

JPSports Fall League 5on5 Rules

(3on3 Teams: see 3on3 Rules)
(modified 07/11/2016)



The JPSports Fall League will use high school basketball rules modified by the following:

ROSTERS:

1. Before the first game is played, each team's roster is to be finalized with the league director, after the first game is played; teams are allowed to play only with players listed on the roster.
2. Only the league director can authorize additions/subtractions from the team roster.
3. Teams are required to have at least 4 players from the roster present at the start of each game.
4. An Official Team Roster Form must be completed for each team, with ALL Parent/Guardian Signatures, and all players listed, prior to the first game.
5. A PLAYER may play on two different teams, so long as the player is properly rostered on each team before the first game is played, AND so long as each team is in a different division. A Player may NOT play on two teams in the same division. Division = Age Group + Skill Level. (For example, the player may play on a 4th Grade Gold team AND on a 4th Grade Silver team; or on a 4th Grade Gold team AND on a 5th Grade Silver team).
6. If any players do not play in at least TWO regular-season games, that player / those players are not eligible to play in the post-season playoffs / tournament games.

UNIFORMS: Each team must come with a light and dark jersey. The visiting team (listed 2nd on the schedule) should change jerseys if a color conflict exists.

AFTER THE GAME – REPORTING OF SCORES: The winning team is responsible to report the score via the website: www.justplaysportscolorado.com (login directions and passwords will be sent via email to all coaches)

FORFEITS: A team must have at least 4 players to begin the game. At 5 minutes past game time, the referee can declare the game a FORFEIT if at least 4 players are not present. The winning team in the case of a forfeit is awarded the score 1-0. If, after the 5 minute grace period, the forfeiting team has enough players to play (at least 4), and the other team consents to play the remaining time left, the game will be considered official (the other team MUST consent, and there will be no asking for a forfeit after you consent to play)

PRIOR TO EACH GAME:

1. Each team is to provide a volunteer for one of the following two positions: 1) Scorekeeper, or 2) Timekeeper.
2. Each team is responsible to bring their own score book or score sheet, and time keeping device (a stopwatch or wristwatch with timer / stopwatch feature).
3. The Scorekeeper and Timekeeper should make themselves known to each other, each coach, and the referee.
4. If a game clock is provided at the court, it should be used; if not, a stopwatch or wristwatch with timer or stopwatch feature should be used.

GAME BALL / BALL SIZE: The Home Team should provide the Game Ball. Boys teams, grades 5 and up will play with an Official Size Basketball; Boys teams, grades 2, 3 and 4 will play with an Intermediate / 28.5 / Women's Size Basketball; All Girls teams all grades will play with an Intermediate / 28.5 / Women's Size Basketball

EXCEPTIONS FOR 3RD & 4TH GRADERS:

1. 3rd and 4th Grade Boys Teams will use the 28.5 / Intermediate / Women's Size Basketball
2. All 3rd and 4th Grade players will be allowed to shoot free throws from 24 inches (2 feet) inside the free throw line.
3. The "3-second" rule will be extended to 5-seconds allowed in the key.

GAME TIME: Each game will consist of four 6-minute, stop-clock quarters, with the clock stopping on all dead balls. If the score differential is 15 or more points in the last two minutes of the fourth quarter, then the clock will not stop except for injury or time-out.

HALFTIME: Halftime will be five minutes.

TIME-OUTS: Each team will have two full time-outs per half. Unused time-outs cannot be carried over in the second half or overtime periods.

OVERTIME: If a game ends with a tie score, the teams will play a two-minute stop-clock overtime period, with the clock stopping on any dead ball. The overtime period begins with a jump ball at center court. Each team will have one time-out. If the game is still tied at the end of the overtime period, then the game will begin a sudden-death period. The sudden-death period begins with a jump ball at center court. Each team will have one time-out in the sudden death overtime period. The first team to score any combination of two points will be the winner

- ONE FREE-THROW WILL NOT WIN THE GAME IN THE SUDDEN-DEATH OVERTIME PERIOD.
- TWO points must be scored to win in the sudden-death overtime period.
- This is NOT, "win by two," rather it is "first team to score two points" (or more than two points).

FACILITIES: Coaches are responsible to make sure their players, parents, and spectators follow the gym rules and respect the property at all facilities. All players and spectators are to remain in the gyms except when entering, exiting, or using the restrooms.

SPORTSMANSHIP: In the interest of the game, the participants, and everyone involved, there will be increased discipline and zero tolerance against game disruption, violence, and verbal abuse – NO ONE WILL BE EXCLUDED FROM THIS POLICY. Violent behavior by player, coach, or spectator is grounds for dismissal from the event.