**1st & 2nd Grade Boys and Girls**

**Syracuse Jr. Jazz Rules & Regulations**

***\*Utah High School Athletic Association Rules are observed unless otherwise noted.***

**Game Format**

* 16 minutes halves | 3 minute half-time | Substitutions every 4 minutes | Running Clock
* The Clock will stop the last minute of the 1st half, the last 2 minutes of the 2nd half, and on free throws.
* Score is kept | No more than a 20-point lead will be projected.
* Overtime will not occur.
* 1 Full Timeout per half.

**Substitutions**

* Designated substitution periods will occur every 4 minutes.
* This is the only time a team may substitute a player unless an injury occurs.
* 30 seconds will be allotted for substitution periods.

**Playing Time**

* Each player must play half of each attended game (16 minutes).
* No player shall play the whole game unless there is a situation where only 5 players are available.
  + If a player does play an entire game, except for the above-mentioned situation, then that player must sit out the entire first half of the next game.

**Court and Equipment**

* A 27.5” ball will be used.
* Baskets will be set at eight feet. (8’)
* The free throw line is set at 10’ feet from the basket.

**Syracuse General Rules**

* Violations will result in the ball being turned over to the other team. Exception: Throw-in violations on the endline after a made basket will be called to be redone.
* Only man-to-man defense can be played.
* Double teaming is not allowed. It will be judged and ruled as a violation.
  + Double teaming will be called when it creates a disadvantage for the offense.
* Colored shoulder straps are an aid to help the players know who to guard. Defenders may pick up an offensive player not being guarded.
* Full court press is not allowed during the game. Defenders must wait until the top of the 3-point arc to guard an offensive player.
* Officials will not call over and back.
* There will be no offensive or defensive violation in the key.

**Team**

* Each participant will receive an official Jr. Jazz Jersey which must be worn to games.
* Each team must have 5 players to start the game.
* All youth must be listed on the official team roster and on file with the Parks and Recreation Department to be eligible players. No Players can be added to a team by the coach.

**Forfeits**

* If a team does not have five (5) players available by game time, then they will be granted a five (5) minute grace period limit before an automatic forfeiture is ruled.
* Once a forfeit is ruled, the team will be divided up and scrimmage.

**Fouls & Officials**

* Two youth officials are assigned to each game. Their focus is to educate youth on basketball rules.
  + Their responsibility is to keep the flow of the game moving while instructing/teaching the players basketball basics.
* Fouls will be called, but not recorded (no bonus).
* Officials may stop play of the game occasionally to work with players.

**Coaches, Fans, & Sportsmanship**

* Only (2) two coaches are allowed on the bench. (1) one coach can be standing in the coaching box, while the other coach is sitting.
* If a coach receives a direct or indirect technical foul, the team loses coaching box privileges.
* If a coach receives 2 direct technical fouls in a single game (or a combination of 3 technical fouls with an indirect technical), he/she will be ejected from the facility. A meeting with a program coordinator is required before coaching again.
* A third technical foul on the team is an automatic forfeit. The team consists of any coach, assistant coach, player, or spectator. Any player, coach or spectator ejected from a game will be suspended for a minimum of one game and must meet with the program coordinator before they can continue to participate in the program.
* Spectators: Yelling at or harassing (swearing, bullying, intimidating, threatening) game officials, the opposing team’s fans, any coaches, or players will not be tolerated. Such behavior could lead to an ejection from the game and potential league suspension/ban.