

# 7<sup>TH</sup> GRADE BOYS / 8<sup>TH</sup> GRADE BOYS BASKETBALL



## INFORMATION

- **GAME LOCATION** – PG Jr High School Gyms.
- **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 with the Recreation Department you will be asked to apply online.
- **8 League Games / Standings/ Post Season Consolation Tournament**
- **League Pictures** - A specific time will be assigned to teams by the picture company. Schedule times will be listed on picture packets that will be handed out a couple of weeks prior to picture time.

## RULES

1. High School rules apply.
2. Score and league standings will be kept.
3. Game time is forfeit time.
4. Must have 4 players to start.
5. Each team is allotted **2 one minute timeouts per half**. These will not carry over.
6. Two twenty minute halves.
7. Full court press may be used at any point in the game. However if a team is leading by 15 points or more, they may not press and must wait until the ball moves across half court.
8. Score board will not show any margin greater than 20 points.
9. The clock will stop the last **minute** of the first half and the last **2 minutes** of the second half.
10. If there is a lead of 15 or more in the second half the clock will not stop except for timeouts.
11. All substitutes will need to check in at the score table and will be substituted in on a dead ball.
12. Overtime will last 3 minutes with the clock stopping the last minute. One timeout per overtime.
13. Technical Fouls:
  - 1<sup>st</sup>**- Sit out 20 minutes of game.
  - 2<sup>nd</sup>**- Sit out the remainder of the game plus one more.
  - 3<sup>rd</sup>**- Remove from the league.

14. Any player who receives a second technical cannot play in another game until he/she has met with the Recreation Manager. Once the individual has received clearance he/she may be eligible to play.
15. **SPORTSMANSHIP IS A MUST AND SHALL BE ADHERED 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.
16. 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.
17. Coaches please play your players equally.
18. Coaches are responsible for making sure their team knows all rules and conditions of playing in league.
19. **NO SLAM DUNKS OR HANGING ON RIMS - A SLAM DUNK BEFORE, DURING OR AFTER THE GAME WILL RESULT IN A TECHNICAL FOUL.**