

POCATELLO PARKS & RECREATION
JUNIOR JAZZ BASKETBALL
7TH/8TH GRADE BASKETBALL RULES

Rules will be governed by the National Federation Rulebook used by the I.H.S.A.A., with the following amendments:

Rule 1 **PLAYER ELIGIBILITY / TEAM ROSTERS**

A. The league is open only to 7th OR 8th grade boys and girls that **are Home Schooled or attend school in the POCATELLO, CHUBBUCK & FORT HALL SCHOOL DISTRICTS.**

Coaches are responsible to make sure that their team does not have any players outside **SCHOOL DISTRICT 25 & 512** areas on their team. Discovery of illegal players on any team will result in their dismissal from the league and forfeiture of all games in which they participated.

B. Individual players participating on a sanctioned school team around the Pocatello area may participate in the league only as an individual player, not associated with any other players from their sanctioned team.

C. Sanctioned school teams around the Pocatello area are not allowed to participate in the league.

D. Players are to remain with the same team for the entire season. There are no exceptions to this rule.

E. Previous years 6th or 7th grade team rosters should remain intact as this years 7th or 8th grade team roster. The only exceptions to this rule, subject to final approval from the Parks & Recreation Department, are as follows:

1. **Coach not returning** to coach this year.
2. **Player(s) moving out** of town creating a vacancy on a team.
3. **Coach/player or coach/parent problems** existing from previous year's team. The coach and parent(s) will be required to come in to the Parks & Recreation Department in order to justify any desired change.
4. **Pre-existing teams from same elementary schools that are now attending different middle schools** are encouraged to but not required to stay together as a team. They may play with other 7th Graders from *their new middle school area* if desired.
5. **Team Make Up** should be from one school area if at all possible. Teams must have a minimum of 8 players to be a legal team. Teams formed by volunteer coaches are allowed **two out of area players** on their team. Teams formed by the Parks & Rec Staff may be comprised of players from any area of town and in any amount of different area players as is needed to form a team.

Rule 1 **PLAYER ELIGIBILITY / TEAM ROSTERS (cont)**

6. **Coaches will not be allowed** to assemble players from all four middle schools in order to create an

all-star team. The Parks & Recreation Department retains the right to make the final decision on all matters of player movement and players playing out of area. Proposed player movement will be disallowed if it is deemed to be counterproductive to the overall objectives of the program.

E. Team Roster Size for Players All teams should have 10 players. The Parks & Recreation Department reserves the right to assign 10 players to all rosters. Coaches need to make every attempt to fill out their rosters to 10 players. The Parks & Recreation Department will not assign any team more than 10 players. Teams can have up to 12 players if they so desire (**not recommended**). *Coaches are reminded that having more than 10 players on your roster will create a playing time hardship on all of the players. It is because of the playing time hardship created by an excess of 10 players that we strongly encourage all coaches to limit their team rosters to 10 players.*

Rule 2

TIMING OF GAMES / GAME ADMINISTRATION

A. The game will be played as follows:

1st Half: 17 minutes of running time (clock stops only for mandatory substitutions, time outs and injuries).

2nd Half: 17 minutes of running time (clock stops only in last three minutes if within 10 points, timeouts and injuries).

Overtime: 3 minutes of regulation time. A maximum of two overtimes will be played. If the score is tied at the end of the second overtime, the game will end in a tie.

B. Timeouts: Each team will have 3 full time outs per game. Teams will receive one extra full time out per overtime period.

Rule 3

PLAYING TIME REQUIREMENTS AND SUBSTITUTIONS

A. A team with 10 players will have each player play: a minimum of 8 minutes* per game, 8 minutes in the 1st Half. No player in this situation will be allowed to play the entire game. *(exact time may vary if the player is injured or gets into foul trouble & must be removed from the game).

B. A team with 6, 7, 8, or 9 players at a game will: have all of their players sit out a minimum of 3 minutes during each game. No player in this situation will be allowed to play the entire game.

C. Teams with only 5 players at a game will: be allowed to have their players play the whole game.

Rule 3

PLAYING TIME REQUIREMENTS AND SUBSTITUTIONS (cont)

D. Disciplinary Procedure: Coaches do have the right to limit a players playing time or hold players out of games due to illness or disciplinary action. Coaches **must** notify the scorekeeper **prior to the start of any game** if a player will be held out of the game and for The reason he or she is being held out. Coaches are reminded that the purpose of the program is to allow all players to play as much time as possible!

E. 1st Half Requirements: Everyone will play a minimum of 8 minutes. All starters will play the first

8 minutes of the game. At the first dead ball situation that occurs near the 8:30 minute mark, the timer will stop the clock for a mandatory substitution. At this time all of the players that were on the bench must go in and play the remainder of the 1st Half. Teams with less than 10 players will be allowed to make one substitution for the player(s) that didn't come out at the mandatory substitution break using the starting players that did come out at the mandatory substitution break.

F.1. 2nd Half Requirements: All playing time and substitutions are dictated by the head coach. The head coach is allowed to play any player for any length of time provided he/she sat out required time in first half. Any overtime period is an extension of the 4th Quarter. Overtime periods have the same playing time rules as the 4th Quarter.

F.2. EXCEPTIONS for 4-E & 4-F: (1) Medical problems such as asthma, (2) Disciplinary purposes, (3) Injuries that occur during the game that require the injured player to be replaced and (4) Foul trouble in the 1st Half or 3rd Quarter {1st Half foul trouble is a player with 3 or 4 fouls; 3rd Quarter foul trouble is 4 fouls}.

G. Players in foul trouble do not have to be removed when they get into foul trouble. Coaches are reminded that players can foul out of the game and will lose their remaining playing time if they are not removed from game when they first get into foul trouble.

H. Teams with more than 10 players will need to work out a season long substitution rotation to distribute the playing time as equally as possible to avoid having the same player or players always playing less than 10 minutes in one game every week.

Rule 4

STARTING & FINISHING THE GAME

A. The game will begin when each team has a minimum of 5 players on the court. Games cannot begin with less than 5 players on the floor for either team.

B. The game will end when: (1) the score is not tied at the end of the 4th Quarter or 1st Overtime period; (2) the score is tied at the end of the 2nd Overtime period; or (3) when all but one player remains on the floor for one team due to other players fouling out.

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Rule 5

DEFENSE & OFFENSE RULES

A. Coaches may employ all defenses and offenses that are common to the game of basketball. There aren't restrictions on zones, presses, illegal offenses, etc. **Exception: Teams can't full court press when up 20 or more points.**

Rule 6

PLAYER, COACH AND PARENTS SPORTSMANSHIP

A. Good sportsmanship must be stressed by all coaches, players, and spectators. Winning the game should be everyone's goal but not at the expense of unsportsmanlike behavior from anyone! Any unsportsmanlike behavior occurring from players, coaches, parents will be reviewed by the Pocatello Parks & Recreation Staff. Disciplinary action (suspensions, banishments, etc.) will be taken if deemed necessary.

Rule 7

FOULS & PENALTIES

A. 5 personal fouls on one player results in the disqualification of that player from the game. Technical

fouls on a player are also counted as personal fouls and team fouls towards the bonus. Administrative technical fouls do not count as player or team fouls but do count as a technical foul on the head coach.

B. 7 team fouls on one team in one half puts the other team in the bonus free throw situation. 10 team fouls on one team puts the other team in a double bonus (two shots) situation.

C. Unsportsmanlike Technical Fouls: (1)

Unsportsmanlike technical fouls and intentional fouls are assessed to the offender and the head coach.

PENALTY: Each technical foul and intentional foul awards 2 points and possession of the ball for the offended team.

NOTE: If a coach receives two technical fouls in one game due to poor sportsmanship he/she must leave the building. The coach will also not be allowed to coach their next scheduled game. If a coach refuses to leave the building after receiving 3 technical fouls, the game will be forfeited immediately and the coach will be banned for the rest of the season.

(2) *Player technical fouls* are assessed to the offender. The first technical foul on a player requires that the player sits out for a minimum of two minutes of actual game time. The player will not be able to return to the game until the two minute penalty is over and there is a dead ball situation that allows player substitutions. Two technical fouls on a player is an automatic disqualification. **PENALTY:** Same as in C-PENALTY.

Rule 8

D LEAGUE / RECREATION LEAGUE ROSTER DIFFERENCES

A. Players participating in the D League in November and December will be allowed to play in the Recreation League. Any roster with D League players must still fulfill the geographical/school boundary requirements listed in pages 1 & 2, Rule 2-5 & 2-6.