

West Central Community Center Youth Basketball League

By-Laws

Article 1

Objective:

The primary objective of the WCCC Youth Basketball League, herein called **THE LEAGUE**, will be to provide an organized basketball program for youth. Utilizing the team effort approach, each youth will be instructed in basketball skills according to his or her level of play, encouraged to develop good sportsmanship and encouraged to develop and/or enhance his or her ability to understand and work with people from various backgrounds.

Article 2

Governing Body:

THE LEAGUE will be governed by a Board of Directors, herein called the **THE BOARD** and will use Roberts Rules of Order as a guide in conducting all meetings of **THE LEAGUE**.

THE BOARD shall consist of the following positions and duties:

President

The president, as chief executive officer of **THE LEAGUE** shall supervise the organizations' affairs and activities. The President shall preside over meetings of **THE BOARD** and conduct business according to the By-Laws as set forth herein. The President shall make necessary appointments and form necessary committees as required. At the end of the fiscal year, the President shall make an annual report to **THE BOARD**.

First Vice-President

The First Vice-President shall preside over Board meetings in the absence of the President. The First Vice-President shall also assume the position of President if the position becomes vacant. He/she shall oversee and be responsible for normal league activities. Specific areas will be designated by the President at the start of the fiscal year.

Second Vice-President

The Second Vice-President shall preside over Board meetings in the absence of the President and First Vice-President. The Second Vice-President shall also assume the position of First Vice-President if the position becomes vacant. He/she shall oversee and be responsible for extra-league activities whose specific area will be designated by the President at the start of the fiscal year.

Treasurer

The Treasurer shall accurately maintain the financial books and the records for **THE LEAGUE**. The Treasurer shall also issue notices of payables and disperse funds at the direction of **THE BOARD**. The Treasurer shall make financial reports at Board meetings and will prepare year-end financial reports.

Secretary

The Secretary shall provide and be liaison for **THE LEAGUE** in the public relations area, give notice of all meetings and keep permanent records of the minutes of all meetings. The Secretary shall also conduct other duties as designated by the President at the start of the fiscal year.

Division Director

The Division Director shall conduct the games in their given division in an orderly fashion and according to the By-Laws and as directed by **THE BOARD**. He/she shall also be responsible for the tryouts and the draft of his/her respective division. He/she shall secure all candidates and applications for coaching positions in his/her division and submit that information to the Coaches' Approval Committee of **THE BOARD** prior to the draft. The Director is responsible for maintaining order during games in their respective division.

There shall be a Division Director for each of the following divisions as approved by **THE BOARD** for each given year:

- Mini-Mites (Coed)
- Instructional Girls
- Mites (Coed)
- Junior Midget Boys
- Midget Boys
- Midget Girls
- Junior Boys
- Junior Girls
- Senior Boys

Director of Sponsors/Fundraising

The Director of Sponsors/Fundraising shall solicit and secure sponsors for **THE LEAGUE** and assign the sponsors to the teams in **THE LEAGUE** as he/she sees fit. The Director of Sponsors will also assist in the billing and collections of said sponsor fees.

Director of Equipment

The Director of Equipment shall be responsible for securing, maintaining and distributing of all equipment and uniforms. He/she shall determine the needs of **THE LEAGUE** and report to **THE BOARD** any major purchases that are needed for the season. He/she shall also be responsible for the collection and storage of league equipment.

Director of Gym Rentals

The Director of Gym Rentals shall be responsible for the securing of all necessary gyms for practice and will schedule all practices for all teams. He/she will set forth all rules that govern the use of the practice gyms and make those rules available to all coaches prior to the start of practice.

Director of Concessions

The Director of Concessions shall be responsible for the operation of the concession stand. He/she will work closely with the Treasurer to insure the smooth operation of the concession area.

Director of Facilities

Director of Officials

Directors

The Directors' duties shall be set forth by the President at the beginning of the fiscal year.

Immediate Past President

The Immediate Past President shall work closely with the President to ensure a smooth and orderly transition of administrations. He/she shall serve as an advisor to the President and **THE BOARD**.

Article 3

Section 1. Executive Committee

The Executive Committee shall consist of the Immediate Past President, President, all sitting Vice-Presidents, Treasurer, Secretary and two (2) Members-at-Large (chosen by the President).

Section 2. Term of Office

- A. All Officers shall be elected for a term of one (1) fiscal year (fiscal year being April 1-March 31) or until successor's are admitted to office.

- B. Board members shall be elected for a two (2) year term with half (1/2) chosen one year and the remainder chosen the next year.

Section 3. Removal and Additions of Directors and Officers

- A. A Board member can be removed for one or more of the following:
 - 1. Improper completion of his/her duties as shown above and as directed by the President at the beginning of the fiscal year.
 - 2. Conduct unbecoming of a member of the Board of Directors.
 - 3. Not attending two (2) or more consecutive regularly scheduled Board meetings.
- B. A Board member can only be removed by a two-thirds (2/3) majority vote at a regularly scheduled meeting. The Board member shall be notified in advance of the removal vote so that he or she can speak in his or her own behalf.

Section 4. Board Meetings

- A. **THE BOARD** shall meet a time and location designated by the President, to conduct normal and necessary business. The meeting shall be known as the regularly scheduled meeting. **THE BOARD** may also schedule other meetings as designated by the President.

Article 4

Section 1. Player Eligibility (all conditions to be met)

- A. **Mini-Mite Division (Boys and Girls)** – Youth who have reached the age of six (6) on or before August 1, but have not reached the age of eight (8) as of August 1 of the year in which the season begins are eligible.
- B. **Instructional Girls** – Youth who have reached the age of six (6) on or before August 1, but have not reached the age of nine (9) as of August 1 of the year in which the season begins are eligible.
- C. **Mite Division (Boys and Girls)** – Youth who have reached the age of eight (8) on or before August 1, but have not reached the age of ten (10) as of August 1 of the year in which the season begins are eligible.
- D. **Midget Boys Division** – Youth who have reached the age of ten (10) on or before August 1, but have not reached the age of thirteen (13) as of August 1 of the year in which the season begins are eligible.
- E. **Midget Girls Division** – Youth who have reached the age of ten (10) on or before August 1, but have not reached the age of thirteen (13) as of August 1 of the year in which the season begins are eligible.
- F. **Junior Boys Division** – Youth who have reached the age of thirteen (13) on or before August 1, but have not reached the age of sixteen (16) as of August 1 of the year in which the season begins are eligible.

- G. **Junior Girls Division** – Youth who have reached the age of thirteen (13) on or before August 1, but have not reached the age of sixteen (16) as of August 1 of the year in which the season begins are eligible.
- H. **Senior Boys Division** – Youth who have reached the age of sixteen (16) on or before August 1, but have not reached the age of eighteen (18) as of August 1 of the year in which the season begins are eligible. Youth must be currently enrolled in high school.

Section 2. Registration

A potential participant in **THE LEAGUE** will register his/her name, telephone number and full mailing address at one of the specified and publicly announced registrations. After these dates, but before player assignments are conducted, a youth may register with appropriate Division Director before the official cut-off date. Cut-off dates are determined yearly by **THE BOARD** and may vary with each division (See Player Pool).

Section 3. Liability Release Form

Before participation in **THE LEAGUE** is allowed, youth will have furnished a Release Form, properly completed by a parent/guardian to **THE LEAGUE** while registering.

Section 4. Registration Fee

- A. A registration fee may be required to help defray expenses of the operation of **THE LEAGUE**. The amount of such fee is determined annually by **THE BOARD**. The fee is payable upon registration, but no later than the player evaluation date. It is the policy of **THE LEAGUE** that any youth who desires to play, but cannot afford the fee may, with Board approval, receive special consideration for a fee waiver on an individual basis.
- B. A fee may be refunded if any youth desires to withdraw from the program prior to the first practice session. NO refunds will be made after the first pre-season practice.

Section 5. Birth Certificate

A potential participant in **THE LEAGUE** must furnish a valid birth certificate when registering. Birth certificates must be checked no later than the Player Evaluation Date (try-outs).

Section 6. Player Loss of Eligibility

- A. Sportsmanship – Each youth is expected to observe good sportsmanship. There will be no profanity during play or practices, no discourteous conduct or words toward game officials, coaches, spectators, teammates or opposing players. Parents and friends of players are expected to display good sportsmanship at all times as well.

Poor sportsmanship will result in the following:

1. First Occurrence – Oral warning from any member of the Board of Directors or coaches
 2. Second Occurrence – Suspension for the next scheduled practice time and the next scheduled game
 3. Third Occurrence – Suspension from THE LEAGUE for the remainder of the season including tournament and/or post-season play. If necessary, a player will be suspended for the following year.
- C. Lack of Participation – Any youth will be subject to the loss of eligibility and/or reassignment to the Player Pool if he misses two (2) successive games and practices without justifiable cause given to his/her coach, with approval of the Division Director and/or the Board of Directors. Coaches are encouraged to strictly enforce this regulation. (Exception: Player(s) held out by parents/guardians for disciplinary reasons will not lose their eligibility. Coaches need to advise **THE BOARD** and their Division Director when this situation arises.)
- D. Failure to Adhere to Game Rules – Gross or flagrant abuse of Game Rules will cause a player to lose his/her eligibility.
- E. Fighting – any player who purposely strikes another player shall immediately be ejected from the game. Said player automatically loses eligibility for the remainder of the season, post-season and all tournaments. Any player who strikes back in retaliation of another player's action is subject to the same penalties imposed on him/her as above.

Article 5

Section 1. Appeals

Any probations/suspensions or actions may be appealed to the Executive Committee of **THE BOARD**. A date and hearing will be set and all involved will be advised of the same.

Article 6

Section 1. Player Team Assignments

Article 6

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A. Roster Assignment

1. **Player Evaluation** – Youth will undergo a try-out/skills assessment, where he/she will display his/her offensive and defensive skills before the coaches

of the respective division for which he/she qualifies. He/She will then be drafted according to the Player Draft Rules. (See Player Draft)

2. **Team Size** – Each team will consist of no more than ten (10) players. Each team will consist of an equal number of youth in each age bracket as closely as possible, where practicable. Each team roster will be filled in the following order:
 1. Players from Draft
 2. Players assigned from the player pool by the President or First Vice President. (see Player Pool).
3. **Roster Documentation** – A complete roster of each team will be typewritten, displaying players names, telephone numbers and full mailing addresses and will be furnished to the Division Director and President no later than the second (2nd) scheduled game. The Head Coach is responsible for completing and filling out this form.
4. **Roster Deletions** – It will be the responsibility of each team Head Coach to notify the Division Director of any player who drops from his/her team roster. This notification must take place within one (1) week of the player dropping.

B. Player Draft

Team rosters will be completed via a common draft. Draft will be conducted according to the Draft Choice Chart and the following guidelines.

1. All drafts will be conducted with a member of the Executive Committee, Division Director, and all coaches present. Draft order will be determined by the random draw of numbers. All team names will be chosen in reverse order of number draw with all names coming from ACC Schools first.
2. No assistant coaches shall be chosen nor approved prior to the draft. No assistant coach's child will be frozen to a specific team prior to nor at draft.
3. The Division Director and coaches will determine the strongest skilled players as to fill enough spots in the first two rounds of the draft and following the draft order as drawn. (A coaches child may fall into this group and will be placed accordingly as approved by coaches and Division Director at the draft.)
4. Coaches child (children) will then be discussed and placed in appropriate round of the draft as agreed upon by all coaches and Division Director at the draft.
5. Remaining players will be placed into the Draft Pool and then be chosen following the Draft Choice Chart below expanded out to the number of teams until all players from Draft Pool are chosen.

Draft Choice Chart

	Draw #1	Draw #2	Draw #3
Round 1	1 st choice	2 nd choice	3 rd choice
Round 2	6 th choice	5 th choice	4 th choice
Round 3	7 th choice	8 th choice	9 th choice
Round 4	12 th choice	13 th choice	14 th choice

6. At the conclusion of the Draft, players will be placed on the waiting list chronologically (first come, first placed) and shall be removed from the waiting list in the same order. The President and First Vice President will assign players from the waiting list as they see fit upon notification from the Division Director that there is need for a player. When a player is selected, the Division Director will notify the Coach that they have been assigned a player. Players will not be added to a team roster after the fifth game of the season.
7. It is the responsibility of all coaches to make sure all players are notified in a timely manner of which team they are on and all other League communication.

Article 7

Section 1. Coaches' Rules and Regulations

- A. Selection – Each coach will fill out a coach's application and be interviewed by the Executive Committee and the Division Director prior to being recommended to **THE BOARD** for approval.
- B. Sportmanship – Each coach will be expected to display good sportmanship and boost the morale of his/her players. No profanity, alcohol or tobacco products will be allowed at any time the players are present. Displays of poor sportmanship will result in the following:
 1. **First Offense** – Oral warning from any member of **THE BOARD**. This oral warning must be approved by the President.
 2. **Second Offense** – Written notice of suspension of the next practice and the next game. This action must be approved by **THE BOARD** or a committee appointed by the President.
 3. **Third Offense** – Written notice of suspension from coaching duties for the duration of the season. If necessary, a coach may be suspended for the following year. This action must be approved by **THE BOARD** or a committee appointed by the President.

The Division Director will make a complete report on such incidents and keep **THE BOARD** aware of such suspensions.

- C. Ethics – Each coach will be required to read and sign a CODE of ETHICS stating that he/she will abide by such before being allowed and approved as a coach or manager in **THE LEAGUE**. The CODE of ETHICS will be attached a permanent record of the By-Laws.
- D. Solicitation of Funds – Solicitation of funds by a coach for use by his/her team is strictly prohibited. Any solicitation of funds or goods will be used by **THE LEAGUE**.
- E. Unauthorized Practices – Practices not established by **THE LEAGUE** are strictly prohibited due to insurance regulations. Violation of this rule will result in

FORFEIT OF THE NEXT GAME. Each violation will result in a game forfeit. **THE LEAGUE** nor **THE BOARD** cannot and will not be liable for any injury during an unauthorized practice.

- F. Receipt of Two Technical Fouls, (sportsmanship related), During a Game – Should a coach receive two (2) flagrant technical fouls in a game, he/she shall be ejected from that game. He/she must also leave the playing area (this includes the game site property). Ejection from a game will result in an automatic suspension of the next scheduled practice and the next game. Each additional technical foul will result in an additional week suspension. Future eligibility in **THE LEAGUE** will be reviewed by the Executive Committee. Should a suspension occur in the final game of the season, the penalty will carry over to the next season.
- G. Evaluation of Coach Effectiveness – Each coach will be evaluated or rated continuously throughout the season as well as at the end of the season – **not on wins or losses** – but rather on his/her effectiveness of handling a team of young people. Criteria for this evaluation are as follows:
- i. Sportsmanship
 - ii. Personal Conduct
 - iii. Leadership Ability both off and on the court
 - iv. Teaching the fundamentals of basketball
 - v. Attitude toward fellow coaches, teams and officials
 - vi. Behavior and enthusiasm displayed at practices and games
 - vii. Responsibility of the team equipment
 - viii. Keeping the League Director informed of needs from the Player Pool
 - ix. Handling problems within the team
 - x. Abiding by all the rules and regulations set forth by **THE BOARD** and the By-Laws
 - xi. Coaching Ability
- H. It shall be the responsibility of the coaches to notify their team of any cancellation due to inclement weather, or if the game may be played when the weather is questionable. Coaches should call their Division Director for all the information concerning weather and make-up games (including times and locations). They are also responsible for getting all general information to their players and players' parents.
- I. It is the responsibility of the Division Director to point out potential problems to a coach in a constructive manner so that corrective action can be taken when necessary.

Article 8

Section 1. Awards and Tournaments

- A. Awards – Awards will be given at the discretion of **THE BOARD**.
- B. Tournament Play – At the completion of the regular season, a tournament for each Division will be played on a single elimination basis. Pairings will be established

by **THE BOARD**. In the event of a tie, a toss of the coin will establish seedings for the tournament as well as establishing regular season standings which are used to establish drafting positions for the following season. However, if there are only two teams involved in a tie, the winner of head-to-head competition automatically wins the higher seed.

Article 9

Section 1. Playing Rules and Regulations

These rules apply to the Midget Boys/Girls, Junior Boys/Girls and Senior Boys/Girls Divisions.

WCCC Youth Basketball League will abide by the rules and regulations as set forth in the current edition of the National Federation of State High School Athletic Associations (NFHS) in conjunction with the Amateur Athletics Union (AAU) rules and regulations.

EXCEPT AS AMENDED AND/OR DELETED BY THE FOLLOWING:

- A. Each quarter will consist of six (6) minutes in the Midget Division. Each quarter will consist of eight (8) minutes in the Junior and Senior Divisions.
- B. All games will be played under a running clock. The official game clock will run continuously for the first one-half of each quarter, except for shooting fouls, injuries or official time out(s). Clock may be stopped by the official timekeeper so that the game ball may be returned to the court.
- C. Time between quarters will be one (1) minute. Half time will be five (5) minutes in length.
- D. Overtime periods will be three (3) minutes, with each team being awarded one (1) additional time out. If the score is tied at the end of three overtimes, the fourth overtime period will be “sudden death” (first team to score wins).
- E. No team shall use a full court press when they are fifteen (15) points or more ahead of opposing team. Failure to abide by this rule will result in a technical foul. Violation of this rule may be called by the officials, the timekeeper, or the Division Director.
- F. Should a player receive two (2) sportsmanship related technical fouls in a game, he shall be ejected from that game. Player must also leave the playing area (this includes the playing site property). Ejection from a game will result in an automatic suspension for the next scheduled practice and the next game. Each additional technical foul will result in an additional week suspension. Future eligibility in **THE LEAGUE** will be reviewed by the Executive Committee. Should a suspension occur in the final game of the season, the penalty will be carried over to the next season.
- G. Playing Time – EACH YOUTH ASSIGNED TO A TEAM ROSTER IS **GUARANTEED TO PLAY THE EQUIVALENT OF ONE FULL QUARTER**.
 - a. **Playing Time Procedures**

Definitions

“A” Team – The five strongest players

“B” Team – The remaining five players

“B” Team Quarter – Any complete quarter played by a B team player

Short Coach – The coach having the least B team players present to play any game

Long Coach – The coach having the most B team players present to play any game

First and Second Units – With all twenty players present, the alignments that will start and play the first and second quarters respectively (also referred to as the A and B teams).

Any situation not covered will be decided by:

1. President of **THE LEAGUE**, if present; if not present
2. The Division Director, if present; if not present
3. The Assistant Division Director

b. Balancing of Teams and Playing Time

Each player will play at least one full quarter. The Short Team (least B team players present) will play, as near a mathematically possible at least as many “B team quarters” as the other team has B team players present.

Example: The Lions have four B team players and the Bears have two B team players. This means that each Bear B team player would have to play at least two quarters.

The balancing of the B team quarters is to be accomplished by the Short Team playing all of its B team players in the second quarter and using the first, and, if necessary the third and fourth quarters to equal the number of B team quarters that the Long Team B team players present.

The Long Team, at the coach’s option, is permitted to play up to as many A team players in the second period as the other team.

The basic concept is to not reward the team that has the least number of B team players by allowing it’s A team players to play unchecked against the other team’s B team players in the second quarter. B team players may replace A team players, but A team players may only replace B team players through balancing B team quarters. In all cases, when A team players are replacing B team players a result of missing players, injured players or at a coach’s option, the opposing coach will do the selecting. No B team players may foul out until that team has fulfilled all of its B team requirements.

Missing Players (In General)

Neither team having four or more A or four or more B or five of any combination of A and B players missing:

The Short Team (team with the least B team players) will play all of its B team players in the second quarter. It will also have played a many B team players in the first quarter and, if necessary the third and fourth quarters to equal the number of B team players that the Long Team has present. A team players will fill the spots of the missing B team players for the second quarter. The opposing coach will have the option of matching up to the number of A team players that the Short Team requires for the second period, and his displaced B team players will play the first quarter.

Examples:

The Lions have one B team player missing. The Bears have two B team players missing. Since the Lions have four B team players and the Bears have only three B team players, the Bears must play one of its B team players for two quarters. That is, one of the Bears' B team players will play in the first as well as the second quarters. The Lions' coach (Lions option) can play two A team players in the second quarter to balance the two Bear A team players. The displaced B team player of the Lions will play the first quarter. Thus, each team will have four A team and one B team player in the first quarter, and two A team and three B team players in the second quarter.

Less than 20 Players Present (odd situations):

Only A Team Players Missing – If each team has no more than three A team players missing, B team players will replace the missing A team players for the first quarter. The second quarter will be played by B team players only. If either team has four A team players missing, all players must play at least one full quarter. Other than that, each coach may play any combination of players desired in any quarter.

Four B Team Players Missing – If either team has four B team players missing, that team will be required to play the remaining B team player for a least as many quarters as the other team has B team players (four quarters of course being the maximum). The other team can play any combination of players in any quarter provided that each player plays at least one full quarter.

Either Team Having any Combination of Five Players Missing – Will negate the minimum playing time rule of the other team. The team having more than five players is requested, but not required, to play all players.

Each Team Missing the Same Number of B Team Players – All B team players will play the second quarter.

B Team Players Not Permitted to Foul Out – When this rule applies, each foul over five by that player will be a technical foul (two shots and possession to the offended team).

- H. All units (first and second) should be determined and set by the fourth game of the season. At any time if a coach of a team desires to change a player (or players) from the first unit to the second or second unit to the first unit, he may do so with the understanding that the opposing coach has the same option. When a first team player is replaced by a second team player, the former first team player is not eligible to play until the third quarter. The former second unit player will start the game and play the first and second quarters. This action will solidify the first and second units for the remainder of the game.
 - a. Coach or coaches who question the player makeup of another team's first of second units must notify the Division Director **IN WRITING** of the player or players in question. The Division Director will make a ruling on the team's unit player structure. At least two or more coaches must question the team's unit structure before the fifth game of the season. The opposing coach may appeal the ruling to the Executive Committee.
- I. Should a player arrive after the game has started, he will not be eligible to play until the third quarter. If a player arrives any time during the third or fourth quarter, he is eligible to play but is not guaranteed any playing time.
- J. A player may be held out of a game(s) due to disciplinary reasons (subject to Executive Committee approval). The Division Director must be notified prior to the day of the game.
- K. Game officials will be secured by **THE BOARD**. (Game officials will be the referees, scorekeeper and timekeeper.)
- L. Protests of any game shall be made known to the Division Director and President in the form of Three (3) typewritten copies. Each protest will be acted on by the Executive Committee. All protests must be filed before the next scheduled game.

Article 10

Section 1. Mini-Mites Rules

WCCC Basketball League will abide by the rules and regulations as set forth in the current edition of the National Federation of State High School Athletic Association (NFHS) in conjunction with the Amateur Athletics Union (AAU) rules and regulations, **EXCEPT AS AMENDED AND/OR DELETED BY THE FOLLOWING:**

- A. Will use eight (8) foot goals.
- B. Each quarter will consist of six (6) minutes and will be divided into two (2) three (3) minute segments.

- C. Time between the first and second, third and fourth quarters will be one (1) minute. Half time will be five (5) minutes in length.
- D. Each team will be allowed five (5) timeouts per game. Three (3) full/60 seconds and two (2) 30 seconds.
- E. Overtime periods will be three (3) minutes in length with each team receiving one (1) extra timeout. If the score is still tied after three (3) overtime periods, the fourth overtime will be “sudden death”: first team to score wins. **In overtime, a team may substitute players as needed.**
- F. A Mini-Mite player may be assessed a total of six (6) personal fouls. After six (6) fouls, each personal foul is treated as a technical foul – two free throws plus the ball will be inbounded by the offended team.
- G. A team will be in the bonus free throw situation when the seventh team foul is committed by the opposing team.
- H. **No full-court pressing is allowed.** Man to man defense shall be used at all times (“help defense” is allowed). Man to man defense will be implemented at a predetermined area of the defensive end of the court. Defender must remain within six (6) feet of the player being defended at all times. Violation of this rule within a game will create the following action by game officials:
 - a. First and second violation – oral warning
 - b. Third and subsequent violations – two (2) shot technical foul
- I. A player who receives two (2) sportsmanship-related technical fouls in one game will be ejected from the game and suspended from the next practice and game.
- J. A coach who receives two (2) sportsmanship-related technical fouls in one game will be ejected from the game and must leave the playing area (including the game site properly). He shall be automatically suspended from the next practice and game.

K. Playing Time:

Each Mini-mite player will play the equivalent of one-half of each game.

1. Based on a roster of ten (10) players, each team will start the **best five players** (first unit) in the first and second quarters. At the end of the first three (3) minutes, the second unit will play the remainder of the quarter. **There is no timeout between segments in each quarter.**
2. No substitutions will be allowed except in the case of injury, absence, disciplinary foul or in overtime.

3. All units (first and second) should be determined and set by the second game of the season.
4. A coach or coaches who question the player makeup of another teams' first and second units must notify the Division Director **IN WRITING** of the players in question. At least two or more coaches must question the team unit structure before the fourth game of the season. The Division Director will rule on the request.
5. If a team starts a game short a second unit player, the opposing coach shall pick the first unit player or players who will be assigned to the second unit. The player or players now become part of the second unit for the remainder of the game and **cannot be moved back to the first unit.** The coach must rotate the remaining second unit players to the first unit. The opposing coach may also have the option of selecting the same number of first unit players to play on his second unit.
6. If a team starts a game short a first unit player(s), the coach of the team that is short a first unit player(s) may, at his discretion, move a second unit player to the first unit. He may not move a first unit player to the second unit. The second unit player who is playing with the first unit must be changed each period.

L. Game officials will be secured by **THE LEAGUE**.

M. Protests of any game shall be made known to **THE BOARD** in the form of three (3) typewritten copies and filed with the League Director, Division Director and **THE BOARD**. **THE BOARD** shall rule upon each protest. Each protest will be upheld and acted upon by approval of **THE BOARD** with a two-thirds (2/3) vote.

N. A player who arrives during any quarter cannot play until the next quarter.

O. A player may be held out of a game(s) due to disciplinary reasons. The League Director must be notified **in advance** of such discipline.

P. **FREE THROWS**

Free throws will be taken before the game and at the start of the second half. Shots will be taken from a free throw line marked at the closest point of the free throw circle to the basket in the free throw lane. Only eligible players may take these free throws but only one shot per player. Injured players or disciplined players in attendance may not take part in this activity.

- Q. The official score will not be displayed on the scoreboard. The official scorebook will not be available to anyone except the Division Director, Assistant Division Director, President and Vice-Presidents.

Coaches' Rules, Regulations and Responsibilities

- A. **Sportsmanship** – Each coach will be expected to display good sportsmanship and boost the morale of his players. No profanity or alcoholic beverages will be allowed at any time. Displays of poor sportsmanship will result in the following:

First Offense – Probation of the next practice and the next game.

Second Offense – Suspension of coaching duties for the remainder of the season, including post-season play.

- B. **Unauthorized Practice(s)** – Practices not established by **THE LEAGUE** are strictly prohibited due to insurance regulations. Violation of this rule will be strictly enforced and will result in a forfeit of the next game. **THE LEAGUE** nor **THE BOARD** will be held liable for injuries during any unauthorized practices.

- C. It shall be the responsibility of the coaches to notify their team of any schedule change(s) (either practice or game) due to inclement weather. This will also pertain to questionable weather conditions. Coaches should call their Division Director for all information concerning weather, practices and/or makeup games.

Article 11

Section 1. Mite Rules

WCCC Basketball League will abide by the rules and regulations as set forth in the current edition of the National Federation of State High School Athletic Associations (NFHS) in conjunction with the Amateur Athletics Union (AAU) rules and regulations, **except as amended and/or deleted by the following:**

- A. Each quarter will be six (6) minutes in length for the Mite Division. Each quarter will be divided into two (2) three (3) minute segments.
- B. All games will be played under a running clock. The official game clock will run continuously for the first 1:30 of each segment, except for shooting fouls, injuries or official timeouts. Clock may be stopped by the Official Timekeeper so that the game ball may be returned to the court.
- C. Time between the first and second, third and fourth quarters will be one (1) minute. Half time will be five (5) minutes in length.

- D. Each team will be allowed five (5) timeouts per game. Three (3) full/60 second timeouts and 2 30 second timeouts.
- E. Overtime periods will be three (3) minutes in length with each team receiving one (1) extra timeout. If the score is still tied after three (3) overtime periods, the fourth overtime will be “sudden death”: first team to score wins. **In overtime, a team may substitute players as needed.**
- F. A Mite player may be assessed a total of six (6) personal fouls. After six (6) fouls, an “A” team player will be disqualified from further participation in the game. “B” team players will stay in the game with each additional personal foul be treated as a technical foul – two free throws plus the ball will be inbounded by the offended team.
- G. A team will be in the bonus free throw situation when the seventh team foul is committed by the opposing team.
- H. Mite Division will play either man to man or zone defense (coach’s option). Full court pressing is allowed only in the fourth quarter.
- I. No team may press with ten (10) or more point lead. A technical foul will be called from the scorer’s table if a team violates this rule. (1 warning)
- J. A player who receives two (2) flagrant technical fouls in one game will be ejected from the game and suspended from the next practice and game.
- K. A coach who receives (2) flagrant technical fouls in one game will be ejected from the game and must leave the playing area (including the game site property). He shall be automatically suspended from the next practice and game.
- L. Lane violations will be called after 5 seconds for the first 3 weeks, after 4 seconds for the next 3 weeks, and after 3 seconds for the remainder of the season.
- M. Playing Time:

Each Mite player will play the equivalent of one-half of each game.

- a. Based on a roster of ten (10) players, each team will start the **best five players** (first unit) in the first and second quarters. At the end of the first three (3) minutes, the second unit will play the remainder of the quarter. **There is no timeout between segments in each quarter.** Coaches should be frequently reminded of this. In the third and fourth quarters, the second unit will play for the first three (3) minutes with the first unit playing the last three (3) minutes of the quarter.
- b. No substitutions will be allowed except in the case of an injury, absence, disciplinary foul or overtime.

- c. All units (first and second) should be determined and set by the third game of the season.
 - d. A coach or coaches who question the player makeup of another team's first and second units must notify the Division Director **in writing** of the player(s) in question. At least two or more coaches must question the team unit structure before the fourth game of the season. The Division Director will rule on the request.
 - e. If a team starts a game short a second unit player, the opposing coach shall pick the first unit player or players who will be assigned to the second unit. The player or players now become part of the second unit for the remainder of the game and **cannot be moved back to the first unit**. The coach must rotate the remaining second unit players to the first unit. The opposing coach may also have the option of selecting the same number of first unit players to play on his second unit.
 - f. If a team starts a game short a first unit player(s), the coach of the team that is short a first unit player(s) may, at his discretion, move a second unit player to the first unit. He may not move a first unit player to the second unit. The second unit player who is playing with the first unit must be changed each period.
- N. Press – A team can “press” full court in the last quarter of the game. No team can press with a ten (10) point lead. Violation of this rule will be the same as in rule I.
- O. Game officials will be secured by **THE LEAGUE**.
- P. Protest of any game shall be made known to **THE BOARD** in the form of three (3) typewritten copies and filed with the League Director, Division Director and **THE BOARD**. **THE BOARD** shall rule upon each protest. Each protest will be upheld and acted upon by approval of **THE BOARD** with a two-thirds (2/3) vote.
- Q. A player who arrives during any quarter cannot play until the next quarter.
- R. A player may be held out of a game(s) due to disciplinary reasons. The League Director must be notified in advance of such discipline.
- S. FREE THROWS
- Free throws will be taken before the game and at the start of the second half. Shots will be taken from a free throw line marked at the closest point of the free throw circle to the basket in the free throw lane. Only eligible players may take these free throws but only one shot per player. Injured players or disciplined players in attendance may not take part in this activity.
- T. Three point field goals only count during “A” segment of 4th quarter and all overtime periods.

Mite Coaches' Rules Regulations and Responsibilities

- A. **Sportsmanship** – Each coach will be expected to display good sportsmanship and boost the morale of his players. No profanity or alcoholic beverages will be allowed at any time. Displays of poor sportsmanship will result in the following:

First Offense- Probation for the next practice and the next game.

Second Offense – Suspension of coaching duties for the remainder of the season, including post-season play.

- B. **Unauthorized Practice(s)** – Practices not established by **THE LEAGUE** are strictly prohibited due to insurance regulations. Violation of this rule will be strictly enforced and will result in a forfeit of the next game. **THE LEAGUE** nor **THE BOARD** will be held liable for injuries during any unauthorized practices.
- C. It shall be the responsibility of the coaches to notify their team of any schedule changes(s) (either practice or game) due to inclement weather. This will also pertain to questionable weather conditions. Coaches should call their Division Director for all information concerning weather, practices and/or makeup games.

Article 12

Section 1. Amendments and/or Deletions

- A. Proposed amendments of these by-laws shall be presented in writing to **THE BOARD**. The affirmative vote of three-fifths (3/5) or 60% of **THE BOARD** present shall be necessary for the amendment adoption or deletion. A quorum must be present to conduct business.

Let us who are involved in this fine program remember:

“This program through the WCCC Youth Basketball League and the West Central Community Center was and has been established for the youth of our community and not for our own personal egos.”

Rules of Conduct for Coaches

West Central Community Center Youth Basketball (WCCCBB) requires a coach to meet certain requirements. The following is a list of basic requirements:

- A WCCCBB coach should primarily be a leader of young people. He or she should try to positively influence the children by emphasizing good sportsmanship and team participation.
- A coach should carefully observe all rules. WCCCBB follows the National Federation of State High School Athletics Associations rules, except in certain circumstances. These rules should be read and understood; and the spirit and letter of rules should be regarded as mutual agreements. A coach shall not try to seek an advantage by circumvention of the spirit or letter of the rules.
- A coach should set an example for the young people that he or she is coaching. Loud, boisterous and threatening behavior characteristics can result in children carrying such behavior into their school and outside life. If the coach is calm, exhibits an attitude of sportsmanship and doing one's best, then the young people will quickly take this posture and grow in their ability to produce behavior characteristics which are constructive.
- A coach should **never** question a call of an official in a derogatory manner. If the coach has a question, he or she may approach the table and request an official time out. An explanation can be requested of the official. However, if the coach disagrees with the call, then the appropriate rule or page in the rule book needs to be referenced immediately. The final outcome will be accepted without reservation.

- A coach should put the game in perspective. Basketball is a game for the enjoyment and benefit of the young people. It is not the most important thing and should be treated accordingly.
- A coach should exhibit a positive attitude. Blaming the loss of a game on the opposing team, the officials or some factor beyond one's control has no benefit and results in young people developing an attitude of blaming someone else for their shortcomings rather than concentrating on how to improve them.
- A coach must observe the right of the parents. The young people that they are coaching are the most important thing in the world to their parents. Be observant of the parents' needs and feelings; show that you have respect for the young people that you are coaching.

Playing Time

Article 1X, Section 1, G.

Amendment –

It is understood that all A Team, B Team balancing shall be accomplished by half-time if mathematically possible. If not mathematically possible by half-time, the balancing shall be accomplished by the end of the third period.

The spirit of this rule is to have all balancing done by half-time so that the second half can be played using normal substitution rules.