

JEFFERSON COUNTY BASKETBALL CONFERENCE BYLAWS, RULES AND REGULATIONS

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1. THE LEAGUE

1.1 The Jefferson County Basketball Conference (JeffCo) is a basketball league divided into a possible four divisions:

- 1.1.1 "A" Competitive Division
- 1.1.2 "B" Recreational Division
- 1.1.3 "C" Recreational Division
- 1.1.4 "JeffCo Gold" Division (Gold Crown and other Competitive / Traveling League Teams Permitted)

1.2 The League is comprised of boys and girls, playing in 2nd through 8th grade levels.

1.3 Participating teams shall be sponsored by one of the following Member Area Organizations:

- 1.3.1 Green Mountain / Alameda / Lakewood / Wheat Ridge
- 1.3.2 Bear Creek
- 1.3.3 Dakota Ridge
- 1.3.4 South JeffCo
- 1.3.5 Golden

1.4 These By-Laws shall take precedence over local board By-Laws and Rules when there is a conflict.

1.5 Players shall register with their respective area at such time and place as shall be designated by the area, or a team may be sponsored by a participating area.

1.6 All Coaches shall adhere to the Coaches Code of Ethics: See appendix A

- 1.6.1 All Coaches must pass a criminal background check
- 1.6.2 All coaches must complete a concussion training course
- 1.6.3

Conduct Policy and Review Procedure : See appendix B Parent and Player Code of Conduct: See appendix C

1.7

1.8 VOTING: Votes to change any of the rules set forth herein must require a vote either by proxy or in person for every area to be considered valid. A simple majority of those votes will carry/defeat any motion that is placed before the board.

1.9 In matters other than rule/bylaw changes (example: protests, disciplinary actions, etc.), motions can be carried by a simple majority of board members (3 votes) either by proxy or in person from each area.

2. TEAM, TEAM MEMBERS, AND DIVISIONS

2.1 **PLAYER ELIGIBILITY:** Each player must be registered with one of the Member Area Organizations. A player that attends school in an area other than the area in which a player resides, may, at the player's option, play for a team fielded by the area in which the team's player's school is located. Teams and players outside of the member areas may play, given each player is registered with one of the Member Area Organizations, and they play all home games in a Member Area.

2.2 **ROSTER REQUIREMENTS:**

- 2.2.1 **OFFICIAL TEAM ROSTER:** An official team roster will consist of the player's name and grade. A conference roster will be kept by the member area organization. A player who wants to be on more than one roster must get approval from the JeffCo Conference Board of Directors.
- 2.2.2 **TRANSFERRING TEAMS:** Players having been placed on a roster may not transfer to any other roster without the approval of the JeffCo Conference Board of Directors, and the consent of both coaches.
- 2.2.3 **ADDING NEW PLAYERS:** No new players may be added to a roster after the first game without the written approval of the JeffCo Conference Board of Directors. All players must be of the same grade. Players are allowed to "play up" a grade level, but will not be allowed to "play down" a grade level.

2.3 **TEAM REQUIREMENTS:**

- 2.3.1 **NUMBER OF PLAYERS:** A Team shall consist of no more than 12 players on a roster
- 2.3.2 **GOLD CROWN PLAYERS**

(these rules applies to 6-8 grade teams only – 4th and 5th grade teams are still sorting out their actual skill level):

- 2.3.2.1 6-8 Grade Division “A” Teams playing in their correct grade level may have up to three Gold Crown players on their roster. Division “B” Teams playing in their correct grade level may have up to three Silver Crown players on their roster.
 - 2.3.2.2 A 6-8 Grade Gold Crown Player plays in the Gold Division of Gold Crown. A Silver Crown Player plays in the Silver Division of Gold Crown.
 - 2.3.2.3 A 6-8 Grade Silver Crown Player has no restrictions in the “A” Division (i.e. an entire Silver Crown Team may participate in the “A” Division, and the Post –Season Tournament).
 - 2.3.2.4 If a 6-8 Grade Division “A” Team contains more than three Gold Crown Players (Gold Division of Gold Crown), or a 6-8 Grade Division “B” Team contains more than three Silver Crown Players, all games played with those players participating will be forfeited. The JeffCo Conference will confirm the forfeited games.
 - 2.3.2.5 Players who participate in recreational leagues (example: YMCA, church, or school teams), and not in the Gold Crown league are exempt from this rule.
 - 2.3.2.6 6-8 Grade Division “A” Teams that contain more than three Gold Crown Players must play up a grade level, and in the “A” Division.
 - 2.3.2.7 6-8 Grade Division “B” Teams that contain more than three Silver Crown Players must play in the “A” Division (and can no longer be bracketed as a Division B team).
 - 2.3.2.8 5th Grade and younger age Gold Crown teams are allowed to play with no restrictions on an “A” Division team. (for example, a team may have up to three Gold Crown Players on a 5th Grade “B” Division Team.)
 - 2.3.2.9 Division “C” Teams cannot have any Gold Crown Players at any age group. Any violation of this rule will result in forfeiture of all games that the Gold Crown or Silver Crown Player(s) participated in. The JeffCo Conference will rule on and confirm the forfeited games.
 - 2.3.2.10 “JeffCo Gold” Division Teams are permitted to have players from Gold Crown or Silver Crown teams, including the entire roster. The JeffCo Gold Division Teams are permitted to play in their own age group / grade level (There are no roster restrictions for JeffCo Gold Division, provided all players fit in the age group / grade level and gender requirements for the division).
- 2.3.3 **EXCEPTIONS TO TEAM REQUIREMENTS:** Any exceptions to the team requirements rules must be approved by the JeffCo Conference Board of Directors.

2.4 DIVISIONS:

- 2.4.1 **GIRLS DIVISIONS:** Where Available, Girls Divisions will be divided into “A” (Competitive), and “B” (Recreational) Divisions.
- 2.4.2 **BOYS DIVISIONS:** Where Available, Boys Divisions will be divided into “A” (Competitive), and “B” and “C” (Recreational) Divisions. Boys 6th, Boys 7th and 8th Grade may have a JeffCo ‘Gold’ Division” for Gold Crown Teams.
- 2.4.3 Teams finishing either First or Second Place in the “B” or “C” Divisions must move up to the next level the following year. Exceptions: less than five returning players; JeffCo County Board Approval.

3. JEFFCO CONFERENCE GAME RULES

3.1 **HIGH SCHOOL RULES:** CHSAA, Colorado High School Athletics Association Basketball Rules shall be used in all cases, except where the rules of the JeffCo Conference apply. When conflicts arise with Division "B" Teams, Division "B" rules will override. "JeffCo Gold" Divisions will follow all Gold Crown League Rules.

3.2 THE BALL:

- 3.2.1 All basketballs brought to games must be carried in and out of the gym by the coach. During games, all basketballs must be kept in the team area. Anyone else bringing in basketballs can be told by a gym supervisor to remove the basketballs immediately
- 3.2.2 **GIRLS BASKETBALL SIZE:** All girls' teams will play with the "Intermediate" size basketball, 28.5, Official Women's Size ball.
- 3.2.3 **BOYS BASKETBALL SIZE, Grades 2, 3 and 4:** All boys' teams in 2nd, 3rd and 4th Grade will play with the "Intermediate" size basketball, 28.5, Official Women's Size ball.
- 3.2.4 **BOYS BASKETBALL SIZE, Grades 5, 6, 7, and 8:** All boys teams in 5th, 6th, 7th, and 8th Grade will play with the "Official" size basketball.

3.3 **FOOD AND DRINK RULE:** No food or drink (including water bottles) is allowed inside any JeffCo school building. Failure to comply with this rule may result in game forfeiture.

3.4 **COACHES RULES:** Coaches should be familiar with Colorado High School and JeffCo Conference Basketball Rules. It is recommended that coaches remain seated during the game, but one coach (the Head Coach) may stand to shout instructions to their players. Coaches must remain out of bounds, unless given permission by the referee to leave the sideline for a conference or injury, etc.

3.5 **CONDUCT: COACHES, PLAYERS, AND SPECTATORS:** Coaches are responsible for the players' and spectators' behavior before, during, and after each game. Any behavior considered detrimental to the program could lead to permanent dismissal of a coach or player, as deemed fit by the JeffCo Conference. Coaches and/or parents are NOT allowed to approach a referee after the game to argue call(s) from the game. This type of conduct can still be grounds for "Ejection." If a coach and/or parent is reported to be ejected, a one-game suspension will be enforced. A second report will be enforced with a suspension for the remainder of the season. Adults suspended from a game or season will not be allowed to attend any JeffCo League game (not as a coach nor as a spectator – they must leave the building). If the suspension is not honored, police action will be requested.

3.6 PROTESTS:

- 3.6.1 A game may only be protested on the basis that the occurrence violates the Colorado High School Association Rules or the Jefferson County Conference Basketball Rules. No Protest shall be permitted on the judgment decision of a referee.
- 3.6.2 All protests must be declared during the game. An official should sign the team's score sheet, and document any necessary information. A written protest and the signed score sheet must be filed with your local board or director within 48 hours of the protested game. Your local board must notify the JeffCo Conference President within 96 hours of the game. The JeffCo Conference Board of Directors will rule on the protest within 15 days of the protest. The JeffCo Conference Board of Directors' ruling will be final.

3.7 TIME ELAPSED DURING WARM UP, QUARTER BREAKS, HALFTIME:

- 3.7.1 There will be a minimum of 5 minutes of warm-up time before a game. There will be a 5 minute time lapse between halves of play. There will be a 2 minute time lapse between quarters. Time outs will be 1 minute in length.
- 3.7.2 Games shall not be permitted to start earlier than the scheduled game time.
 - 1) In consideration of family and spectators traveling to watch games; and regardless of the influence of coaches' referees' or other reasons; games should start at game time, not earlier.
 - 2) 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.
- 3.7.3 If games on a court are running behind schedule, the non-playing times can be shortened at the gym director's or referee's discretion. Shorten non-playing time in the following order, as necessary:
 - 1) Reduce Warm-Up Time
 - 2) Shorten the Half-Time Break to 2 Minutes or less
 - 3) Shorten the Break Between Quarters to 1 minute or less
 - 4) Allow Only 3 Time-Outs Per Game (Cumulative)

- 3.8 **SCOREKEEPING RULE (VOLUNTEERS):** Each team must provide one representative to sit at the scorer's table. One will keep the Official Scorebook, and the other will keep the Official Game Clock/Scoreboard. The Home Team has the option to choose which position its representative will fill. The two representatives must sit together and be available to the referee(s). The scorekeeping representatives should not coach from the scorer's table, or argue with the opposing team. If a disputed situation arises, the referee should be signaled to resolve the issue.
- 3.9 **PRE-GAME MEETING:** A pre-game meeting should be held during warm-up time. Coaches, referee(s), official scorekeeper, and the time keeper should review game information, such as: age of team, division of team, time factors, and game rules.
- 3.10 **REFEREE RULES:** Games for 2nd, 3rd and 4th Grade levels should have one referee. 5th, 6th, 7th, and 8th Grade levels should have two referees. If only one referee is available at game time, the game can proceed with one referee. If no referees arrive, the game can be played and officiated by parents – at the coaches' discretion.
- 3.11 **UNIFORM RULES:** Any player not in uniform of his/her team will not be eligible to play. All players must have the same style and color of jerseys. All players must have similar style and color of shorts. No sweats (long pants) allowed. If an under garment extends past a uniform, the entire team must be wearing the same color of under garment. Numbers are required on the front and back of all uniforms. New 2013: Every team must have numbers on the front and back of their jerseys, or they may be asked to forfeit. For the 2013-2014 season, numbers on the front can be in any location and should be 4 or 6 inches in height. Numbers on the back should be centered and either 6 or 8 inches in height. **For the 2014-2015 season**, numbers on the front **MUST** be centered and 4-6 inches in height; numbers on the back **MUST** be centered and 6-8 inches in height.
- 3.12 **GAME FORFEITURE:**
- 3.12.1 Each team must have at least 5 properly uniformed players from their official team roster on hand by 5 minutes after the scheduled game time. Penalty will be Forfeiture of the game.
 - 3.12.2 A Forfeit will be scored as a 2-0 win.
- 3.13 **GAME CLOCK:**
- 3.13.1 All teams, all ages, all divisions will play 8 minute "running clock" quarters. (Jeffco Gold Division plays 6-min stop)
 - 3.13.2 **The game clock will stop during shooting fouls**, bonus situations resulting in foul shots, time-outs, any undue Delay of Game, such as injury or the ball leaving the gym or court.
 - 3.13.3 The game clock will stop during the last two minutes of the 2nd and 4th quarters at any time the referee has stopped play – except in the 4th quarter with one team leading by 20 points or more.
- 3.14 **INJURED PLAYERS:** If it appears that a player is seriously injured, coaches may go to that player without fear or of penalty. The game must be stopped for any player injury resulting in bleeding. The injury must be adequately covered. Any uniform with blood must be replaced. The playing area must be cleaned of any blood before play can resume. Injured players are exempt from the mandatory play rule.
- 3.15 **TIME-OUTS:** Each team will have 4 time-outs per game during regulation, and 1 time-out per overtime period. Each time-out will be 1 minute in length. Time-outs are cumulative.
- 3.16 **FREE THROWS:**
- 3.16.1 Teams will shoot bonus shots (1 and 1) at the opposing team's 7th team foul.
 - 3.16.2 Teams will shoot double bonus (2 shots) at the opposing team's 10th foul.
 - 3.16.3 5th, 6th, 7th, and 8th Grade teams must shoot free-throws from the regulation line.
 - 3.16.4 4th Grade "A" Division teams must shoot free-throws from the regulation line.
 - 3.16.5 2nd, 3rd and 4th Grade "B" Division boys and girls teams will be allowed to shoot free-throws 24 inches in front of the free-throw line
- 3.17 **THREE-POINT SHOTS:** In gyms where a regulation 3-point line is established, 3-point baskets will be counted.
- 3.18 **THREE SECOND / FIVE SECOND RULE:**
- 3.18.1 All 5th, 6th, 7th, and 8th Grade teams will be allowed 3 seconds in the free-throw lane.
 - 3.18.2 4th Grade – Division "A" Teams will be allowed 3 seconds in the free-throw lane.
 - 3.18.3 All 2nd Grade, 3rd Grade and 4th Grade Division "B" Teams will be allowed 5 seconds in the free-throw lane.
 - 3.18.4 See rule 3.20.6 for Defensive 3 seconds rule

3.19 FULL COURT PRESS:

- 3.19.1 All 5th, 6th, 7th, and 8th Grade teams will be allowed to use the full court press.
- 3.19.2 All 4th Grade "A" Division teams will be allowed to use the full court press.
- 3.19.3 2nd Grade, 3rd Grade and 4th Grade "B" and "C" Division teams are NOT allowed to use any form of a full court press.
- 3.19.4 Teams cannot use the full court press in the 2nd half if they have a 20 point lead or greater in the 2nd half.

3.20 ZONE DEFENSE:

All 2nd, 3rd and 4th Grade "B" and "C" Teams will NOT be allowed any form of Zone Defense, including Full Court or Half Court Zone Trap.

- 3.20.1 No Zone Defense, Zone Trapping, or Full Court Press Defense may be played by teams in this age group. The main purpose of this rule is to eliminate Zone Defenses and Zone Trapping, and Encourage Man to Man Defense. See below for the description of action for Rule Violations (section 3.20.7).
- 3.20.2 "Help" Defense, "Switching Screens," and "Transition" Defense are all allowed.
 - 3.20.2.1 For example, Help Defense, Switching Screens, and/or Transition Defense are allowed after an offensive player has gained advantage over their defensive player, such as:
 - HELP DEFENSE: an open drive to the basket, other defenders can collapse and guard the basket.
 - SWITCHING SCREENS: if a successful screen is set, defenders can switch opponents.
 - TRANSITION DEFENSE: during a fast-break situation, defenders can "pick up" opponents as necessary to guard the basket; once a half-court offense situation is re-established, defenders should be in man to man defense.
- 3.20.3 NO Double Teaming, ball hawking, or trapping outside of the lane (ball hawking occurs when an offensive player is dribbling the ball, and a defender who is NOT guarding the player with the ball, swoops in unnoticed and steals the ball from the dribbler – who is not his man – during a half-court offensive situation; not necessarily a double team.
- 3.20.4 Double Teaming in the lane is allowed.
 - 3.20.4.1 Defensive team players are allowed to "sag" or collapse and play help-side style defense, and double-team the player with the ball while that player and the ball are in the lane.
- 3.20.5 This rule is not intended to allow the Offensive Team to align offensive players without the ball out of the lane for the purpose of allowing the player with the ball to drive one on one to the basket.
 - 3.20.5.1 A defensive player will not be required to guard or "chase" his opponent outside of the lane leaving the basket unprotected. Defensive players should make a clear attempt to "pick-up" their opponents at the 3 point arc or sooner, except in situations described in section 3.20.2.
- 3.20.6 INDICATORS OF ZONE DEFENSE:
 - 3.20.6.1 One of more defensive players are not in an acceptable man to man defensive position in relation to the player they are guarding and player with the ball.
 - 3.20.6.2 An offensive player cut all the way through the key and was not defended using acceptable man to man defensive techniques, such as following, switching, opening up, bumping the cutter, etc.
 - 3.20.6.3 After a help-and-recover situation, the defensive team made no attempt to re-establish man to man defensive positioning.
- 3.20.7 **ZONE DEFENSE RULE VIOLATIONS:** The Referee should help players – especially early in the season – when no advantage is given to the defense, by verbally warning the players. Verbal instructions such as "who are you guarding?" and "get out of the lane" will help defenders understand the rule. If the verbal instructions are not heeded, and/or an advantage is taken by the defense, the referee should proceed to give an Official Warning (see below).
 - **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 the Verbal Instructions and Warnings, and/or an advantage is taken by the defense, and **Official Warning** should be given to the Head Coach. The whistle must be blown, and play must be stopped to give the warning. The scorekeeper should document the warning in the scorebook.
 - **Second Offense:** Technical Foul, resulting in 2-shots and the ball for the opposing team
- 3.20.7.1 The technical foul after a warning for illegal defense will be an administrative technical. The foul will be a team technical and not count towards the player or coach total for disqualification, nor will the foul count toward the team total for bonus free throws. The foul can be noted in the scorebook as T-ILL-D.

3.21 MANDATORY PLAY RULE: 2nd Grade, 3rd Grade, 4th Grade, and 5th b&c Grade divisions:

(This rule ONLY applies to teams in all 2nd grade, 3rd grade, 4th grade, and 5th b&c grade divisions)

(This rule does NOT apply to 5th a, 6th grade, 7th grade, or 8th grade teams in any division)

- 3.21.1 Each player must play at least one full quarter (eight consecutive minutes: from beginning whistle to quarter-ending horn), except in the case of injury, medical condition, fouling out, or scoring 20 points
- 3.21.2 There are no substitutions for a player playing his/her required quarter, unless: the player has 5 fouls; the player is injured; or the player scores 20 points (see the 20 Point Rule listed below). If a player is removed from the game while playing his/her required quarter for one of the above reasons, that player will receive full credit for the quarter. The player substituted receives neither credit nor penalty for that time played.
- 3.21.3 If a player is in uniform, but not able to play for any reason, then the player should not be entered in the scorebook, and the opposing team should be notified.
- 3.21.4 **VIOLATION OF THE MANDATORY PLAY or MANDATORY SIT RULE** (rule 3.22): 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 volunteer keeping the scorebook will also keep the **Official Player Playing Time Form**, 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.

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. 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.

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.

REFEREES: please allow 30-60 seconds for this meeting at the end of the 3rd quarter.

3.22 MANDATORY SIT RULE: 2nd Grade, 3rd Grade, 4th Grade B, 4th Grade C, 5th Grade B, and 5th Grade C divisions:

(This rule ONLY applies to teams in 2nd grade, 3rd grade, 4th grade B, 4th grade C, 5th grade B, and 5th grade C divisions)

(This rule does NOT apply to teams in 4th grade A, 5th grade A, 6th grade, 7th grade, or 8th grade teams in any division)

- 3.22.1 In addition to the Mandatory Play Rule, every eligible player must SIT OUT one full quarter (must SIT OUT at least one full quarter – eight (8) consecutive minutes; from beginning whistle to quarter-ending horn).
- 3.22.2 The player sitting out his/her required quarter cannot substitute during that quarter, unless: the player is substituting for a player who has 5 fouls; the player is substituting for a player who is injured. If a player substitutes while sitting his/her required quarter for one of the above reasons, that player will receive neither credit nor penalty for that time played. The player substituted for will receive full credit for the quarter.
- 3.22.3 If a player is in uniform, but not able to play for any reason, then the player should not be entered in the scorebook and the opposing team should be notified.
- 3.22.4 Six Players / Five Players Exception: If a team has only six or five eligible players, the mandatory SIT OUT rule does not apply. Each player must play one full quarter (must play at least one full quarter – eight consecutive minutes; from beginning whistle to quarter-ending horn).
- 3.22.5 **VIOLATION OF THE MANDATORY SIT RULE: See rule 3.21.4** – “Violation of the Mandatory Play Rule or Sit Rule” listed under the Mandatory Play Rule section.

3.23 SUBSTITUTION: Except for adherence to the Mandatory Play Rule and the Mandatory Sit Rule, free substitution is in effect for the entire game. There is no requirement for players to play or sit their full quarter prior to free substitution.

3.24 OVERTIME: If a game is tied after regulation play, the following overtime procedures should be followed. If the following procedures are not followed, and neither coach shows the correct rules to the referee in protest, then the game result will be final (each team loses their right to protest the game due to violation of this rule if they do not attempt to correct the procedure PRIOR to the start of the overtime period).

3.24.1 If the game is tied after regulation play, a 3 minute overtime period will be played.

3.24.2 If the game is still tied after the 3 minute overtime period, a sudden death period will be played, where the first team to score a point is the winner – free throw or field goal.

3.24.3 So long as the Mandatory Play Rule qualifications have been met, free substitution is allowed in the overtime period(s).

3.24.4 The overtime period is an extension of the 4th quarter, which is a continuation of team and personal fouls, and eligible players.

3.25 LATE PLAYERS:

3.25.1 If a player arrives after the game has started, but before the start of the 3rd quarter, that player must play, and must follow the mandatory play rule (must play at least one full quarter – eight consecutive minutes; from beginning whistle to quarter-ending horn).

3.25.2 If a player arrives after the start of the 3rd quarter, that player is not eligible to play.

3.25.3 “B” and “C” division late players, arriving after the game has started must play one full quarter, AND SIT ONE FULL QUARTER AFTER THEY HAVE ARRIVED.

3.26 20 POINT RULE: 2nd, 3rd, 4th “B” and “C”, and 5th “B” and “C” Divisions only (all 2nd and 3rd Grade Teams are considered “B” Division Teams): once a single player scores 20 points or more in the “B” or “C” division, that player may continue to play, but any points scored by that player from then on WILL NOT COUNT.

3.26.1 In a case where a player with 19 points scores a field goal, all points from that field goal will count.

3.26.2 If that player is fouled with 19 points, any free-throws resulting from that play will also count.

3.26.3 If that player is fouled with 20 or more points, that player will shoot the free throws earned, but any points from those free throws following that play will NOT count.

4. POST SEASON TOURNAMENT

- 4.1 All post season tournaments will be single elimination format.
- 4.2 Each local board will be responsible for conducting post season tournaments.
- 4.3 All regulation games must be made up and/or completed three days prior to the start of the post season tournament.
- 4.4 When a 2 or 3 division grade level occurs, there will be 2 or 3 separate post season tournaments: 1 tournament for the "A" Division, and 1 tournament for the "B" Division, and 1 tournament for the "C" Division.
- 4.5 The top 8 teams will qualify for the tournament. If a qualifying team chooses not to participate, then the 9th team would qualify. If fewer than 8 teams are able to participate, then the tournament would consist of fewer teams, giving the #1 seed a bye in the first round, and so on.
- 4.6 **SEEDING:**
 - 4.6.1 Teams will be seeded according to win/loss record. Seed #1 is the team with the best win record, and so on, down to the team with the worst record.
 - 4.6.2 To settle a tie breaker when seeding teams:
 - 4.6.2.1 Step One: If 2 teams - **Head to Head results** between the 2 tied teams
 - 4.6.2.2 Step Two: If 3 teams - **Head to Head results** between the 3 tied teams, so long as the tied teams have played each other the same amount of times
 - 4.6.2.3 Step Three: If 4 or more teams – Head to Head results between the 4 or more tied teams, so long as the tied teams have played each other the same amount of times. If head to head results for 4 or more tied teams result in 2 or more teams within this group of teams having identical head to head results, step 4 should then be used to break the tie amongst these 2 or more tied teams.
 - 4.6.2.4 Step Four: If head to head cannot resolve the tie – **Point Differential** in all head to head games between the tied teams, so long as the tied teams have played each other the same amount of times, the team with the highest differential in points scored minus points allowed is the higher seed, and so on.
 - 4.6.2.5 Step Five: If previous steps do not resolve the tie break or if the teams have not played each other the same number of times, then lowest Points Allowed for the Total Season will determine the higher seed, and so on.
- 4.7 **TROPHIES / AWARDS:** The host league for each age level's post season tournament will provide 1st and 2nd place trophies or other like awards.
- 4.8 **TOURNAMENT PLAYING RULES:** Rules will be the same as rules used in the regular season.

COACHES CODE OF ETHICS

Policy

Coaching is a privilege offered and granted to individuals who perform capably during Jefferson County Basketball Conference (JCBC) sanctioned and affiliated associations' activities. It carries with it an obligation for each individual coach to uphold and promote the stated goals and objectives. Any conduct considered unethical or a conflict of interest shall be subject to discipline by the area association/league.

Article I – Responsibilities to Players

1. The coach shall never place the value of winning over the safety and welfare of players.
2. Coaches shall instruct players to play within the written Rules of the game and within the spirit of the game at all times.
3. Coaches shall not seek unfair advantage by teaching deliberate unsportsmanlike behavior to players.
4. Coaches shall not tolerate inappropriate behavior from players regardless of the situation.
5. Demands placed on players' time shall never be so extensive as to interfere with academic goals or progress.
6. Coaches must never encourage players to violate area association/league or JCBC eligibility or player's rules or policies.
7. Coaches shall direct players to seek proper medical attention for injuries and to follow the physician's instructions regarding treatment and recovery.

Article II – Responsibility to Area association/League

1. Adherence to all area association/league and JCBC rules and policies, especially those regarding eligibility and team formation and member association rules and policies that are mandatory and should never be violated. It is the responsibility of each coach to know and understand these rules.
2. Any problems that cannot be resolved between coaches should be referred to the appropriate area association/league director or committee.

Article III – Responsibilities to the Rules of the Game

1. Coaches shall be thoroughly acquainted with and demonstrate a working knowledge of the Rules of the Game.
2. Coaches are responsible to assure their players understand the intent as well as the application of the Rules.
3. Coaches must adhere to the letter and spirit of the Rules of the Game.
4. Coaches are responsible for their players' actions on the court and must not permit them to perform with intent of causing injury to opposing players.
5. The coach must constantly strive to teach good sporting behavior.

Article IV – Responsibility to Officials

1. Officials must have the support of coaches, players and spectators. Coaches must always refrain from criticizing officials in the presence of players or spectators.
2. Professional respect, before, during and after the game must be mutual. There must be no demeaning dialogue or gestures between official, coach or player.
3. Coaches must not incite players or spectators or attempt to disrupt the flow of the game.
4. Comments regarding an official should be made in writing to the area director.

Article V – Other Responsibilities

1. The behavior of coaches must be such as to bring credit to themselves, their organization (s), JCBC and the sport of basketball.
2. While the concept of rivalry is wholly embraced, it cannot take precedence over exemplary professional conduct.
3. The attitude and conduct of the coach towards officials, players, spectators and coaches must be controlled and undemonstrative.
4. It is unacceptable for a coach to have any verbal altercation with an official, opposing coach or bench before, during or after the game.
5. Coaches must use their influence on spectators that demonstrate intimidating and/or unacceptable behavior towards officials, player(s) and opposing team members.
6. As the Coach YOU are the Ultimate Role Model on the Court and the players, Spectators and Fans will take their direction from you, how you conduct yourself will signal to all what you deem acceptable, please be a double win coach.

I understand that ALL Coaches must complete and pass a criminal background check and supply the area association with proof of completion of a concussion training program in accordance with Colorado Senate Bill 40.

By signing this document I certify that I understand that should I breach this code of ethics, either area association or league may impose sanctioning consistent with their documented procedures.

APPENDIX B

CONDUCT POLICY AND REVIEW PROCEEDURE

Jefferson County Basketball Conference (JCBC) abides by a strict Code of Conduct governing all coaches, players, officials and parents. The purpose of the Code is to ensure that all of those people associated with JCBC treat each other with dignity and respect.

The Code of Conduct is a condition of membership for all players, parents, coaches and officials. All members of JCBC agree to abide by the Code of Conduct and to be subjected to the consequences of violating the Code. It is understood that by enrolling into an JCBC program through your member area that players, parents and coaches are all bound by this Code of Conduct and its validity is hereby a matter of record and is not dependent upon physical signature.

All enforcement decisions made by the officials of JCBC are final and are not subject to review. No refunds will be granted to those players dismissed from the league for violating the Code of Conduct.

The JCBC Board has adopted a ZERO TOLERANCE POLICY in connection with any adult behavior that is quite simply, inappropriate. The JCBC Board may deal with the problem and can ban adults from the courts due to inappropriate behavior. The JCBC Board may also remove the parent and their player from the association with no refund. The JCBC Board may also call parents in for a meeting at any time.

Any conduct, including abusive language and/ or gestures, racially insensitive remarks, damage to property or belongings, or any other conduct that reflects poorly on yourself or JCBC is deemed to be unacceptable and will not be tolerated. This rule applies to all players, parents, siblings and guests at all times when in or around games or practices as a member of JCBC.

During a tournament or game, you are representing your area association. Any conduct such as shoplifting, destruction of property, consumption of drugs or alcohol, or any other activity will not be tolerated. This rule applies for the entire time one is on site for a game or tournament.

The Board of Directors of JCBC will deal with unacceptable conduct at its sole discretion, imposing warnings, suspension or expulsion, as it deems appropriate. ANY SUSPENSION OR EXPULSION BASED ON VIOLATIONS OF THE CODE OF CONDUCT WILL NOT BE ACCOMPANIED BY A TUITION REFUND.

APPENDIX C

GMAYBB - Code of Conduct
for Players, Coaches, and Spectators of Youth Basketball

As the parent/guardian of a child participating in Green Mountain and Alameda Youth Basketball, I agree to the following code of conduct for the basketball season. I realize that not abiding by these guidelines may result in the removal of my child from the League.

I understand that I am responsible for my own conduct and for the behavior and conduct of my guests.

1. If I choose to stay and watch my child's practice or game, I agree to actively supervise all other children/youths (siblings, neighbors, etc.) who accompany me to that practice/game. This includes escorting children to the bathroom or to get a drink of water.
2. No food or drink may be brought into any Jefferson County School Gymnasium at any time.

3. All participants and spectators must be in the gymnasium at all times. Children may NOT play in the halls or elsewhere in the schools.
4. No basketballs are to be bounced in the hallways of Jefferson County Schools at any time.
5. Only those teams scheduled to be in the gymnasiums are to be there. If I arrive early for practice and/or a game, I realize the building supervisor may ask me to leave until the approved time arrives. Upon the completion of a practice and/or game, the facility is to be vacated immediately by the team and spectators.

GAME DISRUPTION

In the interest of the game, the participants, and everyone involved, there will be increased discipline and zero tolerance against game disruption, violence, and verbal abuse. **NO ONE WILL BE EXCLUDED FROM THIS POLICY.** Violent behavior by player, coach, or spectator is grounds for dismissal from the event. GAME DISRUPTION includes but is not limited to, verbal abuse of the referee, badgering the opposing team, violence on the court or sidelines, or stands, walking on court without the permission of the referee, or any other act that league officials feel is inappropriate. This also includes any action verbal or physical towards school officials: teachers, custodians, administrators, etc.

If, during the course of a game, a referee determines that verbal abuse or inappropriate conduct disrupts the game, the referee can opt to take action against the team(s) disrupting. The following actions may take place, not necessarily in this order or in its entirety:

- a warning may be given
- a timeout may be charged
- the person(s) disrupting may be asked to leave the facility
- the coach(es) may be ejected from the game and/or the facility
- the game may be determined a forfeit by the referee

If at any time during the remainder of the season, the same party is involved with inappropriate conduct, then that party (player, coach, spectator), risks being disqualified from the league for the season, and will no longer be welcome on any property where JeffCo Youth Basketball takes place. If necessary, a police escort will be arranged.

If a referee, school official, or league representative ejects a player, coach, or spectator from the game, they must leave the premises. If the player, coach, or spectator does not comply to the referee's warning, the referee has the authority to call the game. The team associated with the problem will forfeit the game and receive the loss (even if according to the score they were the winning team).

As a parent/guardian and/or coach, I realize my importance in the success of youth basketball in the Jefferson County Basketball League, and I agree to assume the responsibility of supervising those children who accompany me to practices and/or games, as well as following other facility and security guidelines that will be provided to me by the coach of my participants team. I also agree to the behavior guidelines explained in this Code of Conduct.