



## Jr. Jazz

### 1<sup>st</sup> and 2<sup>nd</sup> Grade Rules

#### **3 on 3**

1. This is a beginner league designed to improve the basic skills of all players. Each team will be allowed to have 3 players on the court at a time and can rotate players in and out.
2. The score will not be kept.
3. 8-foot goals will be used. A Junior (27.5) ball will be used.
4. Games will consist of two (2) 15-minute halves with a running clock. There will be a two-minute halftime. The clock will not stop unless there is a time-out (1 time-out per team each game).
5. No full-court pressure is allowed. The defensive team must stand behind the half-court line to allow the offense to get down the court.
6. Man to Man defense is the only defense allowed.
7. This is an instructional league; coaches are encouraged to be on the court helping players as needed!

#### **All coaches, please also communicate to the parents the following:**

1. No parents are allowed inside the gym at practices. They are more than welcome to wait outside in the halls.
2. No drinks or food are allowed inside the gym on game days. Players are allowed a drink bottle with screw-on caps.

#### Technical Fouls:

- a. If a coach (head or assistant) is given a technical foul, ALL coaches must remain sitting for the remainder of the game.
- b. If a technical foul is called on a player, they are required to sit out 5 minutes of game play (cool down period).
- c. A 2nd technical (coach or player) will result in an ejection from game AND the next scheduled game.
- d. Parents and fans can cause a team to receive a bench technical. This bench technical also applies as a coach's technical. Anyone ejected from the gym by official OR program supervisor is required to leave within two (2) minutes. Refusal to leave will result in game stoppage and possible forfeit.
- e. League Director has absolute autonomy to enforce or negate any suspensions.