

White Deer Youth/Panhandle Youth 2025 Basketball League

1st-2nd Grade Division

RULES and CODE OF CONDUCT

- 8ft goals *28.5 size ball
- **ONLY player to player defense** (colored arm bands will be provided)
 - Match opposing players according to ability/skill level
 - Players will line up at half court with ref, to match up with who they are guarding with corresponding armband at the beginning of each quarter, if subs are made during any called timeout, the ref will match players up again at half court
 - No Deliberate Isolation Offense will be allowed
- **NO PRESSING**
- **NO ZONE DEFENSE.** Defenders may **only** provide help in the **lane**.
- Free-throws will be shot from 14ft line, marked
- **Four 7 Minute periods** with a **RUNNING CLOCK except for FREE THROWS, TIMEOUTS AND LAST 2 MINUTES of SECOND and FORTH periods**, clock will then stop on all whistles
- Clock will **ONLY** stop for **Free Throws** and **Timeouts**, until last 2 minutes of second and forth periods
 - Subs may **ONLY** be made during a quarter with a called **TIMEOUT** by either team, if subs are made during the called timeout, players from both teams will line up to match up armbands so, they know who they are guarding. **No sneaky business, if you make a sub, please let the ref know :)**
 - 3 minute half time, 1 minute between quarters
- **Substitutions**
 - **Subs are ONLY allowed during a timeout called by either team, between quarters, or at halftime.**
 - A **substitution** may be made for an **injury** during the quarter, at the discretion of the referee.
- **Overtime Sudden Death Shootout OT**, If the game is tied at the end of regulation play
 - Coaches will have 1 minute to choose 3 players to shoot 1 free throw. The team who will shoot first will be determined by a ref coin flip. Winner chooses if they want to shoot first or last.
 - The team who scores the most baskets in the shootout will be ruled the winner
 - If neither team scores or the shootout results in another tie, the OT will replay with 2 players shooting.
- **2 timeouts per team PER HALF** (Timeouts=30 Seconds)
- **UIL rules will be followed** (fouls, lane violations, ect.) **EXCEPT for TEAM FOUL BONUS SHOTS—10 team fouls in a half, will result in 2 free throw shots**
 - **REMINDER** refs have the **FINAL** and **ONLY** say on calls
 - Players are **ONLY** allowed to play on one team per division
- **Home Team** is responsible for **Clock**, **Away team** is responsible for **Books**
- **Only 2 coaches** on the bench, **ONLY 1** standing up
- **All PLAYER'S JERSEYS** must have their **NUMBER** on the **FRONT and BACK of the jersey**

Code of Conduct

WDYA and Panhandle have a no tolerance policy for fighting, inappropriate language, being disrespectful in any manner, unsportsmanlike conduct towards a ref, player or coach from another team, or any other WDYA/PBA volunteer. Coaches are responsible for their team player's behavior as well as, the parent's/fan's behavior for their team.

The following rules will be applied and followed:

- 1st offense will be a technical foul, 2 free throws and possession of ball
- 2nd offense will be that coach, parent, or fan being asked to leave the premises and will not be allowed back to any WDYA/PBA games in any gyms on the premises for the remainder of the day
- 3rd offense from the same team will result in that team forfeiting the game being played

THIS AND ALL FINAL SAY WILL BE AT THE DISCRETION OF THE REFS AND WDYA/PYB ADMIN.
Let's have fun and enjoy watching, supporting, encouraging, and cheering on our youth ball players!

White Deer Youth/Panhandle Youth 2025
Basketball League
1st/2nd Division Colored Wristbands

Colored wristbands will be used to match players based on skill level for this age division.

Wristband Colors

- **Player A (Most Skilled) to Player E (Less Skilled) on the court during that quarter. See color chart below**
- **Players will line up and face each other, match up, based on corresponding colored wristbands for each quarter at half court.**
- **Players must guard only the opposing player with their corresponding wristband color.**
- **If for any reason allowed, timeout or injury, a substitution is made, the substitute must be of equal skill level for the color wristband the player is the sub for.**

BLUE - Player A

MOST SKILLED

WHITE - Player B

BLACK - Player C

YELLOW - Player D

RED - Player E

LESS SKILLED

White Deer Youth/Panhandle Youth 2025 Basketball League

3rd/4th & 5th/6th Grade Division

RULES and CODE OF CONDUCT

- 28.5 sized ball
- 10 ft goals
- **UIL rules will be followed** (fouls, lane violations, traveling, double dribble, ect.) **EXCEPT for TEAM FOUL BONUS SHOTS—10 team fouls in a half, will result in 2 free throw shots at 10 and for each after**
- Free-throws will be shot from standard free-throw line
 - 3rd and 4th grade division, will line up behind the standard free throw line. If the player crosses the free throw line during the shot, the line violation **WILL NOT** be called.
- **Two 14 minute halves ***Clock will ONLY stop on free throws, until last 2 mins of each half clock will then stop on all whistles**
 - Clock will **ONLY STOP** for **TIMEOUTS** and **FREE THROWS** then...
 - **LAST 2 MINUTES** of the both **HALFS** (first and second), the clock will stop on **ALL** whistles.
 - **2 minute half-time, warm-up time at the discretion of the ref**
- **NO PRESS** if team leads by 10 or more points
- **2 timeouts per half for each team** (Timeouts=30 seconds) **1 timeout/team for OT, no carry over**
- Players are **ONLY** allowed to play on one team per division.
- **Home Team** is responsible for **Clock**, **Away team** is responsible for **Books**
- All **PLAYER'S JERSEYS** must have their **NUMBER** on the **FRONT** and **BACK** of the jersey
- **Only 2 coaches** on the bench, **ONLY 1** standing up
- **Overtime** If the game is tied at the end of regulation play, OT will be played as follows
 - **2 minute OT** played with clock stopping on **ALL** whistles and **free throws**.
 - **1 time out per team** given for OT, **NO** timeouts are carried over from regulation play
 - ****If the game is still tied after the 2 minute OT, Sudden Death Shootout will be played for 2nd OT****
 - **Sudden Death Shootout 2nd OT**
 - Coaches will have 1 minute to choose 3 players to shoot 1 free throw from the free throw line. The team who will shoot first will be determined by a ref coin flip. Winner of the coin flip chooses if they want to shoot first or last.
 - The team who scores the most baskets in the shootout will be ruled the winner
 - If neither team scores or the shootout results in another tie, the Sudden Death OT will replay with 2 players shooting.

Code of Conduct

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- 1st offense will be a technical foul, 2 free throws and possession of ball
- 2nd offense will be that coach, parent, or fan being asked to leave the premises and will not be allowed back to any WDYA tournament games in any gyms on the premises for the remainder of the day
- 3rd offense from the same team will result in that team forfeiting the game being played

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