

# PROVO PARKS & RECREATION

## 3<sup>RD</sup> – 4<sup>TH</sup> GRADE

### JR. JAZZ RULES



High school rules will govern play with the following exceptions:

- Play will consist of two (2) 20-minute halves. The clock will run for the entire game except for injuries.
- No score is kept.
- 9-foot baskets and 28.5" size basketballs are used.
- Time-outs: 2 (1-minute each) per half (do not carry over); running clock during timeouts.
- Free throws: All fouls result in the ball being taken out of bounds on the sideline nearest the violation.
- Defense: Man-to-man defense only. No zones or double teams.

Wristbands are used to help players know which person they need to guard.

A temporary switch on defense is permissible. A switch is when one defender switches and takes the ball handler one on one, as in a fast break situation or when a defensive player has been beaten to the basket. When a switch occurs, players must return to guard their original man as soon as the play is completed. There cannot be two defenders on the offensive players during the switch.

To encourage better ball handling development in this age group, no stealing is allowed unless the following happens: A pass is intercepted by the defense, or the ball handler loses control of their dribble without interference by the defense.

Defense must fall back to their half of the court to pick up their man. No full-court press!

- The team that lost the ball, that was a result of a double-team, will retain possession.
- One person picks may be used. **Coaches need to make sure their players set the pick properly and players are set when it occurs.** The safety of players must always be kept in mind when setting picks.
- Lane violations are not enforced.
- This league is recreational and instructional. Officials are there to instruct as well as officiate.
- No isolation plays.
- Coaches must remain on the sidelines during game time; with the exception of timeouts.

## FORFEITS

- No Forfeits! Please have your players there at least 10 minutes before scheduled game time! If a team is short players, we will play 4v4 or 3v3, or we will swap players.

## FACILITY RULES

- No food or drink will be allowed in any of the gyms by players or spectators. A water bottle for the players is the only exception.
- For all games played at the Recreation Center; players may check in with the sports staff no more than 15 minutes prior to the start of their game. Players should enter the lane closest to the front desk to check in. Players wishing to remain at the Recreation Center to practice, swim, or use the facility in any way should exit and re-enter to swipe their membership card or pay the daily admission fee (\$5).
- Any children attending basketball games must have appropriate supervision. Players are not considered appropriate supervision. Unsupervised children may result in the league losing its privilege of using the facility.
- The buildings we use, and the custodians who work there, will be treated with the utmost respect. Any problems reported to Provo City may result in a player or coach being asked to no longer participate.

## SPORTSMANSHIP - LEAD TOGETHER INITIATIVE

Everyone will be expected to display good sportsmanship at all times. The Junior Jazz Lead Together Initiative is a new sportsmanship program aimed at cultivating a community culture of inclusion and belonging. **We want to empower participants to embody respect, leadership, kindness, sportsmanship and positivity.** 2 Lead Together cards will be distributed at each game to each team. Teams will award the Lead Together cards to either a player, coach, or spectator involved in the game being played. Those who receive a card will be invited to attend a celebration at Vivint Arena. More information will be sent out as the event gets closer. **If we all take the lead together, hate falls behind.**

- Coaches or fans that are disruptive will be asked to leave the gym by the Site Supervisor.
- Players and coaches are not allowed to switch any player(s) to a different team.
- **Coaches must play all their players at least 50% of each game.**
- Our hope is that the emphasis will be on learning and having fun rather than winning.