



Jr. Jazz Basketball Rules

Leagues: 4th Grade to 10th Grade

*NFHS Basketball Rules are observed except as amended below.



1. Game Format:

- The game will be played 5 vs 5.
- 18-minute halves | 3-minute halftime | Open substitution
- The last minute of each half will have regulation timing.
- Overtime will be a 2-minute regulation period. If the score is still tied after one overtime period, the game will end in a tie.
- Timeouts: Two 30-second timeouts per half. One additional timeout is allotted for overtime.
- Score is kept. No more than a 20-point lead will be projected on the scoreboard. The true score will be kept in the book.

2. Team:

- Uniform: Each participant will receive an official Jr. Jazz jersey which must be worn to games and tucked in. It is recommended that players wear athletic shorts without pockets.
- Jersey Color: The home team will be listed first on the schedule and will wear white. They will sit on the left side of the scorekeeper. The away team will wear the darker color and sit on the right.
- Roster: All youth must be listed on the official team roster and on file with Layton. No players can be added to the team by a coach.
- Forfeit: Each team must have at least 4 players to start the game.
 - If a team does not have 4 players available by game time, a forfeit will be declared. The game will be scored 2 to 0. Once a forfeit is ruled, the teams will be divided up and scrimmage between players in attendance. Forfeited scrimmage game minutes may be reduced to keep games on schedule.

3. Court and Equipment:

- Ball Size and Hoop Size:
 - 4th -5th Grade Boys: 10-foot hoop with a 28.5" ball (Size 6 or Women's)
 - 4th-10th Grade Girls: 10-foot hoop with a 28.5" ball (Size 6 or Women's)
 - 6th-10th Grade Boys: 10-foot hoop with a 29.5" ball (Size 7 or Men's)
- Coaches Box:
 - Only one coach will be allowed to stand in the coach's box during the game.

4. League Specific Rules:

- Defense: Man to Man or Zone defense is allowed.
 - 4th-5th Grade: Full court press is not allowed during the game. Defenders must allow the offensive player to cross the division line.
 - 6th-10th Grade: Any defensive scheme is allowed. Teams may full court press unless they are up by 15 points.
- Game will start with a jump ball; possessions will alternate the rest of the game.



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- Fouls: Fouls will be called and recorded. The 7th foul of the half will result in two shots (double bonus).
- Violations will be called according to the NFHS rulebook.

5. Playing Time:

- Each player must play half of each attended game (18-minutes).

6. Miscellaneous:

- Facilities are drug free environments. No use of tobacco, alcohol, or vaping is allowed.
- WATER ONLY is allowed for players inside the gym. No other food or drink is allowed. No Gatorade, sports drinks, coffee, food, etc. If you have team treats, they must be distributed outside the gym area.
- Adult supervision is required for all players and any spectators (siblings). Children are not allowed to be left unattended at any time, for any reason. Children may not play/climb/run on school and City property including the courts (prior, during, or after games), bleachers, wrestling mats, as well as the lobby and restroom areas.

7. Sportsmanship/Conduct:

- Technical Fouls
 - A technical foul on a coach will result in all coaches losing the privilege to stand in the coaching box for the remainder of the game.
 - Any coach receiving two technical fouls in a game is disqualified from the game and is required to leave the facility immediately. Refusal to leave may result in game forfeit. Any coach ejected from a game will be suspended for a minimum of one game and must meet with the program supervisor before returning to coaching.
 - Any player receiving a technical foul will be required to sit out for a minimum of 5 minutes (if technical occurs with under 5 minutes remaining in game, the time WILL carry over to the start of the player's next scheduled game). Any player receiving two technical fouls in a game is disqualified from the game and will be remanded to the bench. Any player ejected from a game will be suspended for a minimum of one game.
- Spectators
 - Unsportsmanlike conduct from parents and fans in the stands will not be tolerated. Abusive language or actions toward staff, officials, players, or coaches will result in an immediate ejection from the facility. Refusal to leave may result in game forfeit.
 - Any spectator ejected from the facility will be suspended for a minimum of one game.
- Layton City Recreation reserves the right to disqualify, suspend, or remove any player, coach, or spectator for a violation of rules and/or conduct policies.