

Jr. Jazz 2018-19 | Comp League Rules | South Davis Recreation

HIGH SCHOOL BASKETBALL RULES WILL GOVERN PLAY WITH THE FOLLOWING MODIFICATIONS:

EQUIPMENT:

1. All leagues will use a men's/full size (29.5") basketball.
2. Each team must have matching jerseys with a number on each jersey.
3. No jewelry or wristbands will be allowed to be worn during the game.

Rosters:

1. Each team must fill out a roster prior to the season beginning. Anyone not listed on the roster will be ineligible to play.
2. Players can be added to the roster up until the last two weeks of the season by talking with the court supervisor.
3. Players are not allowed to play down in age group. You must play in the grade you are currently in. Players can play up a grade.
4. Players must play in at least two regular season games to be eligible for the tournament. Players can't play for more than one team.
5. Lineups must be submitted to the scorekeeper 5 minutes prior to the start of the game.
6. Teams must have 4 players at game time in order to avoid forfeit. There will be a five minute grace period for the first game of the night only. **Any questions regarding forfeits should be directed to the court supervisor, not the refs.**

GAME:

1. Games are limited to an hour. There are two 17 minute halves.
 - a. The clock will stop for timeouts and during free throws throughout the game. It will only stop for each dead ball in the last two minutes of the second half.
 - b. There will be a 3 minute intermission at half-time.
2. If your team is inbounding and not on the court to begin play, after five seconds the ball will be forfeited to the other team.
3. If your team is not inbounding and not on the court to begin play, a delay of game warning will be issued.
4. **Each team is given 4 timeouts for the duration of the game. Two 30 second timeouts; Two full timeouts. Timeouts will carry over into the second half if not used in the first half. No timeouts carry over into OT.**
5. **Two adults are allowed on the team bench during the game (the coach and assistant coach). All other patrons must stay in spectator seating. The assistant coach must remain seated during the game.**
7. If the game ends in a tie, there will be ONE three-minute over time allowed. Each team will have one timeout for OT. The clock will stop in the last 30 seconds of OT and during timeouts.
8. The game will begin with a jump ball. All subsequent jump balls & beginning of quarters will be alternating possessions.
9. Once a team is winning by 20 points in the second half, the clock will not stop except for timeouts.
10. **Substitutions: Players are not permitted onto court, until a referee invites and signals the player (s) onto the court.**

DEFENSE AND FOULS:

1. Any defense is allowed. (man or zone).
2. Players are allowed five personal fouls per game. After the 5th foul, they are no longer permitted to play remainder of game.
3. Teams are allowed six team fouls per half, on the 7th foul, a bonus will be awarded, double bonus on 10th foul.
4. **Any player or coach with a technical foul, sits out for eight game time minutes.** If two technical fouls are received in one game, they are ejected from the game and facility for the remainder of the current game and for the following game.
 - a. If a coach receives a technical foul they are required to sit silently for the remainder of the game.
 - b. If a coach/player is ejected from a game, they will be unable to coach/play the next game.
 - c. **Grabbing the rim/dunking at anytime is not allowed and the guilty player will be given a technical foul.**
 - d. Three technical fouls in a season will result in being suspended from the league without a refund.

SPORTSMANSHIP CODE OF CONDUCT:

THE FOLLOWING WILL NOT BE TOLERATED FROM ANY PATRON, COACH OR PLAYER:

1. Questioning referee calls- coaches may **respectfully** consult with the court supervisor about rule interpretations.
2. Foul language or the use of profanity.
3. Threats or abuse (verbal or physical).
4. Violent behavior/Fighting.
5. Coaching or yelling from the spectator seating area
6. At no time is any spectator allowed on the basketball court during the game.

South Davis Recreation Staff have the right to eject anyone from the facility for violating the above Sportsmanship Code of Conduct. If a person is asked to leave, the game in play will be suspended until that person leaves the facility. If the ejected party refuses to leave, staff will declare the game a forfeit and award the opposing team the victory. Any ejection can result in league ejection without refund.

South Davis Recreation is here to provide an environment where the kids can learn sportsmanship, the fundamentals of basketball and have a great time doing it. Coaches and parents are expected to let the kids play the game, without interference.