



**CLINTON CITY RECREATION
JUNIOR JAZZ BASKETBALL
1ST and 2ND GRADE INSTRUCTIONAL LEAGUE BY-LAWS
2022-2023**

- Play will be governed by the official National High School Federation Basketball rules with the following modifications.
- By-laws may be altered by recreation staff as deemed necessary.

COURT AND EQUIPMENT

1. An official game ball will be provided by the Recreation Department at all games
2. A women's size basketball will be used (28.5" circumference)
3. Baskets will be set at eight (8) feet.
4. Teams will switch baskets at half-time.
5. No pants/shorts with pockets will be allowed on the court.

TIMING REGULATIONS

1. Game consists of two (2) twelve (12) minute halves with a two (2) minute half-time.
2. A running clock will be in effect. The clock will only stop on time-outs, injuries, and dead balls during the last two (2) minutes of each half (whistle blown is a dead ball).
3. Each team is allowed one, 30 second time-out per half. Unused time-outs do NOT carry over.
4. Practice consists of 20 minute instruction by Clinton staff followed by 20 minute instruction by their coach.

PLAYERS

1. Teams may play with a minimum of four (4) players without forfeiting. Forfeited games will still be played with the existing players as a scrimmage. In the event that a team does not have enough players, they may borrow players from the opposing team. If a player fouls out, which creates a 3 player situation, the team may continue play without forfeiting
2. All players should play at least one-half (½) of each game. If a problem arises concerning equal playing time, it should be brought to the attention of the league supervisor.
3. Player substitutions will only be made on dead balls (whistle blown). Players must check-in at the score table and they cannot enter the game until the referee ushers them in.

RULES OF PLAY

1. Score will NOT be kept for this age group.
2. Teams must play a man-to-man defense.
3. No stealing will be allowed as determined by league coordinator. Intercepting a bad pass or losing control of the ball is NOT considered stealing.
4. No full court press will be allowed. Defense must pick up at half court.
5. There will be NO lane violation called; however, the referees will educate the players.
6. The referee will stop the play occasionally to re-adjust the players and explain calls.
7. The foul line will be considered the "back court" line.
8. Players may move on a free throw when the ball is released.

SPORTSMANSHIP POLICIES

1. Officials and score keepers are representatives of the league. Any questions or concerns regarding the performance of the league representatives should be brought to the attention of the Recreation Supervisor.
2. A determined effort has been made to provide a program dedicated to teaching the fundamentals of the sport and our sportsmanship philosophy. As a Recreation Department, we encourage your constructive feedback on the program and expect that all participants conduct themselves in a manner supportive of fair play, comradely, and community fellowship.



3. There will be zero tolerance for unsportsmanlike conduct among players, coaches, parents and spectators. Offenders may be ejected and law enforcement may be called when deemed necessary.
4. A second Technical Foul on the bench is an automatic forfeit. The bench consists of any player, coach or spectator. A second technical on any person will cause that person to be ejected from the game and they will not be able to participate in the next game. Any player, coach or spectator ejected from a game must schedule an appointment with the recreation supervisor within 24 hours of the game in order to participate in the program.
5. Coaches will be expected to properly educate players the values of teamwork, character, and sportsmanship. Coaches shall strive to set an example of the highest ethical and moral conduct for players, team parents, and spectators.
6. All players, coaches, and spectators are expected to follow the Utah Jazz's Lead Together Initiative: to embody respect, leadership, kindness, sportsmanship and positivity.