

*Revised Jan 2025. JeffCo League Basketball follows NFHS rules with the exceptions below:*

### **Team Rosters**

1. Teams should be grade specific if possible. For league and tournament play, teams with any 8<sup>th</sup> graders must play in the 8<sup>th</sup> grade division.
2. Players may only play for one team and must attend the school the team represents, unless approved by the league board. Violation may result in team forfeit.
3. Prior to each game, teams must provide a roster with player names and numbers to the opposing coach. The home team is responsible for providing two volunteers for the score table and submitting the scoresheet (signed by both coaches) to the home agency.

### **Equipment & Attire**

1. Ball Size: Girls- 28.5" / Boys- 29.5"
2. Teams are required to wear like-colored shirts/jerseys with numbers. If teams have same-colored jerseys, the home team should wear pinnies. Jerseys must be tucked in and may not be altered in any way.
3. Athletic shorts or pants are required, no jeans. Athletic shoes with non-marking soles are required.
4. Jewelry shall be removed, except small secured jewelry (stud or post) worn above the chin. Soft material hair accessories only.

### **Game Play**

1. Games will consist of 4 8-minute quarters. 5- minute warmup between games if time allows. Half-time will be 3 minutes.
2. Running clock, except for timeouts, injuries and the last 2 minutes of the game if the point differential is less than 20. Each team is allowed two 1-minute timeouts per half.
3. Full court defense is only allowed in the last 2 minutes of the game. The leading team cannot full court press in the last two minutes of the game if the point differential is 20 or more. Penalty- defensive violation and defense must move behind the half court line or personal foul if defensive contact is made or for multiple infractions, at the discretion of the referee.
4. Free Throws- Two free throws are awarded for a common foul beginning with the team's fifth foul in each quarter, and team fouls reset at the end of each quarter. Players in marked lane spaces may enter the lane when the ball is released by the shooter.
5. Overtime Rules- 2-minute overtime period with stop clock rules. Regular season games tied after one overtime period will remain a tie. Each team is allowed one, 1-minute timeout during the overtime period. Timeouts do not carry over from regulation. Tournament play only- if 2<sup>nd</sup> overtime is needed, the first team to score wins.
6. If the point differential is 20 or more, starting at the next dead ball, the leading team must pass the ball at least 3 times to 3 different players after crossing half court before attempting a shot. No additional passes are required after an offensive rebound, from a legal shot, before attempting another shot. Penalty- offensive violation (game stops and ball is awarded to the other team) and points do not count. Once in effect, this rule will stay in effect until the next dead ball after the point differential falls to 15 or less. This rule will go back into effect at the next dead ball if the point differential becomes 20 or more.

## 7. Playing Time / Substitutions:

- a. This program is based on all players receiving equal playing time.
- b. Substitutions are required after each 4 minutes of game play including between quarters. An official timeout (non-coaching) will be called at the best opportunity near the 4-minute mark of each quarter. Players **must** check-in at the score table before entering the game. Players may not play more than two consecutive 4-minute rotations. Exceptions:
  - i. In the last 4 minutes of the game, free substitution is allowed on any dead ball.
  - ii. Substitutions are allowed for injuries, disqualifications, etc. and do not count against **any affected** substitution players' rotations.
  - iii. If a team has 8 players or less, the consecutive rotation rule does not apply, but all other substitution rules still apply.
- c. See scoresheet for min and max rotations per player.

# of Players	6-8	9-11	12+
Minimum # of Rotations (before free subs)	4	3	2
Maximum # of Rotations (before free subs)	6	4	3

- d. Penalty for Incorrect Substitution – **1 (per game)** Technical foul on coach and **immediate** correction to substitution.
  - i. **Each substitution round with a substitution violation will result in automatic 2 points.**
- e. Players must check in with score table no less than 30 seconds prior to entering the game.
  - i. Coaches who fail to have their players check in will receive a first offense warning, a second offense technical, and a third offense second technical.
- f. **If a player arrives or leaves after halftime all players have to be within 1 of their starting min/max rotation count.**
- g. Coaches must make an honest attempt to play all players in the last quarter.

## Player Conduct

1. Good sportsmanship toward opponents, referees, spectators, and staff is always required. All players and parents must sign the JeffCo League Agreement before playing. All players and coaches are expected to help maintain a family-friendly atmosphere. Prohibited behavior includes, but is not limited to:
  - a. Shoving, striking, or threatening a league official, referee, player, or spectator.
  - b. Refusal to abide by the referee's and/or league official's decision.
  - c. Use of foul or abusive language or gestures
  - d. Participating while under the influence of alcohol or drugs
2. Technical/Flagrant Fouls
  - a. Automatic two points and possession awarded to the opposing team.
  - b. Player receiving a technical or flagrant foul must sit a minimum of one full substitution rotation (4 minutes) before being allowed to re-enter the game. All technical and flagrant fouls must be recorded on the scoresheet and reported to the agency coordinator within 24 hours.
  - c. If the same player/coach commits two technical or flagrant fouls in one game or season, that player/coach will be ejected from the game and suspended for their team's next scheduled game.
  - d. Additional sanctions may be added at the discretion of the league disciplinary committee.
3. Teams are responsible for cleaning the bench area after games. All substitutes must remain in the bench area during the game.