



City of Saratoga Springs Recreation
JR JAZZ BASKETBALL
BOYS & GIRLS 9th-12th GRADE
RULES

Specific Rules and Guidelines

High School Basketball rules will govern play with the following modifications:

- A. Play will consist of two (2) twenty-minute halves with the clock stopping during the last two (2) minutes of each half only. If one team is leading by 15 points or more in the second half only, the clock will continue to run during the last 2 minutes. Half time will be 3 minutes.
- B. Timeouts: 2-one-minute timeouts per half (these do not carry over).
- C. One (1)-one minute time-out given for each overtime (these do not carry over).
- D. Forfeits: A five (5) minute grace period will be given at the scheduled game time before a forfeit is declared. The minimum number of players to start and continue a game is four (4). If the 4th player arrives before game time or during the grace period, the game will then begin at game time or as soon as the player arrives during the grace period. Once the 5th player arrives, they may enter the game at the next opportunity. Forfeited games will not be officiated. Repeated forfeits will not be tolerated. **On your 2nd forfeit the team will be dropped from the league.**
- E. Defense: Man-to-Man or Zone may be played. Full-court press may be played at any time. The exception is when a team is 15 points or more ahead, that team will not be allowed to full-court press. The other team may continue to press. Once the point differential has dropped below 15 points full-court press may be resumed.
- F. Bonus shots will be given after 7 team fouls have been committed in one half. After 7 team fouls a player will be given a one-and-one opportunity. After 10 team fouls it will be double bonus with the player receiving two foul shots.

G. Overtime:

- a. Overtime will consist of one 3-minute period with the clock stopping during the last minute only.
- b. Each team will be given one (1)-one minute time-out for overtime (these do not carry over.)
- c. Team fouls stay as they were at the end of the normal game time and are not reset for the overtime.
- d. If after the overtime period the teams are still tied, the game will end in a tie. Except during tournament play. Tournament play will have as many overtimes as needed to determine a winner.

H. Player Eligibility:

- a. Players may only participate on one team in the league at a time.
 - b. All players must be added to the team roster by the end of the team's 3rd season game. No players may be added to the roster after this date.
 - c. Players must be on the roster **BEFORE** they are allowed to play.
 - d. Players must participate in a minimum of 4 season games to qualify to play in the tournament.
 - e. All players need to check-in with the site supervisor prior to their scheduled game time. It is recommended that players arrive and check-in at least ten minutes prior to game time. All participants must show a valid school ID with picture before **EVERY** game.
 - f. If a player is homeschooled then they must submit a birth certificate to verify age to the recreation office prior to being allowed to play. Once a birth certificate is on file a driver's license or passport may be used as photo ID at games. If a player does not have either of these forms of ID they can contact the recreation office to obtain a temporary season Jr. Jazz photo ID.
 - g. An illegal player is a participant who is not registered on the team's roster or is not enrolled in the correct league. The penalty for using an illegal player is that the said game will be a forfeit if recognized and reported by either the recreation department or the opposing team. If an unregistered player plays under the name of another player on the roster, both the registered player and the unregistered player become ineligible to participate for the remainder of the season. If a team is caught a second time their team will be dropped from the league or tournament with no refund.
- I. Any player hanging on the rims before, during, or after the game will be given a technical foul. This applies before, during, or after a game. It is a Code of Conduct violation if it occurs before or after the game and can be enforced in your team's next scheduled game. Players can also be suspended for a minimum of one game. You may dunk the ball in the course of the game, but you may not hang on the rim unless it is, in the judgement of the officials, to protect yourself and others. Any player responsible for damage will be charged for the damage.
- J. All teams must have an adult, 21 years or older, sitting on the bench for all 9th/-12th grade games.
- K. Only two coaches and rostered players are allowed on the bench during games.
- L. Reversible jerseys with two colors and numbers printed on both sides are required by your first regular season game. No duplicate or taped numbers allowed.
- M. No jewelry, bobby pins, barrettes, beads, rings, necklaces, bracelets, watches, bandanas, hats, casts, anything made of hard plastic, or any other items deemed unsafe by an official may be worn. Athletic tape may be used to cover an item that is difficult or impossible to remove, excluding earrings.
- N. If a league is combined with another City rules may change slightly depending on that City.

PLAYER/COACH CONDUCT

A. Technical Fouls

- a. Everyone, including spectators will be expected to display good sportsmanship at all times. Rude, disruptive or any other will not be tolerated.
- b. If a player receives a technical foul they will sit out for ten (10) minutes of game time from the time it was given. Players receiving technical fouls with less than ten minutes in

the first half will sit the remainder of their time in the beginning of the second half. If there is less than 10 minutes left in the game, the remainder of their time will be assessed the beginning of the next scheduled game. If a coach receives a technical foul, they must remain seated on the bench for the remainder of the game.

- c. If a second technical foul is received during a single game or during the duration of the season, a minimum one game suspension will be assessed. If the player or coach who got ejected does not leave the premises within 2 minutes their team will forfeit the game.
 - d. A third technical foul will result in the player or coach being suspended for the remainder of the season at a minimum and possibly a lifetime suspension at a maximum.
 - e. If a team receives seven (7) cumulative technical fouls throughout a season the team will be dropped from the league for the remainder of the season and NO refund will be given.
- B. Fighting
- a. Any player or players in a fight with other players, spectators, facility guests, game officials, or other Recreation Staff will be suspended from the league for the remainder of the season at a minimum and lifetime at a maximum.
 - i. Fighting includes but is not limited to: punching, kicking, slapping, hitting, hand gestures, etc. (contact is not required)
 - b. Individuals involved in any physical altercation may also be prosecuted.
- C. Language
- a. The use of profane, insulting, or abusive language will not be tolerated. This type of language may and can result in a technical foul. Specifically, the F-Word will not be tolerated. Any use of this word will result in an automatic technical foul. If the word is used again in the same game a second technical foul will be given resulting in the player being ejected and will serve a one-game suspension.
- D. Unsportsmanlike Conduct
- a. Saratoga Springs Recreation shall have the authority to disqualify, suspend or remove any manager, coach, player, spectator or teams that conduct themselves in an unsportsmanlike manner before, during or after a game.
 - b. Game officials and scorekeepers are required to file written reports of unsportsmanlike conduct by the close of the next business day following the incident. Such incidents include but are not limited to:
 - i. Fighting
 - ii. Unsportsmanlike Acts
 - iii. Verbal Abuse towards players, officials, scorekeepers, other staff, etc.
 - iv. Threats
 - v. Technical Fouls
 - vi. Ejections
 - vii. Unruly Players, Coaches, Fans and/or Spectators
- E. Sportsmanship and Tournament Play
- a. Sportsmanship scores will be tracked throughout the season. If a team at the end of the season has a sportsmanship score less than three, they will not qualify for the post-season tournament.
- F. No protest will be allowed for this group.
- G. The buildings we use, and the custodians who work there, will be treated with the utmost respect. Any problems, reported to the City of Saratoga Springs recreation, may result in a player or coach being asked not to participate. Please help us keep the facilities we use clean.

THE SARATOGA SPRINGS RECREATION STAFF DECISION IS FINAL IN ALL CASES!



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