



4th 5th & 6th Grade Jr. Jazz



Specific Rules and Guidelines

- A. Each game will consist of two halves, **18 minute running clock per half**. The clock will only stop on all time-outs and violations in the last minute of the first half, and the last two minutes of the second half.
- B. Each team will be allowed two **time-outs** per half. They cannot be carried over if not used. Time-outs are thirty seconds.
- C. Alternating **possessions** for all tie-ups and at half time. **Half time** is five minutes in length.
- D. Each player will **play half of the game**. This is not negotiable. Anyone violating this rule may be asked to step down as coach, and the team may forfeit any right to play in any post season play.
- E. **Overtime** will be two minutes with one time-out. If the game remains tied after the first overtime, the game will remain a tie. Overtime begins with a jump ball.
- F. Stealing is permitted in a one-on-one situation, and once the offense crosses half-court.
- G. Games will have a **referee** to officiate, conduct the flow of the game, and he/she will have the final say in any situation.
- H. **Fouls and violation** pertaining to the game of basketball (such as: traveling, double dribble, reaching in, over the back, etc.) will be enforced by the referee.
- I. ****Only one coach will be allowed to stand while coaching**; the assistant coach must remain seated.
- J. Teams can play either **man-to-man defense or zone**. There is no double-teaming; however, once a player with the **ball enters the 3-second area**, they can be covered by anyone.
- K. ****There is no trapping or double-teaming** in the front and back court. There is no pressure allowed at all in the back court. Once a rebound is secured by the defense the other team must retreat to their defensive basket. The only exception is the last two minutes of the second half, and then full court pressure will be allowed.

****Violation:** First and second violations will result in warnings; each consecutive violation will result in a technical foul and ball possession

Sportsmanship and Player/Coach Conduct

A. Technical Fouls

- a. A technical foul by anyone on the team results in **both coaches sitting** the rest of the game.
- b. Any coach who receives a technical foul will also be required to talk to the Supervisor after the game to set up a time to meet with Layton City Recreation Administration **before he or she can coach the following week**. Anyone receiving two technical fouls will be ejected from the game and will not be allowed to coach their following game. If this should happen a **second time, the coach will be removed from the league** for the remainder of the year.
- c. Any player receiving a technical foul will sit out for **eight minutes**. If this happens with less than eight minutes left in the half or game the remaining time will be applied in the beginning of the next half or game.

B. Language

- a. The use of profane, derogatory, or abusive language will not be tolerated. This type of language will result in a technical foul. Multiple language infractions during the same game will result in the **violation** being ejected from the building and serving a one game suspension.
- b. Arguing with the referees will not be tolerated.

C. Fighting

- a. Any player or players in a fight with other players, spectators, facility guests, game officials, or other Layton Recreation Staff will be suspended from the league for the remainder of the season at a minimum.
 - i. Fighting includes but is not limited to: punching, kicking, slapping, hitting, hand gestures, etc. (contact is not required)
- b. Individuals involved in any physical altercation may also be prosecuted.

LAYTON CITY STAFF AND OFFICIALS HAVE THE FINAL SAY IN ALL CASES; NO ARGUING!

Layton City Recreation reserves the right to disqualify, suspend, or remove any player, coach, or spectator for a violation of rules and/or conduct policies. All coaches must sign the **Coaches Code of Ethics** and pass a **background check**.