



Itty Bitty Jr. Jazz Rules



Specific Rules and Guidelines

Itty Bitty Jr. Jazz is for pure recreation and for the kids to build skills and learn the fundamentals of the game; as a result no score or standings will be kept.

- A. Each game will consist of two halves, **12 minute running clock per half**. The clock will only stop on all time-outs.
- 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. **Half time** is four minutes in length. Game begins with a jump ball.
- D. Each player will **play half of the game**. This is not negotiable. Any coach violating this rule may be asked to step down as coach.
- E. Stealing is permitted in a one-on-one situation, and only after the ball crosses the three-point line; however, you should teach stealing as a skill to be learned rather than as a weapon to “win” the game.
- F. Coaches can choose to play **man-to-man or a zone defense**.
- G. The game ball size is 28.5 inches. Baskets will be at a height of 8 feet.
- H. All other fouls relating to the game of basketball will be followed, including but not limited to: traveling, double dribble, reaching in, over the back, blocking, charging, moving screen, etc. Fouls will be called by the coaches who will be on the court to help position and coach the players as well as referee the game. Game time will be kept by Layton City Site Supervisors who will blow a horn every half hour to signal the beginning and end of games.
- I. ****All teams will play a man-to-man defense**. A defensive player must cover his man. Once a player with the ball enters the 3-second area, they can be covered by anyone. If the offense is spreading the floor to try and spread the defense, the defense is only obligated to be within ten feet of their man.
- J. ****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.

****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

It is the duty of the coaches to control their players and maintain their players' behavior. The site supervisor will make sure the behavior of the players and coaches are in line with good sportsmanship and any bad behavior will be noted and reported to league administration. As a result, players and/or coaches **may be asked to sit** for a duration of time appointed by league administration.

A. 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 site supervisors will not be tolerated.

B. 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**.