



5th-12th Grade Girls

Syracuse Jr. Jazz Rules & Regulations

****Utah High School Athletic Association Rules are observed unless otherwise noted.***

Game Format

- 20 minutes halves | 3 minute half-time | Open Substitutions.
- Timeouts: 3 (60) second timeouts per game.
- Overtime will be a 2-minute period | If game is still tied after 2 overtime periods, the third overtime will be sudden death occurs (1st score wins).
 - And additional full time out (60 second) is allotted per overtime period.
- There will be regulation timing for the last minute of the first half, last two minutes of the second half, and any additional overtime.
- Score is kept | No more than a 30-point lead will be projected.
- Individual and team fouls will be called and recorded. Bonus can occur.

Playing Time

- Each player must play ½ (20 minutes) of each attended game.
- No player shall play the whole game unless there is a situation where only 5 players are available.
 - If a player does play an entire game, except for the above-mentioned situation, then that player must sit out the entire first half of the next game.

Court and Equipment

- A women's size basketball (28.5") will be used.
- Baskets will be set at eight feet. (10')
- Free throw line is set at 15' feet from basket.

Syracuse General Rules

- Any defensive scheme is allowed.
- Full court press is allowed when the score difference is within 15 points or less (exception: 10 points for 5th/6th Grade).

Team

- A minimum of 8 Players are assigned to each team.
- Each participant will receive an official Jr. Jazz Jersey which must be worn to games.
- Each team must have 5 players to start the game.
- All youth must be listed on the official team roster and on file with the Parks and Recreation Department to be eligible players. No Players can be added to a team by the coach.

Forfeits

- If a team does not have five (5) players available by game time, then they will be granted a five (5) minute grace period limit before an automatic forfeiture is ruled.
- Once a forfeit is ruled, teams will be divided up and scrimmage.

Coaches, Fans & Sportsmanship

- If a coach receives an unsportsmanship Technical foul, the team loses coaching box privileges.
- If a coach receives 2 unsportsmanship technical fouls in a single game, he/she will be ejected from the facility. A meeting with a program coordinator is required before coaching again.
- A third technical foul on the bench is an automatic forfeit. The bench consists of any coach, assistant coach, player, or spectator. Any player, coach or spectator ejected from a game must meet with the program coordinator before they can continue to participate in the program.
- Spectators: Yelling at or harassing (swearing, bullying, intimidating, threatening) game officials, the opposing team's fans, any coaches, or players will not be tolerated. Such behavior could lead to an ejection from the game and potential league suspension/ban.



Jr. Jazz Basketball

5th-9th Grade

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