

## JEFFCO BASKETBALL CONFERENCE - Winter Youth Basketball League

# Rules Summary

This document is a summary of the Rules most commonly referenced at game time. The official rules should be referenced when necessary, and will take precedence over this summary if there is a conflict.

<b>GAME TIME / WARM UP</b>	<ul style="list-style-type: none"> <li>- 5 minutes for warm up; 5 minutes for half time; 2 minutes between quarters; 1 minute per timeout (4 per game).</li> <li>- Games shall not be permitted to start earlier than the scheduled game time (in consideration of family and spectators traveling to watch games, or players arriving late or only 5 minutes early; and regardless of the influence of coaches' referees' or other reasons - games should start at game time.             <ul style="list-style-type: none"> <li>- This rule cannot be protested after the start of the game; a team can refuse to start the game early without penalty, but once the game is started, there can be no protest of an early start.</li> </ul> </li> </ul>
<b>GAME CLOCK:</b>	<p>Most divisions will play four 8 minute quarters, with a Running Clock. The clock will stop during foul shots, time outs, or any undue delay (injury, etc.). The clock will stop on any referee call in the <b>Last 2 Minutes of 2nd &amp; 4th quarters</b>, unless one team leads by 20 points or more in the 4th quarter. If a team leads by 20 points or more in the 4th quarter, the clock runs at all times, including on free throws, but will stop for time outs. (Exception: JeffCo Gold Divisions: 6 minute stop-clock)</p>
<b>OVERTIME:</b>	<p>If the game is tied after regulation, a three minute overtime period is played. If still tied after overtime, a sudden death period will be played where the first team to score a point is the winner - free throw or field goal. Clock stops on all dead balls and referee calls in the last two minutes of overtime.</p>
<b>TIME OUTS:</b>	<p>Each team gets 4 time outs per game during regulation play, and one time per per overtime period. Timeouts are cumulative. (JeffCo Gold: 2 timeouts per half)</p>
<b>FREE THROWS:</b>	<p>Teams will shoot bonus (1 and 1) on 7th foul per half, and double bonus (two shots) on 10th foul per half.</p>
<b>FREE THROW LINE:</b>	<p>All 2nd &amp; 3rd grade teams and 4th grade Div B and C teams are allowed to shoot free throws 24 inches in front of the free throw line. 4th grade Division A teams, and all 5th grade teams and older must shoot free throws from the regulation line.</p>
<b>3-SECOND LANE:</b>	<p>2nd &amp; 3rd grade teams and 4th grade Division B &amp; C teams are allowed 5 seconds in the lane. 4th grade Division A teams, and all 5th grade teams and older are allowed only three seconds in the lane.</p>
<b>FULL COURT PRESS:</b>	<p>2nd &amp; 3rd grade teams and 4th grade Division B &amp; C teams may not press. 4th grade Division A teams, and all 5th grade teams and older can press. No pressing is allowed if a team is ahead by 20 or more points in the second half.</p>
<b>ZONE DEFENSE:</b>	<p>For 2nd Grade, 3rd Grade, and 4th Grade B and C divisions, NO form of zone defense will be allowed. This includes no form of a full or half court zone trap. Double teaming of the ball outside the lane is NOT allowed. Help-side defense IS allowed to prevent an offensive player from going one-on-one to the basket. Double teaming in the lane is also allowed. (This rule is explained in more detail in the Official Rules). --FIRST OFFENSE: Verbal Instructions and Warnings should be given when an advantage is not taken by the defense. If the defense does not adjust to Verbal Instructions and Warnings and/or an advantage is taken by the defense, an <b>Official Warning</b> should be given (blow whistle, stop play, document in scorebook); --SECOND OFFENSE: Technical Foul (Administrative Technical - not a player or team foul) (For 4th Grade "A," and all 5th Grade and older divisions, any high school rule-abiding defense is allowed)</p>
<b>SCOREKEEPING &amp; OFFICIAL PLAYER PLAYING TIME FORM:</b>	<p>At the beginning of the game, each team must designate a volunteer to be the official scorekeeper: one will operate the game clock and scoreboard, and the other will keep the scorebook; the home team has the option of choosing which position to fill. The volunteer keeping the scorebook will also keep the Official Player Playing Time Form (only for divisions requiring the Mandatory Play Rule and the Mandatory Sit Rule), and document when players start, substitute in and out, and when the players play the full quarter or sit the full quarter. If agreed upon by both teams, a 3rd volunteer from either team may join the score table to keep the Official Player Playing Time Form; but this 3rd volunteer MUST sit at the score table for the duration of the game</p>
<b>MANDATORY PLAY RULE:</b>	<p>For some divisions, each player must play one full quarter (i.e. - 8 consecutive minutes). <b>This Rule applies to</b> all 2nd Grade, 3rd Grade, 4th Grade, and 5th Grade divisions <b>This Rule does NOT apply to</b> all 6th, 7th, and 8th Grade divisions See Official Rules for more details and how to proceed if a team is in violation.</p> <p>At the end of the 3rd quarter and PRIOR to the start of the 4th quarter, the head coaches of each team should meet together at the scorer's table and confirm all players have played at least one full quarter (eight (8) consecutive minutes: from the beginning whistle to the quarter-ending horn); if any player is identified during this meeting to have not played at least one full quarter, that player must play the entire 4th quarter. If the player identified does not play the entire 4th quarter play (or sit the entire 4th quarter in the case of the Mandatory Sit Rule), then the opposing coach must immediately protest to the referee, and the game should be immediately forfeited by the team in violation and the opposing team should be awarded the win.</p> <p>The protesting team must collect the Official Player Playing Time Form - WITH referee signature confirming rule violation - and report the violation to their area president within 24 hours of the game.</p> <p>If this process is forgotten, neglected, delayed, or omitted, and there is no meeting with both coaches at the scorer table at the end of the 3rd quarter - and the 4th quarter begins, then each team loses their right to protest the game due to violation of this rule. Protests for violation of the Mandatory Play rule and protests for the Mandatory Sit Rule will NOT be accepted after the conclusion of the game. The violation MUST be corrected prior to the start of the 4th quarter, or the game result will be final. <b>REFEREES:</b> please allow 30-60 seconds for this meeting at the end of the 3rd quarter.</p>
<b>MANDATORY SIT RULE:</b>	<p>For some divisions, In addition to each player playing one full quarter, each player must also sit out for at least one full quarter. The mandatory sit rule does not apply if a team only has six or five players available, or if a player is injured or fouls out.</p> <p><b>This Rule applies to</b> all 2nd Grade, 3rd Grade, 4th Grade B, 4th Grade C, 5th Grade B, and 5th Grade C divisions <b>This Rule does NOT apply to</b> 4th Grade A, 5th Grade A, nor to all 6th, 7th, and 8th Grade divisions</p> <p>See Mandatory Play Rule for process of tracking playing time and use of the Official Player Playing Time Form.</p>

## JEFFCO GOLD DIVISIONS

**RULES:** JeffCo Gold teams will play by Gold Crown rules: 6 minute stop-clock; 2 time-outs per half; free substitution, no mandatory play, etc.