



Jr. Jazz Basketball Rules 9th-12th 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. 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. Forfeited games will not be officiated. Repeated forfeits will not be tolerated. **On your 2nd forfeit the team will be dropped from the league.**
- 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. 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.
- F. Player Eligibility:**
 - a. Players may only participate on one Lehi City Recreation league team. Players must participate in the league that corresponds to the grade they are currently enrolled in. Any disputes on a player's grade will require proof of grade before being eligible to continue playing.
 - b. All players must be added to the official team roster by the end of the team's fifth regular season game. Rosters will be available at the scorekeeper's table. No players may be added to the roster after this date. No exceptions!

- c. Players must participate in a **minimum of 4 regular season games** in-order to be eligible to participate in the post season tournament.
 - d. All players need to check-in with the site supervisor prior to their scheduled game time. It is recommended that players arrive and check-in at least ten minutes prior to game time. *All participants must show a valid (government or school issued) picture ID before **EVERY** game.* Picture ID printouts are not acceptable.
 - e. An illegal player is a participant who is not registered on the team's roster or is not enrolled in the correct league grade. The penalty for using an illegal player is that the said game will be a forfeit if recognized and reported by either the recreation department or the opposing team. If an unregistered player plays under the name of another player on the roster, both the registered player and the unregistered player become ineligible to participate for the remainder of the season. If a team is caught a second time their team will be dropped from the league or tournament with no refund.
- G.** Anyone caught hanging on the rims or otherwise abusing the facility will be given a technical foul. **This applies before, during, or after a game.** It is a Code of Conduct violation if it occurs before or after the game and can be enforced in your team's next scheduled game. Players can also be suspended for a minimum of one game. You may dunk the ball in the course of the game, but you may not hang on the rim unless it is, in the judgment of the officials, to protect yourself and others. Any player responsible for damage will be charged for the damage.
- H.** All teams must have an adult, 21 years or older, sitting on the bench for all 9-12th grade games.
- I.** Reversible jerseys with two colors and numbers printed on both sides are required by your first regular season game. No duplicate or taped numbers allowed. Lehi 9th/10th Grade teams may supply their own or elect to receive 10 Jr Jazz jerseys. 11th/12th Grade teams are required to provide their own team jerseys.
- J.** No jewelry, bobby pins, barrettes, beads, rings, necklaces, bracelets, watches, bandanas, hats, casts, anything made of hard plastic, or any other items deemed unsafe by an official may be worn. Athletic tape may be used to cover an item that is difficult or impossible to remove **excluding earrings**.

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 a Technical Foul 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. If an ejected player or coach does not leave the

premises within 2 minutes their team will forfeit the game. Removing your jersey may be considered a technical foul.

- 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 (both regular and post-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)
 - ii. This applies, before, during or after your scheduled game time.
 - iii. Absolutely no fighting will be permitted on school premises.
- 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.

All Code of Conduct rules are enforced before, during, and after the game.
THE LEHI RECREATION STAFF DECISION IS FINAL IN ALL CASES!