

CLEARFIELD CITY RECREATION
JR. JAZZ BASKETBALL PROGRAM
2025-2026

7th-10th Grade Rules (Girls & Boys)

Play will be governed by the official National High School Federation Basketball rules with the following modifications:

Court and Equipment

1. Girls: A 28.5 circumference ball will be used.
2. Boys: A 29.5 circumference ball will be used.
3. Baskets will be set at 10 feet.

Rules of Play

1. Games consist of four (4) eight (8) minute quarters. 1-minute quarter breaks with a 3-minute half-time. A running clock will be kept except for timeouts and all dead balls during the last 1-minute of each quarter. No shot clock.
2. We support equal playing time. All players present must play a minimum of 16-minutes each game. No exceptions! Nobody plays the entire game unless there are only 5 players.
3. All games must start on time. Please arrive 10-minutes early for games. A team may begin and end a game with 4 players. If a team doesn't have 4 players at game time, mix up teams and play for fun.
4. Each team is allowed two (2), one (1) minute timeouts per half. Unused timeouts from the first half do *not* carry over to the second half.
5. Score will be kept until the players, parents, coaches or fans become too competitive because of the score. The score posted on the scoreboard will not exceed a 20-point difference, but the actual score will be kept in the official scorebook.
6. Any defense is allowed. Teams may full court press until they are up 20-points. If up by 20-points, defense cannot engage the offense outside of the 3-point line.
7. 3-seconds in the key will be called.
8. A player who receives their 5th personal foul in a game, will have to sit out the rest of the game. The bonus is in affect at the 5th team foul in a quarter (2 shots).
9. **Absolutely no unsportsmanlike behavior will be tolerated.** Any player receiving a technical must sit out for 5-minutes of game time. If they receive a 2nd technical during the same game, they will be ejected. Any player, coach, or spectator that is ejected for unsportsmanlike behavior will be asked to leave the premises for the remainder of that game and will be suspended from the next scheduled game. Score keepers have the authority to ask anyone to leave if they feel the need to keep control of the situation. Anyone suspended twice during the season will be disqualified from further league or tournament play for the remainder of the season.
10. Overtime Rules: Overtime will be 3-minutes. Possession is determined by a jump ball administered by the official. Clock will stop for timeouts and all dead balls during the last 1-minute of overtime. Each team has 1 timeout during overtime, without any carry over from regulation. If teams are still tied after overtime, the game will end in a tie.