

PROVO PARKS & RECREATION

7th – 8th GRADE

JR. JAZZ RULES



High school rules will govern play with the following exceptions:

- Play will consist of two (2) twenty minute halves with the clock stopping during the last two (2) minutes of the game. The clock will not stop if a team is winning by 15 points or more.
- Time-outs: 2 (1 minute each) per half (these do not carry over).
- Overtime:
 - Consists of one 3 minute period with the clock stopping during the **last minute** only.
 - Each team will be given one (1)-one minute time-out for overtime (these do not carry over).
 - Team fouls stay as they were at the end of the normal game time and are not reset for the overtime.
 - Overtime will begin with a jump ball to determine possession.
 - During the regular season, if after the first overtime period the teams are still tied, the game may end in a tie.
 - During the tournament, play will continue with additional overtime periods until a winner is declared.
- Defense: Man-to-man or zone defense is allowed.
- Full-court press may be played at any time except when a team is 15 points ahead (they are no longer allowed to full-court press).

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.
- 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.
- 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).
- Anyone caught hanging on the rims, dunking the ball, 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. **Exception:** 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. Any player responsible for damage will be charged.

- 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.

FORFEITS

- The game clock will start at game time and run until there is 10 minutes left in the first half. The game will be ruled a forfeit for scoring purposes, if a team does not have enough players at this point. The game must start if there is a minimum of four players.
- A non-scored, non-officiated scrimmage game will be played by sharing players between teams for the remainder of the scheduled game time.

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.**

DISCIPLINE

- Player technical fouls (these are Technical Fouls for conduct or Code of Conduct Violations) during **pre-season, regular season, and post-season** will be penalized by two free-throws for the opposing team plus possession, and the following:
 - **1st Technical: Sit out ten minutes of game time.**
 - **2nd Technical (any time in pre-season, regular, and post-season): Minimum suspension for 1 game.**
 - **3rd Technical (any time in pre-season, regular, and post-season): Suspension for rest of season and tournament.**

- These technical fouls are cumulative and carry through regular and post-season. **Game ejection will occur upon receiving two technical fouls in one game.** Serious conduct violations may require additional disciplinary actions.
- Any player given a suspension will not be allowed to participate in any Provo Recreation Leagues for the specified amount of time.
- The Provo Parks & Recreation staff reserves the right to make all final decisions and subsequent penalties regarding the basketball program.