

## 9<sup>th</sup> – 12<sup>th</sup> Grade Jr. Jazz Basketball

### All County Rules

#### Recreational League

The Jr. Jazz Program is designed to be fun and to develop skills through principles of sportsmanship and fair play.

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#### High School basketball rules will govern play with the following modifications:

1. There will be two, 16-minute half's with a 3 minute half time. The clock will stop only under the following situations. On every whistle in the last two minutes of each half. All shooting fouls. Time-outs and situations an official deems clock stoppage is warranted.
2. The game will be started with a jump ball. All subsequent jump balls and the start of the remaining quarters will be alternating possessions.
3. 3-second key violation.
4. Free throws will be shot from the free throw line (15) feet from the basket.
5. One-and-one bonus will be awarded on the seventh team foul of each half. Double bonus will be awarded on the tenth team foul of each half. During free-throws players in the marked lane space can enter the key once the ball leaves the shooters hand, the free-throw shooter and players behind the shooter can enter once the ball hits the rim.
6. There are no special restrictions on the type of defense used. You may use zone or man-to-man. A full court press is allowed at any time during the game.  
**Exception: if a team is leading by 10 or more points they will not be allowed to full court press.**
7. Any player receiving an unsportsmanship technical foul will sit out eight (8) game time minutes. If the technical foul happens at the end of the game and the player has not sat out the full 8 minutes of game time, the player will sit out the remainder of time at the start of the next game he/she attends. If a player receives two unsportsmanship technical fouls in a single game he/she will be ejected for the remainder of that game and the next game. A meeting with the program coordinator is required before that player is eligible to return to the league. Three unsportsmanship technical fouls accumulated during the season will result in being suspended from league play.
8. Any head coach receiving an unsportsmanship technical foul will be required to sit down on the bench for the remainder of the game. If a coach receives two

\*Rule interpretation and enforcement will be at the discretion of the recreation staff (officials, site supervisors, coordinators, directors, etc.).

- unsportsmanship technical fouls in a single game he/she will be ejected for the remainder of that game and the next game. A meeting with the program coordinator is required before that coach is eligible to return to the league. Three unsportsmanship technical fouls accumulated during the season will result in being suspended from league play.
9. Each team will receive two, 1-minute timeouts per half. Unused timeouts in the first half do not carry over to the second half.
  10. Overtime Period: Two (2) minutes with the clock stopping on foul shots & time-outs for the first minute, and on every whistle during the last minute. Each team receives one (1) time-out in the overtime period. Regulation time-outs do not carry over to OT period. If there is a tie after the first overtime period, the game will end in a tie.
  11. Only registered players will be allowed to play. Any player whose name is not on the site's master roster for the team in question will not be allowed to play.