



Junior Jazz Basketball Rules General

Current NFHS basketball rules will govern play, with the following modifications:

1. Duration of quarters and breaks may be adjusted to keep games on schedule.
2. Each team receives (4) thirty-second timeouts per game.
3. A jump ball will be used to start the game. Possession will alternate thereafter.
4. Coaches should do their best to give every player equal playing time. Concerns about playing time should be directed to coaches. Be aware that teams may benefit from multiple families helping with substitutes. Ask your coach if they need help.
5. The home team is listed first on the schedule and will wear the light-colored jersey.
6. No jewelry is allowed (rubber wristbands, earrings, watches, rings, hard hair adornments, etc). If a player wishes to play with a hard cast, please reach out to Sandy Rec for details.
7. The current year Sandy Parks and Recreation Junior Jazz jersey must be worn for all league games. It is recommended that jerseys be tucked in. For safety reasons, we recommend shorts/pants that do not have pockets. All participants must be registered with Sandy Parks and Recreation to participate. The coach is liable if a non-registered player participates in practices or games.
8. On free-throws, players lined up in the free-throw lane lines may enter the free throw lane when the ball is released from the shooter's hand. The shooter may enter the free throw lane when the ball contacts the rim or basket. Players lined up outside the 3-point arc may enter within when the ball contacts the rim or basket.
9. Two free throws (bonus) will be awarded when a team commits their fifth foul in each quarter (3rd-12th grade). These will reset the fouls at the end of each quarter.
10. All technical/flagrant fouls result in two free throws, and possession. Unsportsmanlike technical fouls and flagrant fouls will be tracked. Players who receive one non-flagrant unsportsmanlike technical foul will need to sit a mandatory minimum of 5 minutes of game time (which may carry over to the next game). A second non-flagrant unsportsmanlike technical foul (or a first flagrant technical foul) will result in ejection from the current game and a mandatory 2-game suspension (minimum). Coaches receiving any type of foul will be subject to the same or similar punishment/consequence – this may be determined by the Referees/Site Supervisors. Further disciplinary action may be taken by the league coordinator for both players and coaches.
11. 3-point shots will count if a 3-point line is marked.
12. Dunking and hanging on the rim are not allowed at any time and may result in a technical foul (even if outside of game time).
13. Each team must provide a coach, who will always stay with their team, and is responsible for their team's adherence to the qualities of Good Sports Utah: respect, kindness, leadership, positivity, and sportsmanship. Failure to provide the coach will result in a forfeit. Each team must also provide a volunteer to sit at the scorer's table to help with the clock and scoreboard.



14. Coaches for 1st-8th grade leagues must be 18 years of age or older. Coaches for 9th-12th grade leagues must be 21 years of age or older. Failure to adhere will result in a forfeit for the current game and future games, unless a Coach that is of the appropriate age is provided.
15. All players must be registered through Sandy Parks and Recreation to play. Players who are not registered may not fill in or sub when a team is short players.
16. Players in 9th-12th grade leagues may be asked to show an ID as proof of eligibility to play. Players in question that cannot provide an ID the night of the game must come to the Parks and Recreation office (440 E 8680 S Sandy), with their ID, the following business day by 5pm to show the Coordinator of the league. Failure to do so will result in a Sportsmanship score of "0" for that game (see page 9, "Sportsmanship Guidelines").
17. Rules may be adjusted at any time if the league Coordinator sees fit.



Junior Jazz Basketball Rules

Table 1: Differences between Leagues

	1st/2nd	3rd/4th	5th/6th	7th/8th	9th-12th
Quarters (minutes)	6	8			
Halftime (minutes)	3				
Break between quarters (minutes)	1				
Timeouts (30-second)	4				
Overtime	N				Y
Backcourt defense	N		Y		
Backcourt / Lane Violations (if marked)	N	Y			
Officials Provided	N	Y			
Unsportsmanlike Technical Fouls / Flagrant Fouls Tracked	Y				
Personal Fouls Tracked	N		Y		
Team Fouls Tracked	N	Y			
Zone Defense Allowed	N	Y			
Double-Teaming Allowed	N		Y		
Free Throw Line (feet)	12		15		
Basketball Size	27.5	27.5/28.5	28.5/29.5		
Rim Height (feet)	8	10			
Clock will run except for...	Timeouts, Free-throws				Timeouts, Free-throws; All dead balls during last 2-minutes of each half (unless team is up by 20+)



Junior Jazz Basketball Rules

Coed 1st & 2nd

Current NFHS basketball rules will govern play, with the following modifications:

1. Games will consist of (4) six-minute quarters, (1) three-minute halftime, and (1) one-minute break between quarters. The clock will run continuously, except for timeouts and free throws. There will be no overtime to break a tie.
2. There cannot be any defense in the backcourt. No backcourt or lane violations will be called.
3. Calls will be made by coaches (or other team representative[s]). Personal fouls and team fouls will not be tracked, unless deemed flagrant or unsportsmanlike.
4. To discourage zone defense, colored wristbands will be provided. Teams should try their best to encourage players to guard the opponent with the corresponding colored-wristband. No double-teaming.
5. The free throw line will be 12' from the basket. Teams will play with a 27.5" basketball. The height of the rim will be 8'.
6. At game time, each team must have a minimum of four players to begin. If a team has less, they may borrow players from the other team.



Junior Jazz Basketball Rules

3rd & 4th

Current NFHS basketball rules will govern play, with the following modifications:

1. Games will consist of (4) eight-minute quarters, (1) three-minute halftime, and (1) one-minute break between quarters. The clock will run continuously, except for timeouts and free throws. There will be no overtime to break a tie.
2. There cannot be any defense in the backcourt. Backcourt violations and lane violations may be called when lines are marked.
3. Calls will be made by officials. Personal fouls will not be tracked, unless deemed flagrant or unsportsmanlike. Team fouls will be tracked.
4. All types of defenses are allowed. Teams should not purposefully stall.
5. The free throw line will be 12' from the basket. Teams within the girls' league will play with a 27.5" basketball. Teams within the boys' league will play with a 28.5" basketball. The height of the rim will be 10'.
6. At game time, each team must have a minimum of four players to begin. If a team has less, they may borrow players from the other team. Officials will not officiate if these standards are not met, but the court may be used for scrimmage/practice time.



Junior Jazz Basketball Rules 5th & 6th

Current NFHS basketball rules will govern play, with the following modifications:

1. Games will consist of (4) eight-minute quarters, (1) three-minute halftime, and (1) one-minute break between quarters. The clock will run continuously, except for timeouts and free throws. There will be no overtime to break a tie.
2. There can be defense in the backcourt. Backcourt violations and lane violations may be called when lines are marked.
3. Calls will be made by officials. Personal and team fouls will be tracked.
4. All types of defenses are allowed. Teams should not purposefully stall.
5. The free throw line will be 15' from the basket. Teams within the girls' league will play with a 28.5" basketball. Teams within the boys' league will play with a 29.5" basketball. The height of the rim will be 10'.
6. At game time, each team must have a minimum of four players to begin. If a team has less, they may borrow players from the other team. Officials will not officiate if these standards are not met, but the court may be used for scrimmage/practice time.



Junior Jazz Basketball Rules

7th & 8th

Current NFHS basketball rules will govern play, with the following modifications:

1. Games will consist of (4) eight-minute quarters, (1) three-minute halftime, and (1) one-minute break between quarters. The clock will run continuously, except for timeouts and free throws. There will be no overtime to break a tie.
2. There can be defense in the backcourt. Backcourt violations and lane violations may be called when lines are marked.
3. Calls will be made by officials. Personal and team fouls will be tracked.
4. All types of defenses are allowed. Teams should not purposefully stall.
5. The free throw line will be 15' from the basket. Teams within the girls' league will play with a 28.5" basketball. Teams within the boys' league will play with a 29.5" basketball. The height of the rim will be 10'.
6. At game time, each team must have a minimum of four players to begin. If a team has less, they may borrow players from the other team. Officials will not officiate if these standards are not met, but the court may be used for scrimmage/practice time.



Junior Jazz Basketball Rules

9th - 12th

Current NFHS basketball rules will govern play, with the following modifications:

1. Games will consist of (4) eight-minute quarters, (1) three-minute halftime, and (1) one-minute break between quarters. The clock will run continuously, except for timeouts free throws, and for all dead balls during the last 2-minutes of each half (unless a team is up by 20+). No game will end in a tie. Overtime will consist of (1) 3-minute period, where the clock stops for all dead balls during the last minute. If the game is tied at the end of overtime, an untimed "Sudden Death" period will be played (first basket wins).
2. There can be defense in the backcourt. Backcourt violations and lane violations may be called when lines are marked.
3. Calls will be made by officials. Personal and team fouls will be tracked.
4. All types of defenses are allowed. Teams should not purposefully stall.
5. The free throw line will be 15' from the basket. Teams within the girls' league will play with a 28.5" basketball. Teams within the boys' league will play with a 29.5" basketball. The height of the rim will be 10'.
6. By 5 minutes after game time, each team must have a minimum of four players to begin. Sportsmanship scores may be lowered if a team fails to provide the minimum players by game time. Officials will not officiate if these standards are not met, but the court may be used for scrimmage/practice time.
7. Each team's coach must be 21 years of age or older.
8. If players would like to register on more than one team during the season, the teams must play on different nights. If a player has chosen to play on two different teams, they must also choose which team to participate in the postseason tournament with prior to the start of the tournament.



Sportsmanship Guidelines

9th - 12th

The sportsmanship rating system is intended to be an objective scale by which the attitude and behavior of teams can be assessed. Behavior of team members, coaches, and spectators before, during, and after each Jr. Jazz game will influence the rating. Coaches will be responsible for educating **ALL players and spectators** affiliated with his/her team about the policies and procedures. The Site Supervisors and Officials will determine the score for each team after every Jr. Jazz game. Sandy City Recreation reserves the right to review and/or change any sportsmanship rating given. Scores will not be shared at the court by site supervisors. If you would like to find out what you received, you are welcome to contact your league coordinator. **Only the teams with a sportsmanship average of at least 3.0 will be invited to play in an end of season tournament.**

The sportsmanship rating system is based on the following criteria:

4 – Excellent Conduct and Sportsmanship

1. Team members cooperate with and demonstrate good sportsmanship toward members of opposing teams, spectators, and ALL Sandy City Recreation Staff and Officials.
2. Coach exhibits control over his/her team and spectators, converses reasonably and rationally with officials about rule interpretations, and cooperates by providing any information requested by any Sandy City Recreation staff member and Officials.

3 – Good Conduct and Sportsmanship

1. Team members verbally complain about some of the decisions made by the officials and/or show minor dissensions, which may or may not merit a technical foul.
2. Teams receiving one technical foul will receive no higher than a “3” rating.

2 – Fair Conduct and Sportsmanship

1. Team constantly complains to the Officials and/or opposing team from the court or sidelines.
2. Coach exhibits minor control over team/spectators but is in control of him/herself.
3. Teams receiving two or more technical fouls will receive no higher than a “2” rating.

1 – Below Average Conduct and Sportsmanship

1. Team shows disrespect toward Officials and/or the opposing team, which may or may not result in a technical foul.
2. Coach exhibits little or no control over team/spectators or him/herself.
3. Teams that have a player ejected will receive no higher than a “1” rating.

0 – Poor Conduct and Sportsmanship

1. Team is completely uncooperative; coach has no control over team/spectators/self.
2. Team plays with ineligible participants or withholds any information requested.
3. Deliberate damage or destruction of any facility/equipment.
4. Multiple player ejections or causing a game to be forfeited for any reason other than not having enough players will receive a “0” rating.
5. Any threatening behavior (verbal/nonverbal) toward any player, spectator, Sandy City employee, or Official.

If you receive a “0” in games 1 – 4, you can become eligible for the tournament again by scoring a 3.5 average or better during the remaining games. If you receive a “0” in games 5 – 7, you will be disqualified from the tournament with no opportunity to become eligible again. If you receive a “0” in any two games throughout the year, you will be removed from the league without a refund.