

5th & 6th GRADE GIRLS JR JAZZ

INFORMATION



- **GAME LOCATION** – PG Jr. High School, East (Girls) Gym/PG Rec Center
- **PRACTICES** – All practices will be held at PG Jr High School Gyms. Practice times will be determined by the coach.
- **LEAGUE JERSEY** - Registration fee includes a Jr Jazz team jersey that will be handed out to coaches on the first game day. Each team will be given standard sizes.
- **COACH BACKGROUND CHECKS** – PG City requires all coaches in any of the city youth programs to complete a background screen. If you are a new coach and have not had a background screen or outside of two years, the Recreation Department will require you to apply online (no fee for the volunteer).
- **7 League Games**

RULES

1. No score kept
2. Four-10 minute quarters, running clock
3. Defense must start at approximately the 3 point line
4. The **last 5 minutes** of the game, half court press is allowed (defense starts at half court).
5. All substitutes will be substituted in on any dead ball by officials.
6. 2 time-outs per game. (1 minute)
7. Coaches are not allowed to switch or add players to their roster. If any openings are available it will be taken care of by the office staff or program coordinator.
8. **SPORTSMANSHIP IS A MUST AND SHALL BE ADHEED TO BY ALL PLAYERS, COACHES, PARENTS AND FANS.** Technical fouls will be given for unsportsmanlike conduct. * foul language of any kind is not acceptable. Technical fouls will be given for foul language.
9. Coaches are responsible for making sure their team knows all rules and conditions of playing in league.
10. At game time if any team has less than 5 players, players from the other team can join the opposite team until they get enough players to play.
11. Back court rule applies
12. **Players shall not wear anything dangerous to themselves or other players, such as watches, rings, hats, earrings, casts, braces, etc. Wrapping of casts is not acceptable.**
ALL players must be on the team roster. Teams allowing non-registered players to play, will result in an automatic forfeit.