

WWIS 5v5 Adult Basketball League Rules

Equipment

- Game balls shall be leather or synthetic leather and consist of the standard size of 29.5
- Teams are required to wear jerseys/shirts that are of similar color (**No Exceptions**)

Game Length

- (2) 20-minute halves with running time
- Halftime is 3-minutes in length
- Clock will stop on all dead ball situations (fouls, free throws & violations) in the last minute of the first half and the last two minutes of the second half
- Clock will stop on all made baskets in the last minute of the second half
- If there is a 20-point difference in the score during this time frame, the clock will not stop, and it will continue to run

Timeouts

- Each team will receive (3) 30-second timeouts for the entire game
- If a team does not use a timeout in the first half, they lose a timeout going into the second half and they will now only have two timeouts to use in the second half
- Upon a timeout during the last minute of overtime when the ball in the backcourt is out of bounds after a made basket, after securing a rebound (no dribble or pass) or after a change of possession (no dribble or pass), the offense may choose to advance the ball to the frontcourt 28-foot line that is tableside for the ensuing throw-in

Fouls

- On the 7th team foul of the half, the team will shoot one-and-one
- On the 10th team foul of the half, the team will shoot two free throws
- Team fouls will reset at the start of the second half
- Players will foul out on their 5th personal foul

Technical Fouls

- If a player receives a technical foul in the first half, they will have to sit out the remainder of the first half
- Players that receive TWO technical fouls during the game will be ejected from the game.
- Players that have been ejected will be allowed to remain on their team's bench if they do not become a problem after the ejection.
- The penalty for a technical foul is two free throws awarded to the opposing team and then the ball will be put back into play using POI (Point of Interruption)
- Technical fouls count as a player foul and a team foul

Overtime Rules

- Overtime periods will consist of two minutes & thirty seconds (02:30) until the winner has been decided
- Overtime will begin with a jump ball at the center circle with the teams going in the direction of their benches
- Clock will stop on all dead ball situations (fouls, free throws & violations) in the last two minutes of overtime
- Clock will stop on all made baskets in the last minute of the second half
- Team fouls do not reset as overtime is a continuation of regulation
- Each team will be given one 30-second timeout per overtime period (no carry over of timeouts from regulation)
- Upon a timeout during the last minute of overtime when the ball in the backcourt is out of bounds after a made basket, after securing a rebound (no dribble or pass) or after a change of possession (no dribble or pass), the offense may choose to advance the ball to the frontcourt 28-foot line that is tableside for the ensuing throw-in

Court Markings

- Three-point line is the outer red line
- Bench area consists of going from the end line to the 38-foot mark
- Restricted Area (RA) is in play and the rule regarding it is if a defender is in the RA or on the RA on a block/charge play, it is an automatic blocking foul regardless as to whether the defender obtained and maintained legal guarding positioning.
- If the defender is in the RA or on the RA, they are only allowed to jump vertically