

WNBA RULES

Timing

- All periods of regulation play in the WNBA will be ten (10) minutes.
- If the game is tied, a five (5) minute overtime period will be played. Successive overtime periods will be played until a winner is determined.
- See BANK SHOT BASKETBALL WNBA Cards per period on the next page.



Timeouts

- Each team is entitled to five (5) charged timeouts during regulation play. Each team is limited to two (2) team timeouts during the last three (3) minutes of the fourth period.
- In overtime periods, each team is allowed two (2) team timeouts. There are no restriction when a team must call its timeouts during the overtime period(s).

Start of Games/Periods and Others

- The game and overtime(s) shall be started with a jump ball.
- The team which gains first possession of the game will start with possession to begin the fourth period. The other team will put the ball into play at the beginning of the second and third periods.

Fouls/Technical Fouls

- One (1) free throw attempt is awarded when one (1) technical foul is assessed.
- No free throw attempts are awarded when a double technical foul is assessed.
- There is no team foul if there are personal fouls on one member of each team or the personal foul is against an offensive player.
- Two (2) free throw attempts are awarded if the personal foul is on the defender and the offensive player is in the act of shooting an unsuccessful field goal. If the shot was a 3PT attempt, three (3) free throws are awarded.
- One (1) free throw attempt plus a penalty free throw attempt if the personal foul is on the defender and the offensive player is not in the act of attempting a field goal when the penalty situation is in effect.

Free Throw Penalty Situations

- Each team is limited to four (4) team fouls per regulation period without additional penalties. Common fouls charged as team fouls, in excess of four (4), will be penalized by one (1) free throw attempt plus a penalty free throw attempt if the first free throw attempt was made. The penalty situation starts with the fifth (5) team foul.
- During any overtime period, common fouls charged as team fouls in excess of three (3) will be penalized by one (1) free throw plus a penalty free throw attempt if the first free throw attempt was made. The penalty situation starts with the fourth (4) team foul.
- The first four (4) common fouls committed by a team in any regulation period and the first three (3) common fouls in any overtime period(s) shall result in the ball being awarded to the opposing team with no free throws awarded.

Free Throw Penalty Situations (continued)

- If a team has not committed its quota of four (4) team fouls during the first eight minutes of any regulation period or its quota of three (3) team fouls during the first three (3) minutes of any overtime period, it shall be permitted to incur one (1) team foul during the last two minutes without penalty. Otherwise, all team fouls incurred in the last two minutes of play each period will be considered to be in a penalty situation.

Double Fouls

- No free throw attempts will be awarded on double fouls, whether they are personal or technical.
- Double personal fouls shall add to a player's total but not the team's total.

Loose Ball Fouls

- Offending team is charged with a team foul.
- Offending player is charged with a personal foul.
- Offended team will be awarded possession, if no penalty exists.
- Offended player is awarded one (1) free throw attempt plus a penalty free throw attempt if the first attempt was made when the offending team is in a penalty situation.

BANK SHOT BASKETBALL WNBA Cards per period

For Bank Shot Basketball game purposes, divide the full Action deck into 6 roughly equal piles. Select one of the piles and remove 3 cards from the top of this pile. Add or subtract each team's PACE rating to complete the Action card stack for the five minute segment. Each quarter is 10 minutes.

For Overtime games, create the Action card stack as above. Once the stack is exhausted, 5 minutes will have been played.