**3rd/4th Grade Boys & Girls**

**Syracuse Jr. Jazz Rules & Regulations**

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

**Game Format**

* 18 minutes halves | 3 minute half-time | Substitutions every 6 minutes.
* Timeouts: (3) Three Full Timeouts (60 seconds) per game.
* Overtime will be a 2-minute period | If game is still tied after 2 mins., sudden death occurs (1st score wins).
	+ 2-minute max during sudden death. If a team does not score in 2 minutes, the game will result in a tie.
	+ And additional full time out (60 seconds) is allotted per overtime period.
* There will be regulation timing for the last minute of the first half, last two minutes of the second half, and any additional overtime.
* Score is kept | No more than a 20-point lead will be projected.

**Substitutions**

* Designated substitution periods will occur every 6 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 (18 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**

* Ball Size: 3rd grade boys and 3rd/4th grade girls will use a 27.5 size basketball; 4th grade boys will use a 28.5 size basketball.
* Hoop Height: 3rd grade boys and 3rd/4th grade girls’ baskets will be set at nine feet (9’). 4th grade boys’ baskets will be set at ten feet (10’).
* The free throw line is set at 14’ feet from the basket.
* Modified Division Line: The free throw line extended furthest from the team’s basket is the division line where the offense cannot return into its own backcourt, if so, the over & back will be called.
	+ Defenders must wait inside the top of the 3-point arc to guard an offensive player.

**Syracuse General Rules**

* Only man-to-man defense can be played with the following exception: double teaming, or trapping, is only allowed in the key.
	+ 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. They are available at the request of both teams’ coaches.
* Full court press is not allowed at any time during the game. Defenders must get back (to 3 point line) on defense and wait until the ball crosses midcourt to start defending.
* Officials will call over & back violations utilizing the modified division line (free throw line extended furthest from the team’s basket).
* There will be an offensive 5-Seconds in the key violation opposed to the regular 3-second violation.

* There will be a defensive 5-seconds in the key violation. A player inside of the key and not actively guarding an

offensive player for 5-seconds will be in violation. The first team violation results in a team warning with the ball given to the offense underneath the hoop. The second team violation results in a team technical foul.

**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, teams 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.
* Individual and team fouls will be called and recorded. Bonus can occur.
* Officials may stop play of the game occasionally to work with players.

**Coaches, Fans, & Sportsmanship**

* (2) two coaches can be on a teams’ bench. Only (1) one coach is allowed to be standing in the coaches box, while the other is sitting on the bench.
* 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.