end of the regular season, or in playoffs.

Inclement Weather Policy

If the Winnipeg area were experience severe weather that could cause delays or cancellations of League games, Coaches are encouraged to check both the WMBA website, and their email, for game cancellation/reschedule information. All attempts will be made to reschedule these games, but no guarantees can be made.

Game Rescheduling

Should a team wish to reschedule a game, as stated in the 'WMBA Rules Governing League Operations', the responsibility of rescheduling a League game is that of the Head Coach of the team wishing to make the change (Rules B-24 and B-25). The team must notify the League office (204-925-5774) 48 hours or earlier, prior to the original game time. Teams wanting to reschedule with less than 48 hours notice will incur a loss (2-0) to the opposing team. The rescheduled game must be completed within two weeks of the original game date, or before the end of the regular season of play (prior to playoffs).

For a game to "officially" begin, a team must have five (5) players ready to play at game time or receive a default (refer to Rule B-20). If you know for certain that you will not be able to field a team of 5 players or more, you must make all attempts to reschedule the game, or face a default.

Coaches who are approached by other Coaches requesting a change are asked to be as flexible as possible. If an agreement to make the change can't be made, the game will not be played with the win going to the non-requesting team. The WMBA wants these games to be played and not defaulted. These athletes have paid to participate in a set number of games, so please make every effort to get the game played!

To properly reschedule your League game, the following steps must be taken by the rescheduling team's Head Coach.

1. Contact the WMBA League office to indicate the intentions of rescheduling the game. Please indicate the original game date, time, age division, location and

reason for rescheduling.

2. Contact the opposing team's Head Coach to indicate the intentions of rescheduling the game. Please indicate the original game date, time, age division, location and reason for rescheduling.
3. While talking to the opposing team Coach, try to arrange an alternate date and location to get the game completed.
4. The WMBA suggests that the new game location be one of the involved team's practice times. Ensure that the facility is available, large enough and safe to use for the game.
5. When an alternate game time is established, notify the WMBA office again and inform them of the new date, time and location of the game.
6. It is the responsibility of the rescheduling team to arrange and pay for Officials. Please contact the WMBA Referee Assignor (see main contact sheet) to arrange for the Officials. We ask that you give at least 72 hours notice to the Referee Assignor to arrange for the Officials. As you are paying for these Officials, we ask that you have cash on hand to pay the Officials directly. The assignor will indicate the cost of each Official.
7. Inform your team/parents of the new game date, time and location (the sooner the better).
8. You will need to obtain a basketball scoresheet. You can obtain one from the WMBA office (145 Pacific Ave), or get one the previous week from a WMBA Gym Supervisor.
9. The WMBA will not assign a Gym Supervisor to the rescheduled game, so it will be your responsibility to ensure the game starts and ends on time, and to ensure two volunteer scorekeepers are available to work the game.
10. Once the game has been completed, please call the result in to the WMBA League office (204-925-5774), for the game to be officially recorded. Please indicate the game date, time, location, age division, teams involved, and the final score. A copy of the original game sheet must also be either mailed or faxed (204-925-5929) to the League office for our records.

Section L – BASKETBALL MANITOBA MEMBERSHIP

Being fully recognized members of Basketball Manitoba, the WMBA receives the following:

1. Complete accident and liability protection coverage (see below).
2. Access to the Sport Manitoba Print Services.
3. Access to the Sport Manitoba Conference Center for league meetings.
4. Use of Basketball Manitoba phone/fax lines and email address for general inquiries.
5. Administrative support and guidance.

Coach & Player Insurance

All properly registered members of the Winnipeg Minor Basketball Association are protected under Basketball Manitoba's Accident & Liability Insurance Program. Those people include athletes, Coaches, Convenors, Gym Supervisors, and Board/Committee members. League

Officials are covered under the same protection, but obtain the coverage through the Manitoba Association of Basketball Officials (MABO).

Members are covered for all WMBA games, official team practices, and WMBA Special Events. A WMBA game is one organized by two registered WMBA teams. Exhibition games played against non-WMBA teams will NOT receive insurance protection through the WMBA. An official team practice is one organized by one of the registered team Coaches (as indicated on the Team Registration Form) and in a facility approved and organized by the Area Convenor. WMBA Special Events include HoopFest, halftime demonstrations, and other events approved by the WMBA Board of Directors.

Only those athletes and coaches entered into the RAMP sports system by their Convenor or by the League are covered under the League's insurance. If an athlete or Coach is added to a roster, their name must appear on the official roster with the League, prior to the athlete or Coach taking part of their first game or practice.

If an athlete or coach is injured while taking part in a WMBA game, practice or special event, a WMBA Incident Report Form must be completed and submitted into the WMBA office. If the injury requires medical attention to rehabilitate the injury, an Accident Claim Form must be completed and submitted in to the Basketball Manitoba office within 30 days of the incident. It is the responsibility of the injured party to ensure the proper paperwork is completed and submitted into the Basketball Manitoba office within the proper timelines. Accident Claim Forms are available from the Basketball Manitoba office at 145 Pacific Ave or by calling (204) 925-5775.

A licensed doctor MUST prescribe all therapy and / or braces in order to qualify for financial reimbursement. The injured party MUST pay for all costs involved in rehabilitating the injury and ALL original bills are to be forwarded into the Basketball Manitoba office. A cheque from the All-Sport Insurance Company will be processed 4-6 weeks following receipt of the claim / bills.

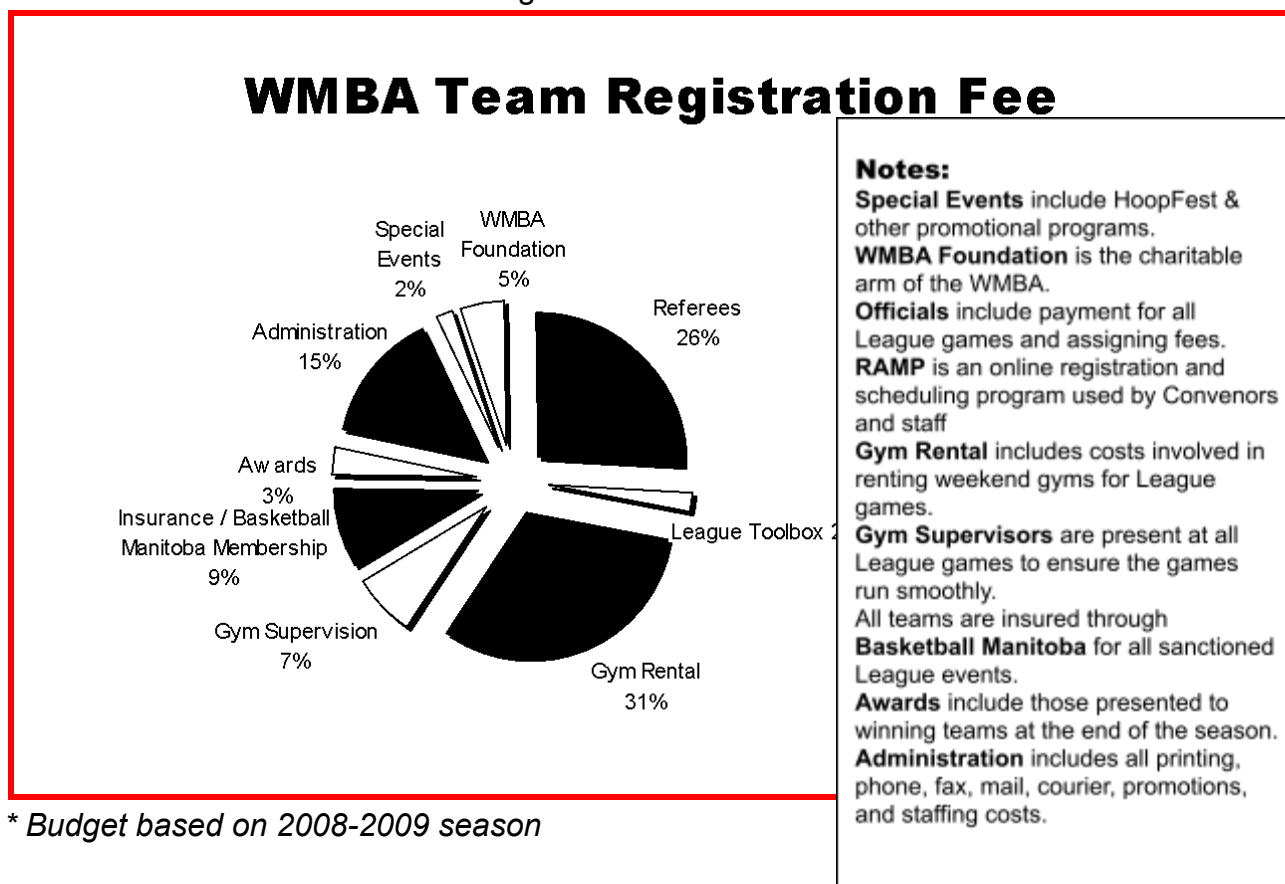
All inquiries on league insurance can be made to the Basketball MB office at 204-925-5775.

Section M - **ASSOCIATION FINANCES**

The Winnipeg Minor Basketball Association is a registered not-for-profit organization. All individual registration fees collected by, and paid to participating Community Centres, are processed by the Club. The Club then forwards the one-time payment of \$2850.00* per team to the WMBA for the Winter League and \$1650.00* per team for the Spring League. The WMBA uses the monies collected from registration fees to pay for League operations.

The League Treasurer is responsible for developing and maintaining annual budgets, upon approval by the Executive. Surplus money at the fiscal year end will remain within the WMBA's control, and will be used for future initiatives of the WMBA, upon approval by the Board of Directors. All monies leaving the Association's accounts require two signing authorities, and all financial information (accounts payable & receivable) are to be directed through the Association's mailing address at 145 Pacific Avenue in Winnipeg.

Below is a breakdown of what the registration fees cover:



Section N - **WMBA.ca FEATURES**

The following documents traditionally appearing in the *WMBA Handbook* have now been moved to the League's web site at www.wmba.ca

- **Gym Location Maps** – A summary of the gyms used for League games, and their locations.
- **Frequently Asked Questions** – Questions and answers asked about WMBA programs.
- **Past League Champions** – A complete list of every team who has won a divisional championship since our inception in 1997.
- **Game Scoresheet** – Official scoresheet used at all WMBA League games
- **Incident Report** – A form to be used by Coaches and Gym Supervisors to report any serious injuries or problems at practices or games
- **WMBA Board of Directors Job Descriptions & Responsibilities** – A summary of the responsibilities of each member of the Board
- **Sample League & Playoff Schedules** – Format used by the WMBA to execute league games and playoffs
- **GCWCC District Boundary Maps** – Official district boundaries and catchment areas, as defined by the General Council of Winnipeg Community Centers
- **Official Court Dimensions** – The official measurements of a basketball court

The web site also features up-to-date news, registration details, League schedules, game results, League rules, gym location maps, lost & found, web polls, basketball camps, tournament listings and more.

Uniform Specifications

All uniforms purchased by WMBA teams must conform to these minimum specifications when ordering team uniforms.

1. No more than two identifying name(s) or abbreviation(s) of the name(s) may be placed on either, or both, the front and back of the shirt. The names must be limited to club names, club nickname, sponsor or the player's name. Placement must be such that the number(s) is/are clearly visible.
2. **Uniforms are to be numbered on the front and back of the jersey with a contrasting color to that of the jersey.** Numbers 0-99 are legal in the WMBA. Note: "00" – double zero is not

legal.

3. The number(s) shall be at least 20 centimetres high on the back and at least 10 centimeters high on the front, and not less than 2 centimetres in width excluding the border(s). The numbers are to be centered on the front and the back of the jersey.
4. No more than three colors can be used on the numbers. The style of number must be clearly visible and conform to one of the following:
 - a. A solid contrasting color with no more than two solid color ¼ inch borders around the entire number. If the shirt color is used as a border, it must be counted as one of the allowed colors.
 - b. The shirt color itself when bordered with not more than two ¼ inch solid border(s) contrasting with the shirt color.
 - c. A solid contrasting color with a “show” trim of a contrasting color on part of the number not to exceed ½ inch in width. The shadow trim may only be used in place of the ¼ inch border(s).
5. The number(s) on the front and back (and reverse side if reversible) of the shirt shall be the same color and style.
6. Piping, if used, cannot exceed 1 inch in width, around both the neck and the arm openings.

SAMPLE LAYOUTS

Notes:

Team shorts are optional, but should all be of the same color. The only restriction on shorts is that they have no pockets, belt-loops or be “tear-away” in style (to prevent finger injuries).

It is strongly recommended to all teams ordering uniforms go with a “reversible” style of jersey. One side should be dark in color and one to be light. This will prevent uniform color conflicts between teams during league play. Both the insides and the outsides are to be numbered the same.

For more information on minimum uniform specifications, please call Basketball Manitoba or consult the National Federation rulebook.

March 2009