



Jr. Jazz Basketball Rules BOYS & GIRLS 7th-8th GRADE

Specific Rules and Guidelines

High School Basketball rules will govern play with the following modifications:

- A.** Play will consist of two (2) twenty minute halves with the clock stopping during the last two (2) minutes of each half only. If one team is leading by 15 points or more in the second half only, the clock will continue to run during the last 2 minutes. Half time will be 3 minutes.
- B. Timeouts:** 2-one minute timeouts per half (these do not carry over).
- C. Overtime:**
 - a. Consists of one 3 minute period with the clock stopping during the **last minute** only.
 - b. Each team will be given one (1)-one minute time-out for overtime (these do not carry over).
 - c. Team fouls stay as they were at the end of the normal game time and are not reset for the overtime.
 - d. Overtime will begin with a jump ball to determine possession.
 - e. During the regular season, if after the first overtime period the teams are still tied, the game may end in a tie.
 - f. During the tournament, play will continue with additional overtime periods until a winner is declared.
- D. Defense:** Man-to-Man or Zone may be played. Full-court press may be played at any time. The exception is when a team is 15 points or more ahead. The team that is ahead will not be allowed to full-court press. The other team may continue to press. Once the point differential has dropped below 15 points full-court press may be resumed.
- E. Forfeits:** A five (5) minute grace period will be given at the scheduled game time before a forfeit is declared. The minimum number of players to start and continue a game is four (4). If the 4th player arrives before game time or during the grace period, the game will then begin at game time or as soon as the player arrives during the grace period. Once the 5th player arrives, they may enter the game at the next opportunity.
- F. Team Fouls:** In each half, when a team receives 7 or more team fouls they will be in 'bonus'. **If the team committing the foul has 7 or more team fouls, then the fouled player receives two free throws.** Team fouls will reset at the end of the first half.
- G.** Players and coaches will not be allowed to trade any player(s) to a different team. The Recreation Staff reserves the right to check a player's identity with the roster at any time. Any player found participating, which is not on the official team roster, will forfeit the game for the team he/she was playing on.
- H.** Any player hanging on the rims before, during, or after the game will be suspended for one game.
- I. Coaches must play all of the players on the roster for at least half (50%) of each game.**

PLAYER/COACH CONDUCT

- A. Technical Fouls**
 - a. Everyone, including spectators will be expected to display good sportsmanship at all times. Rude, disruptive or any other behavior not in conformance with our FANS programs will not be tolerated.
 - b. If a player receives a technical foul they will sit out for ten (10) minutes of game time from the time it was given. Players receiving Technical Fouls with less than ten minutes in the first half will sit the

remainder of their time in the beginning of the second half. If there is less than 10 minutes left in the game, the remainder of their time will be assessed the beginning of the next scheduled game. If a coach receives a technical foul, they must remain seated on the bench for the remainder of the game.

- c. If a second technical foul is received during a single game or during the duration of the season, a minimum one game suspension will be assessed. If the player or coach who got ejected does not leave the premises within 2 minutes their team will forfeit the game.
- d. A third technical foul will result in the player or coach being suspended for the remainder of the season at a minimum and possibly a lifetime suspension at a maximum.
- e. If a team receives seven (7) cumulative technical fouls throughout a season the team will be dropped from the league for the remainder of the season and NO refund will be given.

B. Fighting

- a. Any player or players in a fight with other players, spectators, facility guests, game officials, or other Lehi Recreation Staff will be suspended from the league for the remainder of the season at a minimum and lifetime at a maximum.
 - i. Fighting includes but is not limited to: punching, kicking, slapping, hitting, hand gestures, etc. (contact is not required)
- b. Individuals involved in any physical altercation may also be prosecuted.

C. Language

- a. The use of profane, insulting, or abusive language will not be tolerated. This type of language may and can result in a technical foul. Specifically, the F-Word will not be tolerated. Any use of this word will result in an automatic technical foul. If the word is used again in the same game a second technical foul will be given resulting in the player being ejected and will serve a one-game suspension.

D. Unsportsmanlike Conduct

- a. Lehi Recreation shall have the authority to disqualify, suspend or remove any manager, coach, player, spectator or teams that conduct themselves in an unsportsmanlike manner before, during or after a game.
- b. Game officials and scorekeepers are required to file written reports of unsportsmanlike conduct by the close of the next business day following the incident. Such incidents include but are not limited to:
 - i. Fighting
 - ii. Unsportsmanlike Acts
 - iii. Verbal Abuse towards players, officials, scorekeepers, other staff, etc.
 - iv. Threats
 - v. Technical Fouls
 - vi. Ejections
 - vii. Unruly Players, Coaches, Fans and/or Spectators

E. No protest will be allowed for this group.

F. The buildings we use, and the custodians who work there, will be treated with the utmost respect. Any problems, reported to Lehi City, may result in a player or coach being asked not to participate. Please help us keep the facilities we use clean.

THE LEHI RECREATION STAFF DECISION IS FINAL IN ALL CASES!

