

JOHN WALKER LEAGUE RULES AND REGULATIONS (Updated 7-5-22)

NO GAME STARTS BEFORE THE SCHEDULED TIME. If a team is 15 minutes late their game is a forfeit.

16 minute stopped clock halves for all divisions except 3rd thru 6th grade division

15 minute stopped clock halves for 5th & 6th grade division

14 minute stopped clock halves for 3rd & 4th grade division

6th grade and under will play with the smaller basketball size 28.5

No jewelry is allowed to be worn. Band-Aids over jewelry are not allowed either.

(This is a PIAA rule to ensure the safety of every player)

On foul shots, the ball is in play when it hits the rim

If a player air balls the first foul shot of two foul shots- the player does not get the 2nd foul shot. (Flynn's House Rule)

6 fouls per player per game

If one team only has four players then they play four against four. If a player fouls out on a team with only five or four players then that player stays in the game but a technical foul (as well as possession of the ball) is assessed on the 6th foul, and every ensuing foul. If a 6th foul is committed on a shooting foul, the player fouled will get one additional foul shot for a total of three shots and then the team (with the player who was fouled) will likewise receive possession of the ball. Any foul assessed by a player with 6 or more fouls on a non-shooting will result in a two shot technical as well as possession of the ball.

A team that is short players may add a younger player that participates in the Walker League if the team has less than 8 players. No player can play as a fill in player that plays in the same division and if this is necessary, the game will be played but will be considered a forfeit. If an older player plays down on a younger team, that of course is a forfeit for that team.

For safety and liability reasons, we no longer allow girls to fill in during a boys' game.

No player will be allowed to participate without a league shirt. If a player cannot remember to bring

3 time outs per game

3 minute half time

1 and 1 on the 10th foul

3 minute overtime. One additional time out per overtime. Second overtime will also be 3 minutes.

Sudden death will take place after second overtime.

No Zone Defense in either full or half court. All teams must play man to man for the entire game.

(Referees need to issue warning on 1st infraction and technical fouls thereafter)

No defensive player can be closer to the ball than they are to their man, unless, the player with the ball has beat their defender, which in that case would be considered help defense. Double teaming on the ball is permitted as well as rotation of the weak side defenders during the double team. Triple teaming is not allowed.

No full court pressing or half court trap of any variety is permitted when leading by 20 or more points.

PIAA Rules - An immediate technical foul will be issued to any player, parent or coach guilty of unsportsmanlike conduct. Any player, parent or coach that receives two technical fouls because of bad behavior, will have to vacate the premises. **Parents are not allowed to interface with the refs at all about calls made or calls not made!**

Playing time rules for Draft Team Players when you have a full roster of 11 or 12 players:

Every player **MUST** be put in the game by the 10 minute mark of each half.

Every player must play a minimum 40% of the game. That means 6.5 minutes per half, **NO EXCEPTIONS.**

Every player must be substituted out of the game at least 4 minutes of every half unless there are 6 or more players. No player can play the entire game unless there are only 5 players.

If there are a total of 10 players or less, each player must play half a game.

If a team has 4 players at the start of a regular season game, the game will be played 4 vs. 4 at the regular start time, IF the opposing team has 9 or more players, the other team automatically has a forfeit game. Should a 5th player arrive for the team with 4 players, the game will then go to 5 vs. 5 at the next substitution. If a team has 3 or less players, a 5 minute waiting period will take place to see if a 4th player arrives. A higher division team can have a younger Walker League player(s) play if they are short players. This would NOT result in a forfeit, but a scrimmage game can take place. To scrimmage, the team short players can have players from their opponent play with them. This game will be played with 2-12 minute stopped clock halves.

For the playoffs, at the start of the game, if one team has 4 players and another team has 5 or more, 5 vs. 4 is to be played. No younger players can be added to teams for playoffs.