**5th- 8th Grade Boys**

**Syracuse Jr. Jazz Rules & Regulations**

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

**Game Format**

* 20 minutes halves | 3 minute half-time | Open Substitutions.
* Timeouts: (3) Three Full Timeouts (60 seconds) per game.
* Overtime will be a 2-minute period | If game is still tied after 2 overtime periods, the third overtime will be sudden death occurs (1st score wins).
  + (1) One additional full timeout (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 30-point lead will be projected.
* Individual and team fouls will be called and recorded. Bonus can occur.

**Playing Time**

* Each player must play half (20 minutes) of each attended game.
* 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 29.5 size basketball will be used.
* Baskets will be set at ten feet. (10’)
* Free throw line is set at 15’ feet from basket.

**Syracuse General Rules**

* Any defensive scheme is allowed.
* Full court press is allowed when the score difference is within 15 points or less.

**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.

**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.