

**JCC Rules and Regulations  
2020 Basketball  
Kindergarten/1<sup>st</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 counts as a forfeit.
- The opposing team is not required to play with 4 players.
- Each team is awarded 2 (1) minute timeouts to use at their discretion.
- A 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 supervisors.
- 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 Supervisors 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.
- 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. Opposing teams will be asked to remain inside of the paint.
- At Halftime all players will shoot a free throw. Team with most made free throws will be awarded two points towards the teams point total. If made free throw amounts are tied, both teams awarded two points. If the teams have an uneven amount of players, everyone will shot however the official will only count made baskets based on team with fewest players. For example, Team A has 9 players, Team B has 7 Players. The 8th and 9th players from Team A can shoot free throws but whether they make or miss, they will not be counted in the total.
- Two 2 minute overtimes will be played with the clock stopping in the last minute. If a tie still 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 a smaller full court, with 8ft baskets.
- Game is played with (27.5) junior size basketball.

**Violations/Defense/Pressing**

- All violations called consistently. **Kndg**-violators will retain possession all season. **1<sup>st</sup> grade**-first 5 wks, violators will retain possession, last 5 wks it's a turnover.
- No pressing is allowed. Officials will ask the team to drop back if offense is being guarded on their side of the court.
- Backcourt violations (10 seconds and over-and-back) will be called if offense is not making a diligent effort to move ball to front court. No over and back violations will be called due to size of court.
- No stealing when player has controlled possession either holding ball or dribbling.
- If a steal occurs the team that had the ball stolen will get the ball back, out of bounds.
- Man to Man defense only, with no trapping of the ball handler. Help defense on the ball is allowed however the help defender must return to his man once original defender recovers. In a set offense if it impacts the game first offense is a warning. Any additional offense is two free throws and ball back to offense. No double teams.

**The Lane**

- No lane violations will be called

**Free Throws**

- Foul shots taken at tape 8ft from basket. Free throw lane violations will not be enforced. **Ex: A player jumps and lands across the line while shooting.**
- All shooting fouls will take place at the time of the foul.

**Substitutions**

- Non-injury substitutions will take place at 5 minute intervals with players lining up at half court to match up. Substitutions can also take place during timeouts with teams re-lining up at half court to match up. Clock will stop during this interval.

**Coaches**

- One coach from each team can help on the court. Coaches are not to interfere with play & are not allowed to be under the basket or in lane.
- 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** in regard to 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.