**9th-12th 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 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 | The full score will be displayed on the scoreboard.
* Individual and team fouls will be called and recorded. Bonus can occur.

**Playing Time**

* There is no requirement/restriction for playing time in this league.

**Court and Equipment**

* A 29.5 size basketball will be used.
* Baskets will be set at ten feet. (10’)

**Syracuse General Rules**

* Any defensive scheme is allowed. There are no rules regarding guarding in the backcourt.

**Team**

* Each participant will receive an official Jr. Jazz Jersey which must be worn to games.
* A team roster must have 7 to 9 players. Only players that are on the roster are allowed to play.
* Changes to the roster can be made but will need to be approved and completed with the registration form before the second game. These changes must be processed through the league coordinator (Brooke Strebel).
* After the second game, the roster is finalized and will not change for any reason.
* Playing a player that is not on the roster will result in a forfeit, possible suspension, and ineligibility for the postseason tournament.

**Forfeits**

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

 **Postseason Tournament Eligibility**

* A team that plays an ineligible player will be ineligible to play in the tournament.
* A team that forfeits more than two games will be ineligible to play in the tournament.

**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.