

Beaver City Jr. Jazz Basketball Rules and Regulations 1st&2nd Grade Fundamentals

General

- This league is to better develop the skills of the individuals as players and as a team. Scores and standings will not be kept. No post-season tournament.
- Five players needed for a complete team, can start with a minimum of four players.
- All boys/girls must play in at least a minimum of half (50%) of the game.
- 27.5" (youth) size basketballs will be used.
- Rim height will be 8 ft.
- Each game will begin with a jump ball at mid court. All following quarters of the game will be decided by alternating possession.
- Substitutions are allowed at any dead ball.
- Games will be officiated by the coaches.
- Coaches may be on the court to coach their team, but must stay near the sideline and/or baseline to stay out of the way of play.
- No abusive language or behavior to the players.

Timing

- Four, 8-minute quarters. The clock will continuously run, except for time outs.
- Each team will be allowed 1 time-out per half. Time-outs are 30 seconds.
- Three-minute halftime.

Fouls & Violations

- Fouls and violations related to the game of basketball will be followed, included but not limited to: traveling, double dribble, pushing, blocking, charging, moving screen, etc.
- Foul shots will not be taken. All fouls (including shooting fouls) will result in the ball being taken out of bounds.

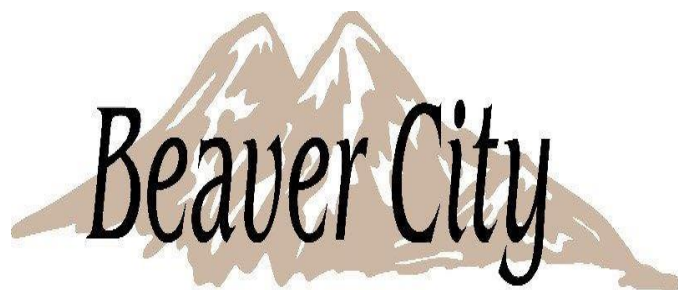
Defense

- Man to man defense only. No zone defense.
- No double teaming. Help defense is allowed but the defender must return to their original man when defender is back into position.
- No full court press allowed, defending players can pick up their man at half court.
- Once a rebound is secured defensive players must retreat to half court to play defense.

Offense

- 5-second closely guarded rule will be in effect.





Beaver City Jr. Jazz Basketball Rules and Regulations 3rd&4th Grade

General

- All boys/girls must play in at least one quarter of the game.
- Rim height will be 10 ft.
- Each game will begin with a jump ball at mid court. Possession will then alternate according to the arrow.
- Substitutions are allowed at any dead ball.
- A 28.5 size ball will be used for Boys.
- A 27.5 size ball will be used for Girls.
- Five players needed for a complete team, can start with a minimum of four players.
- No abusive language or behavior to the players or officials.
- This league is to better develop the skills of the individuals as players and as a team.

Timing

- Four, eight-minute quarters. The clock will continuously run, except for the last two minutes of the second and fourth quarters. The clock will stop on every dead ball.
- Three-minute halftime.
- Four, thirty second time outs for the entire game. Only three-time outs can be carried into the second half.

Violations

- 5-second in-the key will be called.
- No ten second rule will be called, but cannot stall.

Fouls

- Fouls will be recorded as normal.
- Fouls shots will be taken; bonus and double bonus will be in effect.

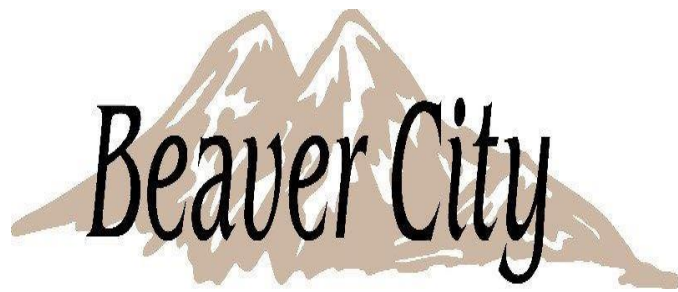
Defense

- Man to man defense only. No zone defense.
- No double teaming. Help defense is allowed but the defender must return to their original man when defender is back into position.
- No full court press allowed, defending players can pick up their man at half court.
- Once a rebound is secured defensive players must retreat to half court to play defense.

Offense

5-second closely guarded rule will be in effect.





Beaver City
Jr. Jazz Basketball Rules and Regulations
5th -6th Grade

General

- All boys/girls must play in at least one quarter of the game. Unless they miss practice or are injured.
- Rim height will be 10 ft.
- Each game will begin with a jump ball at mid court. Possession will then alternate according to the arrow.
- Substitutions are allowed at any dead ball.
- A Men's size ball 29.5 will be used for boys.
- A Intermediate size ball 28.5 will be used for girls.
- Five players needed for a complete team, can start with a minimum of four players.
- No abusive language or behavior to the players or officials.
- This league is to better develop the skills of the individual as players and as a team.

Timing

- Four, eight-minute quarters. The clock will continuously run, except for the last two minutes of the second and fourth quarters.
- Three-minute halftime.
- Four-time outs per game. Only three-time outs will be carried into the 2nd half.

- Three-minute overtime, running clock until the last minute of the overtime.

Violations

- 3-second in-the key will be enforced.
- 10-second rule will be enforced.
- Full court press will be allowed the last two minutes of the fourth quarter. Unless your team is up by 10 or more points. The defense must then return to their half to play defense.

Fouls

- Fouls will be counted as normal.
- Fouls shots will be taken; bonus and double bonus will be in effect.

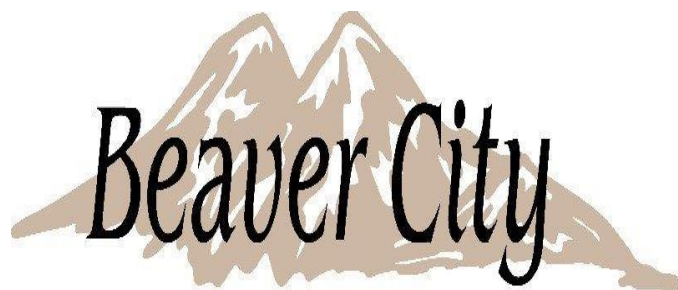
Defense

- Man- to- man defense or Zone defense is allowed. We encourage coaches to teach/use both types in games to better prepare the kids for the next level.
- Double teaming will be allowed.
- If your team is up by 10 or more points you must return to half court to play defense.

Offense

- 5-second closely guarded rule will be in effect.





Beaver City
Jr. Jazz Basketball Rules and Regulations
7th-8th Grade

General

- High School Rules, prepare your kids for the next level!
- All boys/girls must play in at least one quarter of each game. Unless they miss practice or are injured.
- Rim height will be 10 ft.
- Each game will begin with a jump ball at mid court. Possession will then alternate according to the possession arrow.
- Substitutions are allowed at any dead ball.
- A men's size ball (29.5) will be used for boys.
- A women's size ball (28.5) will be used for girls.
- Five players needed for a complete team, can start with a minimum of four players.
- No abusive language or behavior to the players or officials.
- This league is to better develop the skills of the individual as players and as a team.

Timing

- Four, eight-minute quarters. The clock will continuously run, except for the last two minutes of the second and fourth quarters.
- Three-minute halftime.

- Four 30 second time outs per game. Only three timeouts will be carried over into the second half.
- Three Minute Overtime, running clock until the last minute of overtime.

Violations

- 3-second in-the key will be enforced.
- 10-second rule will be enforced.
- Full court press will be allowed. Unless your team is up by 10 or more points. The defense must then return to their half to play defense.

Fouls

- Fouls will be counted as normal.
- Fouls shots will be taken; bonus and double bonus will be in effect.

Defense

- Man- to- man or Zone defense is allowed.
- Double teaming will be allowed.
- If your team is up by 10 or more points you must return to half court to play defense.

Offense

- 5-second closely guarded rule will be in effect.

