

# PW Guidelines

**NOTE: REMINDER, PW is a progressive development league. All provisions contained in these guidelines are subject to review and may be revised or changed by CYC and implemented during the season. Org Reps and LD will be notified by Commissioner of any changes if implemented.**

## A. PW<sub>1</sub>

PW<sub>1</sub> Division contests, as similar to all other division contests, will be officiated under the rules of the National Federation of High Schools (NFHS) Association Rules of Basketball, except for certain rules which are specifically modified by CYC Board of Directors.

### I. Standard Equipment (Modifications)

- a. Size of ball: 27"-27.5" ball, composite, leather or rubber
- b. Baskets: Height of goals will be reset to accommodate 8 feet from playing court to tip of rim.
- c. Uniforms: Teams are required to wear uniforms with numbers. T-shirts, if all the same style and color with numbers, are acceptable until uniforms are acquired. Teams must have uniforms by 5<sup>th</sup> game.

### II. Rules, Violations, Fouls Guidelines (Modifications)

- a. Game will start with JUMPBALL at division line center circle.
- b. Alternating Possession Arrow will determine thereafter.
- c. Defense cannot guard/play defense outside the 3-point arc line. No back court press.
- d. Free throws will be administered for all shooting fouls. Free throw line will be "first" hash mark line from bottom of circle extended thru key. Free throw shooter cannot attempt a rebound on release and after ball hits the rim, unless it spontaneously bounces back to him.
- e. NO free throws for BONUS (7<sup>th</sup> team foul or 10<sup>th</sup> foul in the half.)
- f. Inbounding of ball will be from either sidelines or endlines, nearest the spot of occurrence of violation or foul. Violation will not constitute turnover possession to opposite team. Officials will call the violation (i.e. travelling, double-dribble, etc.), return to team for inbound. Instead referee will quickly explain violation and promptly return to player for inbounds. Coaches are asked to reinforce this teaching aspect. NO five (5) second inbound violation, will be called, explained and returned.
- g. Double-teaming defense will be allowed, but no ball-stealing.
- h. Referees will stop clock every five (5) minutes, or closest to it, for required substitution and the bench must be cleared of all players. Players cannot play more than ten (10) consecutive minutes, unless there are less than 8 players on the team. Play will be resumed after substitution stoppage by Point of Interruption (POI).

### III. Officials (Referees) Duties, Procedures and Coach Access

- a. At Referee's discretion, flagrant and any "violent" or unsportsmanlike conduct by a player, warranting a Technical Foul will be called. Coaches will be required to immediately remove involved player(s) and explain, educate and address the issue. Substituted player may come back at next dead-ball substitution after the explanation.
- b. Each team is allowed one (1) :30 second time out per half which cannot be carried over. There will be a two (2) minute intermission between halves.
- c. Only one (1) coach per team will be allowed on court during "live" play. Coaches may only access scorer's table side sideline from endline to endline to coach players. No access across endlines, division line or any other part of playing court during "live" play.

## B. PW<sub>2</sub>

- a. Playing time rule is same as PW<sub>1</sub>
- b. Team on defense cannot guard above the top of the key extended. Once the ball enters this area, then the defensive team start to can guard anywhere in the front court.
- c. **All other MB<sub>3</sub> rules will apply**