

5on5 GAME RULES for JPS TOURNAMENTS & FALL LEAGUE



(Last modified: 8/10/2024) CHSAA / NFHS Basketball Rules apply to the league or tournament, except as modified below:

1) ROSTERS, WAIVERS, & UNIFORMS

- A. ROSTERS: The Coach / Team Manager must create the Team Roster using the JPS website Roster procedures.
- B. ROSTERS: Each Player must complete the Online Roster procedure and be added to the team roster by Wednesday, Week of First Game(s).
- C. ROSTERS: Teams are allowed to play only with players listed on the Team Roster. A player may not play on two teams in the same division. (new Aug, 2023): A player may NOT switch teams mid-game. Whether on the bench or checked into the game, that player may NOT play in another game until the conclusion of the original game.
- D. UNIFORMS: home team (first team listed) or higher seed should wear light jerseys. Disputes will be settled by the referee.

2) SCOREKEEPING, GAME DURATION, TIMEOUTS, FOULS, ETC.

- A. SCOREKEEPERS: Each team must provide a volunteer to operate the scoreboard or keep the official score sheet.
- B. GAME TIME: Games should start at scheduled Game Time, not sooner. If court is behind schedule, minimum warm-up time should be allowed.
- C. GAME CLOCK: All Divisions will play **four, 10-minute quarters**, with a RUNNING CLOCK at all whistles; Half-time is 2 minutes. There will be a 30-second timeout between Q1 and Q2, and again between Q3 & Q4. If a court is behind schedule at the beginning of the game, Half-time may be reduced by the gym supervisor.
- D. GAME CLOCK: Clock will stop for timeouts, and will stop on each whistle **for the last TWO minutes of Q4**.
- E. MERCY RULE: If there is a 20-point lead or greater in the last TWO minutes of Q4, the game will be CALLED.
- F. TIMEOUTS: (**TWO**) 45-second timeouts per team per game. Timeouts are cumulative. The clock will stop during timeouts.
- G. FOULS: **2023-2024 CHSAA / NFHS rules apply to all divisions: 5 fouls per player, When in the BONUS (5th team foul each quarter), teams will shoot 2 foul shots.**

3) OVERTIME

- A. **2-minute stop-clock overtime period** will be played if tied at end of regulation. **Timeouts** reset to 1 Timeout each team.
- B. 4-minute running clock Sudden-death overtime period will be played if still tied after the 2-minute overtime, where the first team to score a point (free-throw or field-goal) wins.
- C. If still tied after the 4 minute sudden death period, site-director may call the game, and determine a winner by coin-flip.

4) EXCEPTIONS TO THE RULES FOR YOUNGER TEAMS

- A. Younger teams playing up in age shall play by the rules for the division they are playing in.
- B. **FULL COURT PRESS:** Boys' 4th Grade Gold Division Teams may Press. For all other 4th Grade & younger divisions, full court press is not allowed, and NOT if 20-point margin at any time for either Boys or Girls teams 4th Grade and younger.
- C. **FREE THROW LINE** shall be moved 24" closer to the basket for 4th Grade and younger teams.
- D. **3-SECOND RULE:** shall be extended to 5 seconds allowed in the key for 4th Grade and younger teams.
- E. **BALL SIZE:** 5th Grade & younger boys' divisions shall use the 28.5 / Intermediate / Women's Official Size game ball.

5) SEEDING RULES FOR PLAYOFF GAMES FOR TOURNAMENTS (DOES NOT APPLY TO FALL LEAGUE)

- A. Some divisions will play pool play games only – winner is team with best win/loss record.
- B. Some divisions will play pool play games and then be seeded into a single-elimination playoff bracket, where the team with the best Win/Loss Record will be the higher seed. Win/Loss Record: team with best record is the higher seed.
- C. If tied Win/Loss Record, Seeding is based on the following criteria; seeding position is final once seeded, even if an error is found:
 - 1) Number of wins; 2) Head to Head winner if played; 3) Point Differential in Head to Head games played: max 15 points;
 - 4) Point Differential in pool games played: max 15 points; 5) Total points allowed; 6) if still tied, on-site Director will determine.

6) CODE OF CONDUCT: FOR FACILITIES, SPORTSMANSHIP, PROTESTS, USE OF VIDEO, IN-GAME OFFICIATING, ETC.

- A. All participants, players, coaches, spectators, parents, siblings, officials, etc. shall abide by the JPS Code of Conduct Policy, found posted in the facility, and / or part of the team & player registration and rostering process, and / or on the JPS Website: www.justplaysportscolorado.com