

Jr. Jazz 2018-19 | 3rd-6th Grade Rules | South Davis Recreation

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

EQUIPMENT:

1. All girls leagues and 3rd-4th grade boys will use a women's size (28.5") basketball
2. A men's/full size (29.5") basketball will be used for the 5th & 6th grade boys
3. **Every Jr. Jazz player is REQUIRED to wear an official 2018-19 Jr. Jazz jersey from South Davis Recreation**
Any player not wearing an official jersey will not be permitted to play

GAME:

1. Games are limited to an hour. There are four, eight-minute quarters with a running clock.
 - a. The clock will stop for time-outs and during the last minute of each quarter for free throws and dead balls
 - b. Intermissions of one-minute after the 1st & 3rd quarters with a three-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 allowed a one-minute time-out per quarter. Time-outs do not roll over to the next quarter.**
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.**
6. **Each player must play an equal amount of time during the game**
7. If the game ends in a tie, there will be ONE three-minute over time allowed.
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, the score will not be displayed. The score will still be accurately recorded on paper
10. **Substitutions: Players are not permitted onto court, until a referee invites and signals the player (s) onto the court.**

DEFENSE AND FOULS:

1. Man and/or Zone defense is allowed. Triple teaming is not permitted and will result in a change of possession.
2. **NO backcourt press.** When the offensive team has the ball in their back court, the defensive team must wait to defend until the ball has fully crossed into the front court.
3. Players are allowed five personal fouls per game. After the 5th foul, they are no longer permitted to play remainder of game
4. Teams are allowed six team fouls per half, on the 7th foul, a bonus will be awarded, double bonus on 10th foul
5. Free throws are shot from the 12' line for the 3rd & 4th graders and the 15' line for 5th & 6th graders.
6. **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. 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.

Jr. Jazz 2018-19 | 7th-12th Grade Rules | South Davis Recreation

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

GAME:

1. Rosters must be submitted to the scorekeeper at least five minutes prior to the start of the game.
2. **Photo Identification Check-In must be completed with scorekeeper at least five minutes prior to each game.**
3. Teams must have at least four players to avoid a forfeit. **Only players on the roster (finalized at coaches meeting) are eligible to play. Zero exceptions. Each player must be able to provide a phot ID prior to game for verification.**
4. Maximum of two school team affiliated players per roster (includes any Jr. High and/or High School Team).
5. Players can only play on one SDRC team throughout all SDRC Basketball Leagues.
6. **Every basketball player must wear an official 2018-19 Jr. Jazz jersey issued by South Davis Recreation, players not in proper jersey will not be permitted to play.**
7. Games are limited to an hour. Two 17-minute halves. Three-minute intermission at half-time.
 - a. The clock will stop for time-outs and free throws throughout the game. The clock will only stop for each dead ball during the last two minutes of the second half.
8. Each team is allowed two time-outs per half, time-outs do not carry over to the next half.
9. Each team member must play an equal amount of time
10. One three-minute overtime will occur if the regulation game ends in a tie
11. Game starts with a jump ball. All subsequent jump balls and start of second half will be alternating possession
12. Man and/or zone defense is allowed
13. **Two adult coaches are allowed on the team bench during the game, the coach and assistant coach.**
 - a. **All other patrons must remain in spectator seating. The assistant coach must remain seated during the game.**
14. **Coach and Assistant Coach must be at least 21 years of age or older.**

FOULS:

1. Each player is allowed five personal fouls per game. After the fifth foul, player is ejected from the game.
2. Each team is allowed six team fouls. On the 7th foul, a bonus will be awarded. Double bonus after 10th foul.
3. If a player blocks the shot and interferes with the basket or slaps backboard, a goaltending violation will be called.

TECHNICAL FOULS:

1. Any unsportsmanlike behavior and/or excessive swearing will result in a technical foul.
2. **NO DUNKING ALLOWED-BEFORE, DURING, OR AFTER THE GAME. ANY DUNK WILL RESULT IN A TECHNICAL FOUL.**
3. Any player receiving a technical foul will sit out for eight game time minutes. If a second technical foul is issued, they will be ejected from the game and facility for the remainder of the game and the following game.
4. **Any player or coach accumulating three or more technical/flagrant fouls throughout season will be ejected from the league.**
5. Any coach receiving a technical foul is required to sit silently for the remainder of the game. If a coach receives two technical fouls in a game, they will be ejected from the game and facility for remainder of game and following game.

END OF SEASON TOURNAMENT:

1. **Only the top four teams in standings & sportsmanship will advance to the end of season single elimination tournament.**
2. Each team must earn an overall 3-point average on their sportsmanship score in order to advance to tournament play.
3. Any team forfeiting two or more games will not be eligible to play in the end of season tournament.

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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.

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