

Pocatello Parks & Recreation
JUNIOR JAZZ BASKETBALL
3rd & 4th, 5th & 6th Grade Rules & Regulations

Rules will be governed by the National Federation Rulebook used by the I.H.S.A.A., with the following amendments:

Rule 1 Team Make-Up / Player Moves

A. TEAM MAKE-UP must be from one school area if at all possible. Teams that are formed by volunteer coaches will be allowed only two players to be from another school area unless the Parks & Rec. Department assigns them players to fill their team to 10 players. Coaches will not be allowed to assemble players from all over town or to select players from existing teams in order to create an all star team. The Parks & Rec. Department has final say in all matters of players playing out of their area and in maintaining league balance in regards to allowed player movement.

B. PLAYERS will remain on the same team for an entire season and year to year. Contact the P&R office in case of any player defection problems concerning this rule.

Rule 2 Eligibility of Players / Team Roster Size

A. CHILDREN attending 3RD, 4th, 5th or 6th grades are eligible to play Kid's Basketball. Children in the Pocatello/Chubbuck and Fort Hall School Districts are given priority registration. Players must play in the grade in which they are currently enrolled;(Coaches are responsible to assure every player is in the **CORRECT GRADE** before the season starts. Discovery of ineligible players will result in their dismissal from the league and forfeiture of all games in which they were a participant. Refunds will not be issued to players intentionally registered in the incorrect grade.

B. GRANDFATHER RULE EXCEPTION (Girls Only) Any girl that started playing in the 3rd/4th Grade league as a 3rd Grader has the option to move up with her original team as long as that team is intact from year to year or drop back into her original grade level and play for a new team in that grade. This option must be exercised during registration at the beginning of the players 4th, 5th, or 6th grade years. The player can never "play up" and leave her original team she started playing with as a 3rd grader.

C. TEAM ROSTER SIZE: All teams should have 10 players. Teams must have a minimum of 8 players to be a legal team. Rosters turned in with less than 10 players can and will be filled to 10 by the Parks and Recreation Department when possible. The Parks & Recreation Department will not assign any team more than 10 players. Having more than 10 players on your roster creates a playing time hardship. ***We strongly encourage all coaches to only carry 10 players per team.***

Rule 3 Timing of Games

A. The game and any overtime period begins with the visiting team receiving the ball at mid court. The home team will receive the first alternating possession. Teams will alternate possessions from there.

B. The game consists of four, six (6) minute quarters of continuous time except when stopped on all whistles during the last minute of the 4th quarter & the last minute of play during an overtime period.

Rule 3 **B. CLOCK WILL STOP** when: (1) a player or coach requests a time out or (2) an official calls time-out (injuries, etc.)

Timing of Games - Overtime Periods

C. OVERTIME PERIODS are three minutes long. If the game is tied at the end of **two overtimes, IT WILL BE A TIE.**

D. TIME-OUT LENGTH Time-outs are 45 seconds. Teams will have 15 seconds to be on the floor and ready to play at the conclusion of any time-out.

E. TIME-OUTS PER GAME Each team will receive **THREE time-outs per game** and an additional time-out for each extra overtime period played.

F. INJURY TIME-OUTS are granted to allow the injured player to be taken care of by his coach or parents. Any player requiring an injury time-out must be taken out of the game until the next substitution break.

Rule 4 **Defense and Offense**

A. ALL TEAMS must employ a person to person defense. Zone defenses will be illegal and will not be allowed.

B. FULL COURT PRESSING *is not legal until 7th Grade.*

C. LEGAL GUARDING POSITION DISTANCE is when the defender is within 5' of his/her offensive player. The legal guarding distance must be maintained on all offensive players that are inside the three point arc at all times. Defenders **aren't required** to guard outside the 3-point line.

D. ILLEGAL BACK COURT DEFENSE occurs when players in team or player control of the ball are guarded in their back court before establishing front court possession.

PENALTY: Violating teams will be warned to "get back" behind the half court line on all violations.

EXCEPTION: In the last 40 seconds of play, one defensive player will be allowed to violate the half court defense rule. This exception deprives the team that is ahead from stalling out the game in the back court. **EXCEPTION PENALTY:** The offending player will be assessed a personal foul and the offended team will continue their possession for baseline spot throw in near their basket.

E. ILLEGAL HALF COURT DEFENSE is defined as the failure to use a person to person defense after the ball crosses half court. One person chasing the ball from player to player will be ruled as a **one-player zone** defense, which is illegal. Each team receives one warning before being penalized for zone defense. **Penalty for illegal front court defense or any zone defense will be:** 1st offense: a team warning; all ensuing offenses: a personal foul on the offender.

Rule 4 **F. ILLEGAL OFFENSE** is defined as the failure of a team to involve all of its players in the offense. A team isn't required to involve all players on each possession but must have at least **3 players inside the 3-point arc** while running their offense (i.e. setting screens, moving to get open, etc). 3 players standing still outside of the 3-point area will be an illegal offense violation. Coaches are to make sure they try to involve all players on the floor in their offense (no 1-on-1 schemes).

F. ILLEGAL OFFENSE - PENALTY Cont.

PENALTY: A warning to the head coach on the first violation. Every violation thereafter will result in a technical foul on the head coach.

Rule 5**Playing Time Requirements and Substitutions**

A. 1. ALL PLAYERS are required to play a minimum of two full 6-minute quarters from beginning to end in each game. Players may be held out of games for: **1. Disciplinary action** that has been agreed upon by the player's coach & parents; **2. Illness or injuries** that would keep a player out for an entire game. Players with medical conditions, or discipline problems must be reported to the score keeper prior to the start of the game by the head coach.

B. 1. ALL TEAMS will begin the game by starting 5 players who will play the entire 1st quarter.

2. ALL TEAMS will begin the 2nd quarter by entering all 1st quarter bench players into the game and sitting the same number of 1st quarter players on the bench. The 2nd quarter players will now play the entire 2nd quarter from beginning to end. **NOTE:** Sometimes a team will have fewer than 10 players at a game, requiring 1 or 2 first quarter players to remain in the game at the beginning of the 2nd Quarter. These players must remain in the game during the entire 2nd Quarter (**only exceptions: foul trouble, illness or medical problems like asthma etc.**)

Exception 1: Teams with 11 players or more will enter their 11th, 12th etc. players at the beginning of the 3rd quarter and play the entire 3rd quarter without having a substitution for these players.

Exception 2: Any player that has a medical problem, gets injured or gets into foul trouble may be replaced at the time the player suffers from the medical problem, is injured during the game or develops foul trouble. **Foul trouble is: (A) 1st Half:** A player with 3 or 4 fouls, or **(B) 3rd Quarter:** A player with 4 fouls.

C. SUBSTITUTIONS ARE ALLOWED ONLY DURING QUARTER BREAKS.

Substitutions allow teams to change players between quarters. Players must check in at the scorer's table before going onto the floor to play.

Rule 5**Playing Time Requirements and Substitutions (continued)****C. SUBSTITUTIONS ARE ALLOWED ONLY DURING QUARTER BREAKS.**

EXCEPTIONS: Disciplinary Action, Foul Trouble, Fouling Out, Medical or Injury Problems. Any substitution needed for any of the exceptions will require the substitute player to report to the scorer and be waved in by the officials. Each player plays two full 6-minute periods during the game. **Teams that have more than 10 players on their team** will not be able to meet this requirement on a one game basis. They will need to work out a season long plan to equal out the playing time as best as they can.

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Rule 5

D. PLAYING TIME REQUIREMENTS WITH LESS THAN 10 PLAYERS

EXCEPTION 1: Teams showing up with less than 10 players at the game will have to have some players play more than two quarters in a game. Teams with less than 10 players at the game will be required to make sure that **everyone sits out at least one full quarter**. These teams will not forfeit the game because **all** of its players do not sit out for two full quarters. **Penalty: Game Forfeiture on protest.**

EXCEPTION 2: Teams with only 5 players at the game do not have any substitutions and must play the whole game.

E. PLAYING TIME FOR PLAYERS ARRIVING AFTER START OF GAME

Players arriving after a game has started are not guaranteed any playing time. Coaches will have the right & authority to decide how many quarters the late arrival(s) will be allowed to play. Late arriving players *may be allowed* one, two or zero quarters of playing time based upon the coach's decision. The coach's decision must be made at the first available quarter break once he/she knows that additional player(s) have arrived at the game.

F. ALL GAMES MUST BEGIN with each team having 5 players on the floor. Any team with less than 5 players at the gym at game starting time will forfeit the game and the game will not start!

G. COACHES ARE RESPONSIBLE to ensure all players play two full quarters from beginning to end. **Exceptions:** See 5D. (The scorekeeper will take corrective action of the infraction upon recognition).

H. DISQUALIFICATION Player fouls will be recorded and players can foul out. Any player that has 5 personal fouls will foul out of the game. Players with less than 5 personal fouls may replace the person that fouled out of the game. Team fouls will not be recorded and there will not be any one and one free throw situations in any games.

Rule 6

Fouls, Free Throws and Penalties

A. FREE THROWS ATTEMPTS will not be attempted at any point during the game. All flagrant, intentional or technical fouls will be awarded 2 points and ball possession whenever they occur during the game!

B. ALL COMMON PERSONAL FOULS OCCURRING DURING LAST MINUTE OF PLAY will be awarded possession of the offended team under their basket. **Exception:** A made try on a shooting foul will be awarded the value of the basket and 1 point. The offending team will then get the ball for a throw in.

C. FOULS OCCURRING DURING CONTINUOUS CLOCK TIME before the final minute of the game that do not result in free throws will be enforced as follows:

1) NON-SHOOTING FOULS on the defense results in continued possession of the ball by the offense.

2) NON-SHOOTING FOULS on the offense results in the loss of the ball to the defense.

Rule 6 **3) SHOOTING FOULS Cont.:** against the defense on: **(a)** a missed try for basket results with 1 awarded point and continued possession of the ball awarded to the offensive team under their own basket. **(b)** a made try for basket results in the value of the basket (2 or 3 pts.) plus 1 point & the defensive team receiving the ball.

NOTE: This rule allows more actual playing time for all players rather than spending the majority of the game lining up free throws.

Rule 7 **Technical Fouls and Penalties**

A. TECHNICAL FOULS are personal fouls and team fouls.

Technical fouls on bench personnel are also charged to the head coach.

B. TWO TECHNICALS on a player in one game disqualifies that person from further play in the game.

C. UNSPORTSMANLIKE TECHNICAL FOULS Two direct technical fouls on a head coach will cause the coach to leave the gym and also sit out the next scheduled game. Failure to leave the gym creates an immediate forfeit.

D. THE 1ST TECHNICAL FOUL ON A PLAYER requires that the player sits out for a minimum of two minutes of actual game time. The player will not be able to return to the game until the two-minute penalty is over and there is a dead ball situation that allows the player to re-enter.

E. FAN HARASSMENT OF REFEREES is unsportsmanlike and will not be accepted. If your fans are unruly and disrespectful toward game officials they will receive an automatic ejection from the building. Failure to leave the building for unsportsmanlike fan behavior will cause an immediate forfeit of the game by the offending team.

Rule 8 **Miscellaneous Rules and Guidelines**

A. ALL UNSPORTSMANLIKE BEHAVIOR from coaches, fans, officials or players will be reviewed by the Recreation Department for possible disciplinary action.

B. DESIGNATED ADULT COACH Each team must have a designated adult coach (18 years or older) on the bench during the entire game.

C. TEAMS MAY FINISH A GAME WITH LESS THAN 5 PLAYERS After starting a legal game teams can play with less than 5 players but must have a minimum of 2 players on the floor and have a reasonable chance to win the game. Games may be stopped by referee's discretion when this situation occurs.

D. LEAGUE SCHEDULE will be made available to everyone on the internet at teamsports.pocatello.us. In an attempt to go green, our department has gone paperless for all schedules. Coaches are responsible to give Team Sports a working e-mail address for day to day communication for schedule updates and notifications. Schedules are not changed unless a mistake is made by our department requires a correction of the original version.

E. GAMES LOST DUE TO SCHOOL CLOSURES may or may be made up.

Rule 8 Miscellaneous Rules & Guidelines - Designated Areas Cont.**F. DESIGNATED SPECTATOR AREAS AND SPECTATOR DECORUM**

All spectators will be required to sit in the bleachers opposite the score table and team benches. Parents are responsible to watch their children while attending our games. Spectators are to remain on their side of the gym after the completion of all games. Spectators are not allowed to cross the gym floor at the end of games to harass any team, coach, players or Parks & Recreation employees.

G. DOUBLE TEAMING THE BALL

1) 4TH AND 5TH GRADE PLAYERS MAY DOUBLE-TEAM the ball inside the 3-point arc (this also means they can't double-team the player with the ball outside of the 3-point arc!). This leaves 1 player unguarded by the defensive team. **Penalty:** Same as in Rule 4-E.

2) 6TH GRADE PLAYERS MAY DOUBLE-TEAM (2 players only!) the ball in the front court area. This will leave one player completely unguarded by the defensive team. No match-up zones will be allowed while double-teaming the ball! **Penalty:** Same as in Rule 4-E.

H. TRIPLE-TEAMING THE BALL is legal for all divisions **only in the key**. **Penalty:** Same as in Rule 4-E.

I. PLAYERS DRIBBLING INTO A DOUBLE TEAM A player that dribbles the ball into an area with two or more defenders already occupying that same area does so of his/her own choice. This situation will not be called a double or triple team because it was not the defensive team that caused the situation to occur.

J. LOOSE BALL IN THE BACKCOURT DURING REBOUNDING SEQUENCE

Any ball that is not in team control or player control (rebounds, missed passes or rolling/bouncing balls to no specific player) is a **free ball** and both teams will be allowed to attempt to gain team or player control regardless of who last had control of the ball or the location of the ball (frontcourt or backcourt). This is the only exception to rule 4-B or 4-D.

L. Ball Size for Different Grade Levels

All 3rd Grade - 6th Grade Basketball Divisions: 28.5 Girls High School Ball

Rule 10 Returning Coach, Team, and Players Policy

A. Returning coaches will retain all of their players from the previous year's team. Removing players from a team is not allowed without just cause. Players may not be removed from a previous year's team year without first obtaining written permission from their parents and the Parks and Recreation Department. Coaches will not be allowed to remove any player from their team without the joint approval of our department and the player's parents. *If a team change is approved, the coach or coaches are responsible to find a vacancy on another team for the player leaving the team before the roster vacancy may be filled.* If a team adds a player or players, for any reason, to its roster without following the prescribed conditions and then goes over the recommended 10 player team size requirement, they are responsible to make the necessary arrangements to have an 11 or more player team for that season. Previous year's team rosters are available in the Parks & Recreation Office.

Rule 11 D League / Recreation League Roster Differences

A. Players participating in the D League in November and December will be allowed to play in the Recreation League. Recreation League teams may not be made up of more than 4 players of the same D League team. If a team has 4 D league players on its' roster, they must fulfill the geographical/school boundary requirements listed in Rule listed on page 1, Rule 1-B.

We reserve the right to change rules at any time without reprinting the rules for all coaches.