

5th & 6th 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.

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

1. The 5th and 6th grade girl's leagues will use a women's size (28.5") basketball. The 5th grade boy's league will use a women's size (28.5") basketball. An official men's size (29.5") basketball will be optional for 6th grade boy's leagues. All 5th and 6th grade leagues will play on a ten-foot basket.
2. Every team member must play an equal amount of time.
3. There will be four, 8-minute quarters using a running clock. The clock will stop on free throws and time-outs and on all dead balls during the last minute of each quarter.
4. If any team is leading by 15 points or more, the visible score will not be posted until the scoring margin is within 10 points. The actual score will continue to be kept correctly on the score sheet at the time keeper's table.
5. The game will be started with a jump ball. All subsequent jump balls and the start of the remaining quarters will be alternating possessions.
6. 3-second key violation.
7. Free throws will be shot from the free throw line (15) feet from the basket.
8. 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. 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.
9. There are no special restrictions on the type of defense used. You may use zone or man-to-man. A full court press will only be allowed during the last 2-minutes of the second and fourth quarters. At all other times there can be no defense played until the ball crosses the half court line. Exception: if a team is leading by 10 points or more they will not be allowed to full court press.
10. Any player receiving an unsportsmanship technical foul will sit out eight (8) game time minutes. 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.
11. 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 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.
12. Each team will receive two, 1-minute timeouts per half. Unused timeouts in the first half do not carry over to the second half.
13. There will be no overtime periods. If the game ends in a tie, it is a tie.

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