

# JCC Rules and Regulations

## 2022 Basketball

### 3<sup>rd</sup> grade



#### General

- Unless noted below, all other MSHSAA rules will apply.
  - Game is played 5 ON 5. A team may play with four if necessary, however less than 4 players count as a forfeit.
  - The opposing team is not required to play with 4 players.
  - Each team is awarded 3 (1) minute timeouts to use at their discretion.
  - Player may not play on two rosters within same grade.
  - A player will be considered illegal if NOT listed on official roster & games player participated in will result in forfeit. If this affects tiebreaker, we will remove points against. Roster/ID checks may be performed at any time.
  - No players may be added to roster after the third game of the season. All additions must be approved by league supervisor.
  - Teams comprised of players with different grades must play in the division of the highest grade.
  - Grades may be combined by the league due to enrollment. Combined grade divisions assume the rules of the oldest grade unless otherwise noted.
  - League is grade-based however a player may qualify to play down a grade level if he/she has been advanced a grade but meets the age requirements of the lower grade. Contact League Supervisor for details. Proof of age/grade is required & must be made available upon request.
  - Officials will bring coaches to center court before the game to answer questions and to go over rules.
  - Score is kept at all age levels.
  - There may be (1 or 2) scorer(s) and or timekeeper(s) as well as two (2) official(s) per game.
  - The JCC reserves the right to change the schedule and/or split into divisions to create a more competitive and balanced league.
  - Each player is allowed five personal fouls.
- The home team listed on the schedule will wear the lighter color jersey

#### Duration of Game

- Ten-minute grace period to start game. Game will start with 4 players
- Running clock is in effect when a team is up by 30 points (stops for time outs). Coach that is down by 30 points has the option to turn the score board off.
- Halftime is 3 minutes (Unless games are behind, then halftime may be shorter).
- Two 2-minute overtimes will be played with the clock stopping in the last minute. If a tie remains after 2 overtimes, the game will end in a tie. Timeouts do not carry over from regulation. Each team is allowed 1 timeout per overtime.
- 20-minute halves with a running clock, clock stops in last minute of each half. (Clock stops for timeouts and injuries)

#### Tiebreakers

- Tie breaker: Head-to-head, head-to-head point differential, average points against (in new division if switched divisions), coin flip.
- In case of a tie between 3 teams or more, Head-to-head & head-to-head point differential only apply if all teams have played one another.
- In case of any tiebreaker a forfeit is tossed out and does not count in average.

#### Basket Height/Ball Size/Court

- Games are played on regulation size court, with 10ft basket.
- Game is played with (28.5) official women's size basketball.

#### Defense/Pressing

- Pressing is allowed in the last minute of each half (if a team is up by 20 points or more, pressing is not allowed).
- All stealing is allowed.

#### Free Throws

- Free throws are shot at a tape 12 ft from basket.
- Players occupying free throw lane line can enter the lane upon the release of the ball. The shooter who may not cross the free throw line until the ball hits the rim. The shooter and any players outside the 3-point arc must wait for ball to hit rim or backboard.

#### Coaches

- Limit 2 coaches on bench. Only head coach is allowed to stand up and address officials. Failure to comply will result in first time warning; second warning will result in only head coach being allowed on bench for remainder of season.
- Only head coach will be allowed to contact & speak with League supervisors. It will be the head coach responsibility to then relay the information to any assistant coaches and/or team parents.
- Score reporting- Coaches will verify score after game by signing the score book, score is official once book is signed.

#### Behavior

- Sportsmanship violations, including foul language, intimidation, and threat of infliction of bodily harm against game officials, staff or other participants, coaches and spectators will not be tolerated and those in violation will be subject to ejection from the game and/or suspension from future games at the discretion of the JCC Staff.
- If a coach or player receives (2) technical fouls in (1) game that individual is ejected from the game. Player shall remain in the gym on the bench, coach will need to leave the gym. A (1) game suspension will be issued to be served the next game and coach/player is not allowed on team bench that game. If any player/coach accumulates three technical fouls during the season, then this player/coach will be suspended for the remainder of the season. No substitutes or replacements will be permitted for this suspended player.
- If a team accumulates 5 technicals in a season, any of the players/coaches with technicals are not allowed to play in subsequent game.
- Any one flagrant foul, resulting in technical, may result in the individual being ejected from the game.
- As a coach, you are responsible for your team's crowd and their actions. If a problem occurs the referee shall approach the coach whose team is allied with the crowd and issue a warning. If they continue to be unruly, a technical foul may be assessed against the team. If the problem persists, the coach will once again be notified, and the referee will issue a technical foul against the offending crowd's team. Further problems could result in forfeit of the game and possible suspensions of team, coaches, or fans.
- There is **ZERO TOLERANCE** regarding fighting – any punches thrown results in game(s) suspension and could lead up to removal from remainder of league. No substitutes or replacements will be permitted for this suspended player.
- The JCC reserves right to enact harsher penalty as they see fit.

# JCC Rules and Regulations

## 2022 Basketball

### 4<sup>th</sup> grade Boys



#### General

- Unless noted below, all other MSHSAA rules will apply.
- Game is played 5 ON 5. A team may play with four if necessary, however less than 4 players count as a forfeit.
- The opposing team is not required to play with 4 players.
- Each team is awarded 3 (1) minute timeouts to use at their discretion.
- Player may not play on two rosters within same grade.
- A player will be considered illegal if NOT listed on official roster & games player participated in will result in forfeit. If this affects tiebreaker, we will remove points against. Roster/ID checks may be performed at any time.
- No players may be added to roster after the third game of the season. All additions must be approved by league supervisor.
- Teams comprised of players with different grades must play in the division of the highest grade.
- Grades may be combined by the league due to enrollment. Combined grade divisions assume the rules of the oldest grade unless otherwise noted.
- League is grade-based however a player may qualify to play down a grade level if he/she has been advanced a grade but meets the age requirements of the lower grade. Contact League Supervisor for details. Proof of age/grade is required & must be made available upon request.
- Officials will bring coaches to center court before the game to answer questions and to go over rules.
- Score is kept at all age levels.
- There may be (1 or 2) scorer(s) and or timekeeper(s) as well as two (2) official(s) per game.
- The JCC reserves the right to change the schedule and/or split into divisions to create a more competitive and balanced league.
- Each player is allowed five personal fouls.
- The home team listed on the schedule will wear the lighter color jersey

#### Duration of Game

- Ten-minute grace period to start game. Game will start with 4 players
- Running clock is in effect when a team is up by 30 points (stops for time outs). Coach that is down by 30 points has the option to turn the score board off.
- Halftime is 3 minutes (Unless games are behind, then halftime may be shorter).
- Two 2-minute overtimes will be played with the clock stopping in the last minute. If a tie remains after 2 overtimes, the game will end in a tie. Timeouts do not carry over from regulation. Each team is allowed 1 timeout per overtime.
- 20-minute halves with a running clock, clock stops in last minute of each half. (Clock stops for timeouts and injuries)

#### Tiebreakers

- Tie breaker: Head-to-head, head-to-head point differential, average points against (in new division if switched divisions), coin flip.
- In case of a tie between 3 teams or more, Head-to-head & head-to-head point differential only apply if all teams have played one another.
- In case of any tiebreaker a forfeit is tossed out and does not count in average.

#### Basket Height/Ball Size/Court

- Games are played on regulation size court, with 10ft basket.
- Game is played with (28.5) official women's size basketball.

#### Defense/Pressing

- Pressing is allowed in the last 2 minutes of each half (if a team is up by 20 points or more, the team in lead cannot press).

#### Free Throws

- Players occupying free throw lane line can enter the lane upon the release of the ball. The shooter who may not cross the free throw line until the ball hits the rim. The shooter and any players outside the 3-point arc must wait for ball to hit rim or backboard.

#### Coaches

- Limit 2 coaches on bench. Only head coach is allowed to stand up and address officials. Failure to comply will result in first time warning; second warning will result in only head coach being allowed on bench for remainder of season.
- Only head coach will be allowed to contact & speak with League supervisors. It will be the head coach responsibility to then relay the information to any assistant coaches and/or team parents.
- Score reporting- Coaches will verify score after game by signing the score book, score is official once book is signed.

#### Behavior

- Sportsmanship violations, including foul language, intimidation, and threat of infliction of bodily harm against game officials, staff or other participants, coaches and spectators will not be tolerated and those in violation will be subject to ejection from the game and/or suspension from future games at the discretion of the JCC Staff.
- If a coach or player receives (2) technical fouls in (1) game that individual is ejected from the game. Player shall remain in the gym on the bench, coach will need to leave the gym. A (1) game suspension will be issued to be served the next game and coach/player is not allowed on team bench that game. If any player/coach accumulates three technical fouls during the season, then this player/coach will be suspended for the remainder of the season. No substitutes or replacements will be permitted for this suspended player.
- If a team accumulates 5 technicals in a season, any of the players/coaches with technicals are not allowed to play in subsequent game.
- Any one flagrant foul, resulting in technical, may result in the individual being ejected from the game.
- As a coach, you are responsible for your team's crowd and their actions. If a problem occurs the referee shall approach the coach whose team is allied with the crowd and issue a warning. If they continue to be unruly, a technical foul may be assessed against the team. If the problem persists, the coach will once again be notified, and the referee will issue a technical foul against the offending crowd's team. Further problems could result in forfeit of the game and possible suspensions of team, coaches, or fans.
- There is **ZERO TOLERANCE** regarding fighting – any punches thrown results in game(s) suspension and could lead up to removal from remainder of league. No substitutes or replacements will be permitted for this suspended player.
- The JCC reserves right to enact harsher penalty as they see fit.

# JCC Rules and Regulations

## 2022 Basketball

### 4<sup>th</sup> / 5<sup>th</sup> grade Girls



#### General

- Unless noted below, all other MSHSAA rules will apply.
- Game is played 5 ON 5. A team may play with four if necessary, however less than 4 players count as a forfeit.
- The opposing team is not required to play with 4 players.
- Each team is awarded 3 (1) minute timeouts to use at their discretion.
- Player may not play on two rosters within same grade.
- A player will be considered illegal if NOT listed on official roster & games player participated in will result in forfeit. If this affects tiebreaker, we will remove points against. Roster/ID checks may be performed at any time.
- No players may be added to roster after the third game of the season. All additions must be approved by league supervisor.
- Teams comprised of players with different grades must play in the division of the highest grade.
- Grades may be combined by the league due to enrollment. Combined grade divisions assume the rules of the oldest grade unless otherwise noted.
- League is grade-based however a player may qualify to play down a grade level if he/she has been advanced a grade but meets the age requirements of the lower grade. Contact League Supervisor for details. Proof of age/grade is required & must be made available upon request.
- Officials will bring coaches to center court before the game to answer questions and to go over rules.
- Score is kept at all age levels.
- There may be (1 or 2) scorer(s) and or timekeeper(s) as well as two (2) official(s) per game.
- The JCC reserves the right to change the schedule and/or split into divisions to create a more competitive and balanced league.
- Each player is allowed five personal fouls.
- The home team listed on the schedule will wear the lighter color jersey

#### Duration of Game

- Ten-minute grace period to start game. Game will start with 4 players
- Running clock is in effect when a team is up by 30 points (stops for time outs). Coach that is down by 30 points has the option to turn the score board off.
- Halftime is 3 minutes (Unless games are behind, then halftime may be shorter).
- Two 2-minute overtimes will be played with the clock stopping in the last minute. If a tie remains after 2 overtimes, the game will end in a tie. Timeouts do not carry over from regulation. Each team is allowed 1 timeout per overtime.
- 20-minute halves with a running clock, clock stops in last minute of each half. (Clock stops for timeouts and injuries)

#### Tiebreakers

- Tie breaker: Head-to-head, head-to-head point differential, average points against (in new division if switched divisions), coin flip.
- In case of a tie between 3 teams or more, Head-to-head & head-to-head point differential only apply if all teams have played one another.
- In case of any tiebreaker a forfeit is tossed out and does not count in average.

#### Basket Height/Ball Size/Court

- Games are played on regulation size court, with 10ft basket.
- Game is played with (28.5) official women's size basketball.

#### Defense/Pressing

- Pressing is allowed in the last 2 minutes of each half (if a team is up by 20 points or more, the team in lead cannot press).

#### Free Throws

- Players occupying free throw lane line can enter the lane upon the release of the ball. The shooter who may not cross the free throw line until the ball hits the rim. The shooter and any players outside the 3-point arc must wait for ball to hit rim or backboard.

#### Coaches

- Limit 2 coaches on bench. Only head coach is allowed to stand up and address officials. Failure to comply will result in first time warning; second warning will result in only head coach being allowed on bench for remainder of season.
- Only head coach will be allowed to contact & speak with League supervisors. It will be the head coach responsibility to then relay the information to any assistant coaches and/or team parents.
- Score reporting- Coaches will verify score after game by signing the score book, score is official once book is signed.

#### Behavior

- Sportsmanship violations, including foul language, intimidation, and threat of infliction of bodily harm against game officials, staff or other participants, coaches and spectators will not be tolerated and those in violation will be subject to ejection from the game and/or suspension from future games at the discretion of the JCC Staff.
- If a coach or player receives (2) technical fouls in (1) game that individual is ejected from the game. Player shall remain in the gym on the bench, coach will need to leave the gym. A (1) game suspension will be issued to be served the next game and coach/player is not allowed on team bench that game. If any player/coach accumulates three technical fouls during the season, then this player/coach will be suspended for the remainder of the season. No substitutes or replacements will be permitted for this suspended player.
- If a team accumulates 5 technicals in a season, any of the players/coaches with technicals are not allowed to play in subsequent game.
- Any one flagrant foul, resulting in technical, may result in the individual being ejected from the game.
- As a coach, you are responsible for your team's crowd and their actions. If a problem occurs the referee shall approach the coach whose team is allied with the crowd and issue a warning. If they continue to be unruly, a technical foul may be assessed against the team. If the problem persists, the coach will once again be notified, and the referee will issue a technical foul against the offending crowd's team. Further problems could result in forfeit of the game and possible suspensions of team, coaches, or fans.
- There is **ZERO TOLERANCE** regarding fighting – any punches thrown results in game(s) suspension and could lead up to removal from remainder of league. No substitutes or replacements will be permitted for this suspended player.
- The JCC reserves right to enact harsher penalty as they see fit.

# JCC Rules and Regulations

## 2022 Basketball

### 5<sup>th</sup>/6<sup>th</sup> grade Boys



#### General

- Unless noted below, all other MSHSAA rules will apply.
- Game is played 5 ON 5. A team may play with four if necessary, however less than 4 players count as a forfeit.
- The opposing team is not required to play with 4 players.
- Each team is awarded 3 (1) minute timeouts to use at their discretion.
- Player may not play on two rosters within same grade.
- A player will be considered illegal if NOT listed on official roster & games player participated in will result in forfeit. If this affects tiebreaker, we will remove points against. Roster/ID checks may be performed at any time.
- No players may be added to roster after the third game of the season. All additions must be approved by league supervisor.
- Teams comprised of players with different grades must play in the division of the highest grade.
- Grades may be combined by the league due to enrollment. Combined grade divisions assume the rules of the oldest grade unless otherwise noted.
- League is grade-based however a player may qualify to play down a grade level if he/she has been advanced a grade but meets the age requirements of the lower grade. Contact League Supervisor for details. Proof of age/grade is required & must be made available upon request.
- Officials will bring coaches to center court before the game to answer questions and to go over rules.
- Score is kept at all age levels.
- There may be (1 or 2) scorer(s) and or timekeeper(s) as well as two (2) official(s) per game.
- The JCC reserves the right to change the schedule and/or split into divisions to create a more competitive and balanced league.
- Each player is allowed five personal fouls.
- The home team listed on the schedule will wear the lighter color jersey

#### Duration of Game

- Ten-minute grace period to start game. Game will start with 4 players
- Running clock is in effect when a team is up by 30 points (stops for time outs). Coach that is down by 30 points has the option to turn the score board off.
- Halftime is 3 minutes (Unless games are behind, then halftime may be shorter).
- Two 2-minute overtimes will be played with the clock stopping in the last minute. If a tie remains after 2 overtimes, the game will end in a tie. Timeouts do not carry over from regulation. Each team is allowed 1 timeout per overtime.
- 20-minute halves with a running clock, clock stops in last minute of each half. (Clock stops for timeouts and injuries)

#### Tiebreakers

- Tie breaker: Head-to-head, head-to-head point differential, average points against (in new division if switched divisions), coin flip.
- In case of a tie between 3 teams or more, Head-to-head & head-to-head point differential only apply if all teams have played one another.
- In case of any tiebreaker a forfeit is tossed out and does not count in average.

#### Basket Height/Ball Size/Court

- Games are played on regulation size court, with 10ft basket.
- Game is played with (28.5) official women's size basketball

#### Defense/Pressing

- Pressing is allowed (if a team is up by 20 points or more, the team in lead cannot press).

#### Free Throws

- Players occupying free throw lane line can enter the lane upon the release of the ball. The shooter who may not cross the free throw line until the ball hits the rim. The shooter and any players outside the 3-point arc must wait for ball to hit rim or backboard.

#### Coaches

- Limit 2 coaches on bench. Only head coach is allowed to stand up and address officials. Failure to comply will result in first time warning; second warning will result in only head coach being allowed on bench for remainder of season.
- Only head coach will be allowed to contact & speak with League supervisors. It will be the head coach responsibility to then relay the information to any assistant coaches and/or team parents.
- Score reporting- Coaches will verify score after game by signing the score book, score is official once book is signed.

#### Behavior

- Sportsmanship violations, including foul language, intimidation, and threat of infliction of bodily harm against game officials, staff or other participants, coaches and spectators will not be tolerated and those in violation will be subject to ejection from the game and/or suspension from future games at the discretion of the JCC Staff.
- If a coach or player receives (2) technical fouls in (1) game that individual is ejected from the game. Player shall remain in the gym on the bench, coach will need to leave the gym. A (1) game suspension will be issued to be served the next game and coach/player is not allowed on team bench that game. If any player/coach accumulates three technical fouls during the season, then this player/coach will be suspended for the remainder of the season. No substitutes or replacements will be permitted for this suspended player.
- If a team accumulates 5 technicals in a season, any of the players/coaches with technicals are not allowed to play in subsequent game.
- Any one flagrant foul, resulting in technical, may result in the individual being ejected from the game.
- As a coach, you are responsible for your team's crowd and their actions. If a problem occurs the referee shall approach the coach whose team is allied with the crowd and issue a warning. If they continue to be unruly, a technical foul may be assessed against the team. If the problem persists, the coach will once again be notified, and the referee will issue a technical foul against the offending crowd's team. Further problems could result in forfeit of the game and possible suspensions of team, coaches, or fans.
- There is **ZERO TOLERANCE** regarding fighting – any punches thrown results in game(s) suspension and could lead up to removal from remainder of league. No substitutes or replacements will be permitted for this suspended player.
- The JCC reserves right to enact harsher penalty as they see fit.

# JCC Rules and Regulations

## 2022 Basketball

### High School



#### General

- Unless noted below, all other **MSHSAA** rules will apply.
- Game is played 5 ON 5. A team may play with four if necessary, however less than 4 players count as a forfeit.
- The opposing team is not required to play with 4 players.
- Each team is awarded 3 (1) minute timeouts to use at their discretion.
- Player may not play on two rosters within same grade.
- A player will be considered illegal if NOT listed on official roster & games player participated in will result in forfeit. If this affects tiebreaker, we will remove points against. Roster/ID checks may be performed at any time.
- No players may be added to roster after the third game of the season. All additions must be approved by league supervisor.
- A player will be considered illegal if he is a member of his school team (high school) and the game staff are notified at will result in a forfeit. It is League's discretion of any previous games will also result in a forfeit.
- Teams comprised of players with different grades must play in the division of the highest grade.
- Grades may be combined by the league due to enrollment. Combined grade divisions assume the rules of the oldest grade unless otherwise noted.
- League is grade-based however a player may qualify to play down a grade level if he/she has been advanced a grade but meets the age requirements of the lower grade. Contact League Supervisor for details. Proof of age/grade is required & must be made available upon request.
- Officials will bring coaches to center court before the game to answer questions and to go over rules.
- Score is kept at all age levels.
- There may be (1 or 2) scorer(s) and or timekeeper(s) as well as (1-3) official(s) per game.
- Record if team switches divisions during season will be calculated by winning % in league team switched into. Game records of past opponents are removed.
- The JCC reserves the right to change the schedule and/or split into divisions to create a more competitive and balanced league.
- High School roster and photo id checks will be performed in playoffs and as spot checks during season. Failure to provide will result in ejection from game.
- Each player is allowed five personal fouls.
- The home team listed on the schedule will wear the lighter color jersey.
- High School- It is required to have a number on the back of jersey. Failure to do so will result in a technical & the opposing team gets two free throws and possession of the ball.

#### Duration of Game

- Ten-minute grace period to start game. Game will start with 4 players
- Running clock is in effect when a team is up by 30 points (stops for time outs). Coach that is down by 30 points has the option to turn the score board off.
- Halftime is 2 minutes (Unless games are behind, then halftime may be shorter).
- Two 2-minute overtimes will be played with the clock stopping in the last minute. If a tie remains after 2 overtimes, the game will end in a tie. Timeouts do not carry over from regulation. Each team is allowed 1 timeout per overtime.
- 20-minute halves with a running clock, clock stops in last two minutes of each half. (Clock stops for timeouts and injuries)

#### Tiebreakers

- Tie breaker: Head-to-head, head-to-head point differential, average points against (in new division if switched divisions), coin flip.
- In case of a tie between 3 teams or more, Head-to-head & head-to-head point differential only apply if all teams have played one another.
- In case of any tiebreaker a forfeit is tossed out and does not count in average.

#### Basket Height/Ball Size/Court

- Games are played on regulation size court, with 10ft basket.
- Game is played with official size men's basketball.

#### Defense/Pressing

- Pressing is allowed (if a team is up by 20 points or more, the team in lead cannot press).

#### Free Throws

- Players occupying free throw lane line can enter the lane upon the release of the ball. The shooter who may not cross the free throw line until the ball hits the rim. The shooter and any players outside the 3-point arc must wait for ball to hit rim or backboard.

#### Coaches

- Limit 2 coaches on bench. Only head coach is allowed to stand up and address officials. Failure to comply will result in first time warning; second warning will result in only head coach being allowed on bench for remainder of season.
- Only head coach will be allowed to contact & speak with League supervisors. It will be the head coach responsibility to then relay the information to any assistant coaches and/or team parents.
- High School Teams must have a person over 21 years of age on your bench for all games, no exceptions. They will be responsible for the team's actions during the game. Failure to provide a 21 year or older bench coach will result in a forfeit.
- Score reporting- Coaches will verify score after game by signing the score book, score is official once book is signed.

#### Behavior

- Sportsmanship violations, including foul language, intimidation, and threat of infliction of bodily harm against game officials, staff or other participants, coaches and spectators will not be tolerated and those in violation will be subject to ejection from the game and/or suspension from future games at the discretion of the JCC Staff.
- If a coach or player receives (2) technical fouls in (1) game that individual is ejected from the game. Player shall remain in the gym on the bench, coach will need to leave the gym. A (1) game suspension will be issued to be served the next game and coach/player is not allowed on team bench that game. If any player/coach accumulates three technical fouls during the season, then this player/coach will be suspended for the remainder of the season. No substitutes or replacements will be permitted for this suspended player.
- If a team accumulates 5 technicals in a season, any of the players/coaches with technicals are not allowed to play in subsequent game.
- Any one flagrant foul, resulting in technical, may result in the individual being ejected from the game.
- As a coach, you are responsible for your team's crowd and their actions. If a problem occurs the referee shall approach the coach whose team is allied with the crowd and issue a warning. If they continue to be unruly, a technical foul may be assessed against the team. If the problem persists, the coach will once again be notified, and the referee will issue a technical foul against the offending crowd's team. Further problems could result in forfeit of the game and possible suspensions of team, coaches, or fans.
- There is **ZERO TOLERANCE** regarding fighting – any punches thrown results in game(s) suspension and could lead up to removal from remainder of league. No substitutes or replacements will be permitted for this suspended player.
- The JCC reserves right to enact harsher penalty as they see fit.