

## 5<sup>th</sup> & 6<sup>th</sup> Grade Jr. Jazz Basketball Recreational Rules

The Jr. Jazz program is designed to be fun and to develop skills through principles of sportsmanship and fair play.

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### High School Basketball Rules will govern play with the following modifications:

1. The 5<sup>th</sup> & 6<sup>th</sup> Grade coed league will use a women's size ball (28.5") and will play on a 10" ft. basket.
2. Each team will receive 2 30-second timeout per half. Unused timeouts in the first half do not carry over.
3. Every player must play an equal amount of time. Coaches will substitute their players at their discretion. Players should hustle on and off the floor. The time will not be stopped for dead ball substitutions.
4. There will be four 8-minute quarters using a running clock. The clock will **not** stop on free throws or dead balls. The clock will stop during the **last one-minute of each half only**. The clock will stop for timeouts at any time.
5. If any team is leading by 20 points or more, the visible score will not be posted until the scoring margin is within 10 points. The actual score will continue to be kept correctly on the score sheet at the timekeeper's table.
6. The game will be started with a jump ball. All subsequent jump balls and the start of the remaining quarters will be alternating possessions.
7. 3-second key violation, travelling, and double dribbling will be called.
8. Free throws will be shot from the free throw line (15") feet from the basket.
9. One-and-one bonus will be awarded on the 7<sup>th</sup> team foul of each half. Double bonus will be awarded on the 10<sup>th</sup> team foul. During free-throws players in the marked lane space can enter the key once the ball leaves the shooters hand. The free-throw shooter and players behind the shooter can enter once the ball hits the rim.
10. **Man-to-Man defense is strongly encouraged.** The defensive player must be within arms distance of his/her player at all times. Double teaming is not allowed. **Full court press will not be allowed.** Teams may begin man-to-man defense at half court. Each team will be given one warning per game for playing an illegal defense or full court pressing. The next violation will result in one technical free throw plus possession of the ball.
11. Stalling is not permitted. If these techniques are used the other team will be awarded the ball. Stalling is defined as not attacking the basket within 60 seconds of game clock.
12. Help defense is allowed if the ball is attacking the key. Double teaming the ball is not permitted. First offense = warning. Second offense = technical free throw plus possession of the ball. Official discretion will be advised.
13. Any **player or coach** receiving a technical foul must sit for 8 minutes. If the technical foul occurs at the end of the game, the technical will roll over to the next game the player attends. If a player/coach receives two technical fouls in a single game, he/she will be ejected for the remainder of that game and the next. A meeting with the program manager is required before that player/coach is eligible to return to the league. Three technical fouls accumulated during the season will result in the player/coach being suspended from remainder of the league.
14. There will be no overtime periods. If the game ends in a tie, it is a tie.
15. Score will be kept. Standings will not be kept. The team listed second will wear the dark color side of jersey.

\*Rule interpretation and enforcement will be at the discretion of the Recreation Staff.