

**A. PLAYERS & ELIGIBILITY**

1. All players must be at least 18 years of age to participate in WCPR Adult Leagues.
2. Teams may have up to 12 players on their rosters. No player can be added to the roster after the fifth (5<sup>th</sup>) week of play, unless approved by the League Administrator. All players must fill out the roster (name, address, telephone number, email address, signature) prior to playing. Additional roster spots may be awarded per league coordinator.
3. It is the coach's responsibility to have all players understand and abide by the league rules, as well as sign the roster and meet all eligibility requirements of the league. Ignorance of the rules will not be an excuse.
4. Teams are encouraged to have their own matching jerseys, with numbers on both sides. The league will provide jerseys for teams to wear, if needed.
5. Teams may start game with 4 players. If a 5<sup>th</sup> player does not arrive by halftime, the game shall be ruled a forfeit.
6. No jewelry shall be worn. Exception - medical ID tags which must be taped to the body and flat wedding bands.
7. No hard casts are allowed on the wrist or arms. Leg / knee braces with exposed hard materials will only be allowed if they are sufficiently covered with soft padding (i.e. an ace bandage).
8. Blood Rule: No player will be allowed to play with an open, bleeding wound. A player may not re-enter the game until the bleeding is stopped. Referee's judgment will prevail in regards to blood on the uniform.

**B. WCPR LEAGUE RULES AND TIMING REGULATIONS**

1. NFHS Basketball Rules Book supplement WCPR League Rules.
2. Games will start at the scheduled time. Teams will be given warm-up time at conclusion of previous game. At game time, teams will be given a five minute grace period to get a 4<sup>th</sup> player to the gym. At the end of the grace period, if a team does not have 4 players, the game will be a forfeit.
3. Teams may start the game with 4 players. If a 5<sup>th</sup> player does not arrive by halftime, the game will be ruled a forfeit.
4. The clock will be a running clock with two 20 minute halves. Halftime will be 3 minutes.
5. The clock will only stop during the last minute of each half for all made baskets, fouls, injuries, out-of-bounds, change of possession, jump balls, time outs, and other whistles if the point difference, at the time of the whistle, is twelve (12) points or less.
6. Jump ball to start each game and overtime period, then alternate possession.
7. Teams will receive two (2) time outs per half. Time outs do not carry over into the next period or overtime period(s). Teams will be given one time out per overtime period.
8. All overtime periods will be 2 minutes. The clock will stop during the last minute of each overtime period all made baskets, fouls, injuries, out-of-bounds, change of possession, jump balls, time outs, and other whistles if the point difference, at the time of the whistle, is twelve (12) points or less.

9. **DUNKING IS ALLOWED. HANGING ON THE RIM** will result in a technical foul, unless a player is deemed to be trying to protect himself or others. Attempting to dunk during warm-ups or half time will result in a technical foul.
10. **MERCY RULE:** The game will be ended if a team is up by:
  - a. 30 points with 5 minutes, or less, remaining.
  - b. 20 points with 2 minutes, or less, remaining.
11. All players are limited to 6 fouls per player, per game. Technical fouls count toward the team and individual total.
12. Any unsportsmanlike conduct will result in a technical foul. Players will receive technical fouls if there is an exchange between players that is considered by an official to be taunting or baiting in nature. Two technical fouls on the same player or coach will result in an ejection of said player and suspension from future contests. Ejected players, coaches and spectators must leave the premises. Three (3) technical fouls of any nature called against a team in one game will result in a forfeit. If a team forfeits two games due to misconduct technical fouls, they will be reviewed by the WCPR Athletics Staff relative to their continuing participation in the league.
13. During a free throw, players in the lane spaces may enter the lane when the shooter releases the ball. The shooter and all players outside the 3-point line may not enter the lane/3-point area until the ball touches the rim.
14. There is no 5 second closely guarded count when a player is dribbling in any direction. The closely guarded count will only apply to a guarded player in the frontcourt, holding the ball.
15. **ADVANCING A BALL DURING A TIME OUT** - During the last minute of the game (second half or overtime), when the team in control of the ball is granted a time out, the team will have the option to move the spot throw-in to a point 28 feet from the end line on either side of the court. If the ball is dribbled or passed in any direction, prior to the timeout being granted, the team will not have the option to advance the ball.
16. All postseason play will be a single elimination tournament, unless otherwise stated. Tournament seeding will be determined after the last week of the season. Tie breaker for teams with the same record will be head to head results, then point differential.

### C. FORFEITS

1. A team forfeits when the entire team is a no-show or the team does not have the correct number of players to start the game on time. Teams must inform WCPR Athletics Staff if they are not going to be able to show up for the scheduled contest. Any no call, no show will jeopardize a team's eligibility for postseason play.
2. Any team forfeiting three games during the season will be dropped from the league. All forfeits will result in a score of 20-0. If both teams forfeit, the score will be 0-0. Forfeited games will not be re-scheduled.
3. Contests that are forfeited will not be officiated, nor will the score be kept by the staff. Teams will have up to 40 minutes to play pick up or shoot around.