



Eagle Mountain City

JR JAZZ BASKETBALL

KINDERGARTEN/1st GRADES RULES

1. Each team will play with 5 players on the court at a time. No forfeits, teams may combine players to start play. For everyone's safety, please inform parents and spectators not to cross the court while the game is in progress.
2. A set of Wrist Bands will be provided to each team and are used to help players know which person they need to guard. Please assist in matching players up fairly according to size and skill. Players will guard the opponent with the matching-colored wristband. A screen may be set and as a result defenders can switch who they defend but must switch back at the first opportunity.
3. 8-foot hoops and 27.5" size basketballs are used.
4. The game will consist of four 8-minute quarters. The clock will not stop during the quarters. One minutes between quarters and half time will be 3 minutes. The first 15 minutes of the scheduled hour will be used for practice. The game will begin at 15 minutes past the hour. The home team will inbound the ball at midcourt to start play. All subsequent quarters of the game will be decided by alternating possession.
5. **Officiating:** Games will be officiated by the coaches. One coach from each team is allowed on the court at a time. Their responsibility is to keep the flow of the game moving while instructing the players regarding basketball situations (fouls, etc). The more a coach calls, the better the kids will learn and improve.
6. This league is officiated with a do-over enforcement. As a coach makes a call, they will have the player try again using the correct principles. This teaching method will emphasize correcting mistakes instead of emphasizing the mistake itself.
7. **Free throws:** No free throws will be shot. All fouls (including shooting fouls) will result in the ball being taken out of bounds.
8. This league is recreational and instructional. Scores and standings will not be kept. No post-season tournament.
9. No stealing the ball while the offensive player has possession (this includes holding onto the ball or dribbling). A pass or shot may be intercepted by the defensive team. A jump ball may be called if two players went for a loose ball and tied the ball up. A jump ball shouldn't be called if the offensive player was holding the ball and the defensive player tied the ball up. This is stealing.
10. Blocking shots is allowed. The offensive player's arm must be going up for a shot, so that we don't have a situation of stealing.
11. **Defense:** Man-to-man defense only. No zones or double teams. Once the offensive team has gained control of the ball or will in-bound the ball, the defense must fall back to their half of the court to pick up their man. No full-court press.
12. Any turnover as a result of a double-team: The ball will be returned to the team that lost the ball.

The schools we use, and the custodians who work there, will be treated with the utmost respect. Any problems reported to Eagle Mountain City may result in a player, parent, or coach being asked not to participate anymore and the player will not be given a refund. Please do your best to keep the gyms clean.

Coaches must play all of their players a minimum of half (50%) of the game!