

WYR BASKETBALL GAME RULES

~Let the Player Play, Coaches Coach and Referees Ref~

The Audience is expected to cheer with **Postive Encourgement** and for the whole team!

1. Only GOYANS from the Metropolis of Atlanta may be Included in these WYR Games.
2. **All games will start at Center Court with the The Lords Prayer.**
3. All games will consist of 4 – 7 minute quarters, with stop clock on every whistle.
4. Each team will be allowed 5 timeouts per game. 3 Full (60 Seconds in length) and 2 (30 Seconds in length) timeouts.
5. In the event of Overtime, it will be 3 minutes, with stop clock on every whistle. Each team will be awarded an additional timeout in the over time period. All unused timeouts can be carried over to the Overtime Period.
6. **PERSONAL FOULS** – 5 per player at which time the player is disqualified from the game. Any **TECHNICAL FOUL** counts as a personal foul, towards the Five.
7. Any player disqualified for misconduct and or the assessment of **2 TECHNICAL FOULS**, will be suspended for the remainder of the game and for the next game.
8. **ANY COACH** that receives a direct technical foul **MUST** sit on the bench for the rest of the game.

*Examples of **Direct Technical Fouls** include, but not limited to, arguing with the referee and or scorekeeper/score table, use of profanity or foul language. The idea behind classifying something as a direct technical foul is to hold the coach responsible for actions directly attributable to his/her behavior.*

*Examples of **Indirect Technical Fouls** include, but are not limited to, failure to list players and player's numbers in the official scorebook, and any follow up for a **TEAM BENCH** warning.*

9. Any coach that receives 2 direct technical fouls will be disqualified and must remove himself/herself from the facility. The coach will be suspended from the next game.
10. On the 7th team foul, a bonus of ONE & ONE comes into play. On the 10th team foul, TWO SHOTS will be awarded. In addition, any technical foul assessed to an individual player will count towards the team foul count, as well as an personal foul.
11. If a team commits a technical foul, then the opponent team will be awarded 2 free throws, and the ball, out of bounds (Opposite the scorers table).
12. A grace period of 10 minutes will be allowed to a team at each facility, **ONLY** for the first game of the day, for each facility. However, should a game go into OT, or 2 OT, we will allow that team a grace period from gym to gym, should it occur during any game thereafter. (10 Minutes of travel time would be added for each overtime played)
13. Any team arriving after their starting game time (with the exception of rule # 11), will have to forfeit their game.
14. No players may be switched or substituted after the rosters have been submitted to the WYR Executive Committee, without consent of Winter Youth Rally Exective Committee. (The final roster for each Team/Community must be approved and signed off by the Coach at The Coaches Meeting).
15. Any problems during the actual competition must be addressed to the Winter Youth Rally Executive Committee.