

# Walnut Valley League Basketball Rules

## 2024 Basketball Season

The Walnut Valley League has adopted the National Federation of High School Athletic Association Rules Book as their official rulebook, with the following exceptions:

### 1. Age Divisions

DIVISION	GRADES	AGE LIMITATION
Pee Wee Girls / Pee Wee Boys	1 <sup>st</sup> & 2 <sup>nd</sup> grades	Cannot be 9 years of age on or before Sept 1 <sup>st</sup> .
Kittens / Rookies	3 <sup>rd</sup> & 4 <sup>th</sup> grades	Cannot be 11 years of age on or before Sept 1 <sup>st</sup> .
Cats / Midgets	5 <sup>th</sup> & 6 <sup>th</sup> grades	Cannot be 13 years of age on or before Sept 1 <sup>st</sup> .

A participant may play in a division for older ages, with the approval of the coach and a need to fill the older age teams with a reasonable number of players. But only participants with special circumstances and the approval of the WVL commission may participate in a younger age division.

All participants from outside the respective school districts will be allowed to participate as long as they meet the communities' deadlines and are involved in the initial team selection process of that communities' teams.

### 2. Free Throw Distance

1<sup>st</sup> & 2<sup>nd</sup> grades - 10 feet (from the backboard) rebounders start below the block, maximum of 3 on each side.  
3<sup>rd</sup> & 4<sup>th</sup> grades - 12 feet (from the backboard) rebounders start below the block, maximum of 3 on each side.  
5<sup>th</sup> & 6<sup>th</sup> grades - 15 feet (from the backboard) rebounders start above the block, maximum of 3 on each side.

### 3. Goal Height

1<sup>st</sup> & 2<sup>nd</sup> grades - 8 feet  
3<sup>rd</sup> & 4<sup>th</sup> grades - 9 feet  
5<sup>th</sup> & 6<sup>th</sup> grades - 10 feet

### 4. Basketballs

1<sup>st</sup> & 2<sup>nd</sup> - Game ball is a 27.0" or 27.5" composite/synthetic leather ball.  
3<sup>rd</sup> & 4<sup>th</sup> / 5<sup>th</sup> & 6<sup>th</sup> grades - Game ball is the Official Girls Ball used by grade school & Jr. High (28.5" ball).

### 5. Length of Game (all age divisions)

4 - 10 minute quarters with running clock. There will be a 2 minute break between quarters.  
3<sup>rd</sup> & 4<sup>th</sup> / 5<sup>th</sup> & 6<sup>th</sup> grades - 1 Overtime period - (3) minutes  
1<sup>st</sup> & 2<sup>nd</sup> grades – No Overtime period

### 6. Time-outs (all divisions)

Teams will be allotted 4 full-length time-outs during a regulation game. (Full-length time-outs are 1 minute in length).  
Teams will be allotted one full-length additional time-out for the overtime period.  
Unused time-outs accumulate and may be used at any time, **including overtime**.

### 7. Fouls (all age divisions)

Five (5) per player  
Starting with the 5<sup>th</sup> team foul per quarter, a double bonus will be awarded. Team fouls will reset at the beginning of each quarter.  
CLARIFICATION: A technical foul on a player counts as a personal/team foul also.

## **8. Three second lane**

1<sup>st</sup> & 2<sup>nd</sup> grades - 5 seconds instead of 3.

3<sup>rd</sup> & 4<sup>th</sup> grades - 3 seconds

5<sup>th</sup> & 6<sup>th</sup> grades - 3 seconds

CLARIFICATION: The Lane is defined as extending to the standard 15' free throw line for all divisions, regardless of the actual free throw distance used in each division.

## **9. Three-point Line (all age divisions)**

Will be allowed

## **10. Full Court Press**

1<sup>st</sup> & 2<sup>nd</sup> grades - Not permitted. **Teams must drop back behind the 3-Point Line on all possession changes and dead balls until the ball crosses the half-court line into the front-court. On a fast break, the ball may be defended once it crosses the half-court line.**

3<sup>rd</sup> & 4<sup>th</sup> grades – Not permitted after made baskets or dead balls in the backcourt. Teams must drop back behind half court on defense after a made basket and anytime a team is inbounding the ball into their backcourt. All other times guarding in the backcourt is allowed.

**NOTE: Full Court Press will be allowed only during the last 1 minute of each half except as noted in Rule 11.**

5<sup>th</sup> & 6<sup>th</sup> grades - Allowed Entire Game, except as noted in Rule 11.

Violations of this rule will not result in a technical foul. Officials will simply stop play and send the defensive team back on defense and then give the offensive team the ball out of bounds.

## **11. Defensive Play when ahead by 10 (1/2 grades) or 20 (3/4 & 5/6 grades) Point Lead Rule**

### **1st & 2nd grades –**

When a point differential of **TEN (10) points** is reached at any time during the game, the team leading by **10** must drop back behind the **3-point line whenever they are on defense, i.e. the other team gains possession of the ball.** (All five players must keep both feet inside the 3-point line, except to retrieve a loose ball or rebound. If the offensive team regains control of the loose ball or rebound, the defensive team must get both feet back inside the 3-point line.)

**If the point differential during the game is lowered to less than 15 points, normal play procedures resume.**

### **3<sup>rd</sup> & 4<sup>th</sup> grades & 5<sup>th</sup> & 6<sup>th</sup> grades –**

When a point differential of **TWENTY (20) points** is reached at any time during the game, the team leading by 20 must drop back behind the Half Court Line whenever they are on defense, i.e. the other team gains possession of the ball. (All five players must keep both feet behind the half court line, except to retrieve a loose ball or rebound. If the offensive team regains control of the loose ball or rebound, the defensive team must get both feet back behind the half court line.)

If the point differential during the game is lowered to less than 20 points, normal play procedures resume.

**Note: FAILURE TO COMPLY WITH RULE 11 (in all age divisions) AFTER AN OFFICIAL WARNING WILL RESULT IN A TWO (2) SHOT TECHNICAL FOUL FOR EACH VIOLATION. TEAMS WILL BE ALLOWED ONE (1) WARNING PER HALF.**

## **12. Jump Ball**

A jump ball will start the game and any overtime period, but all other jump balls will be played as alternate possession rule.

## **13. Court Restraining Lines**

If a court restraining line exists on a court, it will be played.

#### **14. Stoppage of play (all age divisions)**

The clock will be stopped only for

- 1) Charged team time outs
- 2) Injury time outs
- 3) Official(s) necessary/required conference with scorers or timers
- 4) Unusual delay in getting a dead ball to become live
- 5) Administration of a technical, intentional, flagrant & disqualifying fifth personal fouls
- 6) Any emergency
- 7) Free Throws in the last minute of each half

The clock will be stopped on all officials' whistles in the last ONE MINUTE of each half, except as excluded by the following **10/20**-point running clock rule.

When a point differential of 10 points in the Pee Wee (1<sup>st</sup> & 2<sup>nd</sup> grades) division or 20 points in all other divisions is reached at any time during the game, the clock will not stop during the last one minute of the half

#### **15. Crowd Management**

The home management or game committee, insofar as it can reasonably be expected, is to control the spectators. It is **NOT** the responsibility of game officials to call technical fouls on either team if its supporters act in such a way as to interfere with the proper conduct of the game. It is the responsibility of the home management or game committee to control the crowd. Officials may stop play and request assistance from the hometown management anytime they deem it necessary. If a spectator is asked to leave but refuses, then the home team management will instruct the scorers to put 2 minutes on the clock and if the spectator has not left after 2 minutes, the game is ruled a forfeit and will not be finished.

#### **16. Disqualification's**

Any coach, player and/or spectator who is ejected from a game for unsportsmanlike conduct during a Walnut Valley League game, is suspended from participation for the remainder of that game plus the next regularly scheduled game. During said suspension, the offending person is not allowed to be at the playing facility, before – during – after the teams' next scheduled game.

Any team who accumulates 3 ejections (by coaches, players, spectators and/or any person associated with said team) during the league season, said team will be ineligible for further competition and shall be required to forfeit the remainder of their league games.

**POINT OF EMPHASIS – THERE WILL BE ZERO TOLERANCE FOR CUSSING BY A PLAYER, COACH, OR SPECTATOR. A TWO (2) SHOT TECHNICAL FOUL WILL BE ENFORCED IMMEDIATELY ON FIRST VIOLATION. TWO TECHNICALS GIVEN TO THE SAME PERSON WILL RESULT IN AN EJECTION.**

#### **17. Player Participation (all age divisions)**

Coaches are encouraged to make every attempt to play each player the minutes equivalent to half of a game.

**POINT OF EMPHASIS - Coaches will provide a list of players to the scorer's table prior to the game.**

Player (s) not in the good graces of their coach may be excluded from playing a game upon notification to game officials **BEFORE** the game begins. Score keepers will record reason(s) for the non-suits on the towns official game score sheet. WVL may review score books and repeated non-suits may be subject to WVL action. The coach also must notify their district head.

NOTE: This requirement may be waived by a game official in case of sickness or injury, if the scorekeeper, game officials and both coaches are notified **BEFORE** the beginning of the game.

## **18. Borrowed Players**

Teams are allowed to borrow players from other teams within their own district and age group. The coach must report the borrowed player(s) names to their district head. The roster of the team borrowing player(s) shall not exceed 7 players including the borrowed player(s). Playing time preference should go to regular roster players. The maximum number of times a player can be borrowed in a season is 2.

## **19. Game officials, scorekeeper and clock personnel**

All game officials must be at least freshmen in high school. Scorekeepers and clock personnel are recommended to be at least 14 years old. Cell phone use at score table is prohibited.