

TOWN OF WILBRAHAM

PARKS AND RECREATION DEPARTMENT

SPEC POND SUMMER BASKETBALL RULES/REGULATIONS

League website: <https://leagues.teamlinkt.com/specpondsummerbasketball/Home>

Section A: Purpose

The purpose of this league is to provide a developmental summer basketball league to young people going into grades five (5) through eight (8). Coaching should be geared toward teaching basic fundamentals, team play and sportsmanship and not winning as criteria for success. Coaching, without a doubt, will be the key factor in making the league a success and an enjoyable experience for the young athletes in our program.

Section B: Player eligibility and Rosters

Player Eligibility

1. Eligibility for all participants is based off of the grade they are going into in September 2026.
 - a. Sixth graders in the Spring of 2026 play in the 7/8 Division.
2. No player can play for more than one team in the same division.
3. The divisions are based on the grade that the child is going into.

Roster

1. Each team must have a coach or manager. This person is responsible for submitting team rosters and for the conduct of all players, parents/guardians, those associated with their team during that game and for all of their actions while on the Spec Pond (or any other league court utilized) property.
2. The team representative is also responsible and guarantees that all league fees and costs associated with league participation will be paid in full.
3. Rosters are limited to a minimum of eight (8) players and there is no cap on how many players each team has. The Wilbraham Parks & Recreation Department (WPRD) will determine roster exceptions.
4. All rosters must be complete with team name; contact name, phone number, address, and all players should be listed with complete address and phone number.
5. Any player not on the roster is considered to be ineligible.
6. Changes to the roster can be made up to the **completion** of your fifth game of the season (half way point of regular season). All roster changes must go through the WPRD and are at the discretion of the WPRD.
7. Players can play up a division (i.e. a 5th grader can play in the 7th/8th grade division) however a player can never play down a division (i.e. a 7th grader playing in the 5th/6th division).
8. A player cannot play for two teams in the **SAME** division; however a player can play for two teams as long as they are in **DIFFERENT** divisions.

- a. Divisions will be understood to be
 - i. 5th and 6th Grade Girls
 - ii. 5th and 6th Grade Boys
 - iii. 7th and 8th Grade Girls
 - iv. 7th and 8th Grade Boys
- b. A player cannot play on a team in the 5/6 A league and 5/6 B league, this is considered the same division.

Section C: Uniforms

Uniforms

1. All player's names and numbers must be entered into scorebook before each game.
2. Players must have numbered jerseys.
3. All players must have the same colored shirt.
4. There can be only (1) #0 or #00 per team.
5. The penalty for failure to comply with this will be a technical foul, and the team having to wear scrimmage vests.
6. All coaches are responsible that names and numbers are in the official book before the game starts. Any name or number not in the book will result in a one technical foul shot per infraction.

Section D: League and Official Fees

1. Entry fee for the league is four hundred dollars (\$400.00) per team. This fee does not include jerseys.
2. All checks are made payable to "Town of Wilbraham."
3. The Recreation Director and the League Coordinators set all entry fees for the League. This fee is non-negotiable.
4. Forty dollars (\$40.00) must be brought to each game. Forty dollars (\$40.00) will go to the official. **Coaches should pay the officials at half-time.** Second half will not begin until both officials have been paid in full.

Section E: Rules

Timing

1. Games will consist of four (4), 9-minute running time periods, clock stops on all foul shots, time outs, and injuries. The last two minutes of the second and fourth quarters the clock stops on all whistles.
 - a. Time will stop the moment the official makes notification that it is a shooting foul situation.
2. Overtime will be two minutes long, with the last minute stop time. If time permits, and first overtime ends in a tie, there will be a second overtime period two minutes in duration, with the last minute stop time. If first overtime ends in a tie and time does not permit a second overtime, the game ends in a tie. If second overtime ends in a tie, game ends in a tie. All playoff games will continue 2 minute overtimes until game has a winner.
3. Three (3) time outs will be allowed per game per team – one-minute duration. Time-outs can be shortened when calling team is ready to play. There will be one time out per team per overtime period. Note: Time outs will not carry over from regulation time. Example: It doesn't matter if Team A has 3 time outs at the end of regulation and Team B has no time outs at

the end of regulation, both Team A and Team B will have one time out per overtime session.

General Rules

1. High School Federation rules will apply.
 - a. Any fighting will result in the player's disqualification from the league for one calendar year and be subject to further disciplinary action.
 - b. No jewelry allowed falls under the High School Federation guidelines.
2. 10 Second back court violation applies to both boys and girls divisions.
3. Pressing:
 - a. For 5/6 grade boys and girls divisions pressing is **ONLY** allowed in the 4th quarter and overtime.
 - b. For 7/8 grade boys and girls divisions pressing is allowed throughout the game.
 - c. No pressing when leading by fifteen (15) or more points. The defense must fall back inside the three-point arc, until the ball crosses over the half court line. Once the ball crosses over the half court line, the defense may leave the three-point arc. Failure to abide by this rule will result in the referee issuing one warning with the next offense resulting in an indirect technical foul charged to the coach. Three (3) instances of this will result in the ejection of the coach.
4. Defense
 - a. 5/6 Divisions
 - i. Man to Man defense is required all game.
 - ii. Double teaming is allowed.
 - iii. Players can switch or play help and recover defense.
 - iv. Have to be within 5 feet of your player any time they are around 3 point arc (couple feet outside of arc) or inside 3 point arc.
 - v. Failure to abide by this rule will result in the referee issuing up to two warnings with the third offense resulting in an indirect technical foul charged to the coach.
 - b. 7/8 Divisions
 - i. Any defense is allowed.
5. Each player is allowed five (5) fouls.
6. Teams will shoot the bonus two shots on the fifth (5th) team foul of each quarter unless it is an offensive foul. The fouls reset to zero (0) at the beginning of each quarter. There is no more 1 and 1.
7. Once one half has been completed the game is declared official. If during the second half the game needs to be stopped for inclement weather or other unforeseen events, the game will still be ruled as an official game. The WPRD will not acknowledge any protest of this rule. Playoffs every attempt will be made to play games to completion, ie complete both halves.

8. It is the policy of the League that protests regarding officials' calls will not be recognized.
9. Each team will be allowed a grace period of ten (10) minutes before their scheduled start time. (Ex: If scheduled start time is 7:00pm then each team has until 7:10pm to get five (5) eligible players present.)
10. 28.5 ball is to be used in all girls divisions and the 5th and 6th grade boys division. All other divisions will use a regulation size basketball.
11. Playoffs
 - a. Playoffs every attempt will be made to play games to completion, i.e. complete both halves.
 - b. All players on a team's roster are eligible for all playoff games, regardless if a playoff game is called due to weather. For example if player A is not at a game that is called due to weather, they are eligible to play in the restart of that game when it is rescheduled.
 - c. Playoff games called due to weather will pick up exactly where the game ended.

Forfeits:

1. Any team suffering two (2) losses by forfeit will automatically be expelled from the league and will forfeit all fees and assessments.
2. When a league game is scheduled and both teams are in attendance to play the game and one team has only four (4) players ready to start play, the following procedure will occur: (Note: For the purpose of this explanation, Team A will be the team with sufficient number of players present to play, Team B will be the team which is short one player present to play.)
 - a. If Team A elects not to play and allowing for the 10 minute grace time period (See General Rules # 7), then the game will be declared a win by forfeit to Team A and forfeit loss to Team B.
 - b. If Team A elects to play the game, a person may then play for team B providing that the coach or manager of Team A agrees that the person selected by Team B may be utilized. Once the game starts, it is considered a legal game and will be played to conclusion with the eventual winning team awarded a win and the losing team a loss.
 - c. If a player from Team B appears during any portion of the game, that player will be required to play and the person originally selected to play will discontinue playing at the first dead ball.
 - d. The jersey rule will be waived for a player selected to play such a game.
 - e. The person selected to play may be a spectator or a player from any team in the league. However, it must be absolutely clear and agreed that unless Team A is in complete agreement with the selected player, the game will be forfeited prior to starting play.

Teams wishing to cancel a scheduled game (this is considered a forfeit since officials and scorers are already scheduled) must contact the other team

(coaches name and contact number are posted on website). Teams cancelling games will have to pay a forfeit fee of \$98.00 (cost of two officials at \$40 and a scorekeeper at \$18). Teams that show up to a game and don't have enough players (and can't get players from another team), this is considered a forfeit, and a forfeit fee of \$98 will have to be paid.

Section F: League Decorum

Spec Pond is a family environment and the basketball courts are an extension of that environment. The League asks that all participants refrain from using profanity and any other language that may be deemed offensive. Excessive use of profanity or other forms of offensive language will result in a technical foul at the referee's discretion.

If a player and or coach is ejected from a game they must sit out the next scheduled game. Any spectator that is ejected from a game will be suspended for a minimum of three games. Two ejections will be a minimum of a one year suspension. Please remember this is a youth sports league with the results having no bearing on their future success in life. The league WILL NOT respond to complaints about officiating from anyone other than each program's coach.

Any fighting amongst league players, coaches and or fans will be treated as an assault and battery case. Fighting amongst league players will not be tolerated and all cases will result in the police being notified.

Section G: Cancellations

Cancellations:

1. Cancellations of all basketball games will be made one (1) hour before tip-off.
2. All cancellations will be on the League Website.
3. Cancellations will be made up as court time is available.
4. Teams wishing to cancel a scheduled game (this is considered a forfeit since officials and scorers are already scheduled) must contact the other team (coaches name and contact number are posted on website). Teams cancelling games will have to pay a forfeit fee of \$98.

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