



Jr. Jazz Basketball Rules

Leagues: Kindergarten and 1st Grade



*NFHS Basketball Rules are observed except as amended below.

1. Game Format:

- The game will be played 5 vs 5.
- Each game will start with a practice. The game will begin on the 20-minute mark of the hour.
- 12-minute halves | 3-minute halftime | Running Clock
- One 30-second timeout per half.
- No score will be kept.

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.
- No Forfeits:
 - If a team does not have 4 players available by game time the teams will be divided up and scrimmage between players in attendance. Scrimmage game minutes may be reduced to keep games on schedule.

3. Court and Equipment:

- Ball Size: 28.5" | Women's Ball | Size 6
- Basket Height: 8 feet.
- Free Throw Line: No Free Throws
- Coaches Box:
 - Only one coach will be allowed on the floor (or walking along the sideline) to help direct their team or they may utilize the coach box.

4. League Specific Rules:

- Coaches may be asked to act as the officials for the game and call fouls and violations.
- The home team will take the ball out of bounds at mid-court to begin the game. Alternating possessions will then dictate possession on tie-up/jump balls.
- Defense: Man to Man defense is recommended at this level for player development. Zone defense is allowed.
 - Double teaming will be called when it creates a disadvantage for the offense. It will not be called within the key. When called, it will be ruled as a violation. The offense will get the ball on the endline for a throw-in.
 - Full court press is not allowed during the game. Defenders must not guard outside of the 3-point arch.
 - Stealing the ball is not permitted on a dribbler. Passes may be intercepted and shots may be blocked. Teaching defenders good positioning with hands up and out to the side is the most important skill at this age.



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- Fouls: Fouls will be called, but not recorded. No free throws at this age.
- Violations: The player will be instructed on their violation.
 - Kindergarten: The ball will be given back to the team that violated.
 - 1st Grade: The ball will be given back to the team that violated for the first two games. After the first two games, the violation will result in a turnover.
 - There will be no offensive 3-second violation in the key.
 - There will be no over and back violation enforced (backcourt).

5. Playing Time:

- Each player must play half of each attended game (12-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.
- 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.
 - Any player, coach, or spectator disqualified will be suspended for a minimum of one game.
 - Any coach or spectator ejected must leave the facility immediately. Refusal to leave may result in game forfeit.

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.