

JPSports Fall League 5on5 Rules

(modified 9/1/2019)



The JPSPORTS Fall League will use CHSAA high school basketball rules except where modified:

ROSTERS & UNIFORMS:

1. Before the first game is played, each team's roster is to be finalized with the league director, after the first game is played; teams are allowed to play only with players listed on the roster.
2. Only the league director can authorize additions/subtractions from the team roster.
3. Teams are required to have at least 4 players from the roster present at the start of each game.
4. An Official Team Roster Form must be completed for each team, with ALL Parent/Guardian Signatures, and all players listed, prior to the first game.
5. A PLAYER may play on two different teams, so long as the player is properly rostered on each team before the first game is played, AND so long as each team is in a different division. A Player may NOT play on two teams in the same division.
6. If any players do not play in at least TWO regular-season games, that player / those players are not eligible to play in the post-season playoffs / tournament games.
7. **UNIFORMS:** Each team must come with a light and dark jersey. The visiting team (listed 2nd on the schedule) should change jerseys if a color conflict exists.

FORFEITS: A team must have at least 4 players to begin the game. At 5 minutes past game time, the referee can declare the game a FORFEIT if at least 4 players are not present. The winning team in the case of a forfeit is awarded the score 1-0. If, after the 5 minute grace period, the forfeiting team has enough players to play (at least 4), and the other team consents to play the remaining time left, the game will be considered official (the other team MUST consent, and there will be no asking for a forfeit after you consent to play).

SCOREKEEPING AND SCORE REPORTING:

1. Each team is to provide a volunteer for the score table to keep the book or the run the score clock. Each team is responsible to bring their own score book or score sheet.
2. The winning team is responsible to report the score via the website: www.justplaysportscolorado.com (login directions and passwords will be sent via email to all coaches).

GAME BALL / BALL SIZE: The Home Team should provide the Game Ball.

1. Official Size Ball, Size 7 (28.5") will be used for Boys divisions, grades 6 and older.
2. Intermediate Size Ball, Size 6 (28.5") will be used for all Girls divisions, and for Boys divisions: 5th grade and younger.

EXCEPTIONS FOR 4TH GRADE & YOUNGER DIVISIONS:

1. 4th Grade Boys Divisions and younger will use the 28.5 / Intermediate / Women's Size Basketball
2. For all 4th Grade and younger divisions, players will be allowed to shoot free throws from 24 inches (2 feet) inside the free throw line.
3. For all 4th Grade and younger divisions, the "3-second" rule will be extended to 5-seconds allowed in the key.

GAME TIME, DURATION, HALF-TIME, AND TIMEOUTS:

1. **GAME TIME:** Each game will consist of four 6-minute, stop-clock quarters, with the clock stopping on all dead balls.
2. **CLOCK RUNS IF...** If the score differential is 15 or more points in the last two minutes of the fourth quarter, then the clock will not stop except for injury or time-out.
3. **HALFTIME:** Halftime will be five minutes.
4. **TIME-OUTS:** Each team will have two full time-outs per half. Time-outs are NOT cumulative.

OVERTIME: If a game ends with a tie score:

1. TWO-MINUTE stop-clock overtime period, the clock stops on any dead ball.
2. ONE TIME-OUT PER TEAM in the Overtime period.
 - IF THE GAME IS STILL TIED, at the end of the overtime period, then the game will begin a SUDDEN-DEATH period.
 - In the SUDDEN-DEATH period, the first team to score any combination of two points will be the winner. (ONE FREE-THROW WILL NOT WIN THE GAME IN THE SUDDEN-DEATH OVERTIME PERIOD).
 - TWO points must be scored to win in the sudden-death overtime period.
 - This is NOT, "win by two," rather it is "first team to score two points" (or more than two points).

FACILITIES: Coaches are responsible to make sure their players, parents, and spectators follow the gym rules and respect the property at all facilities. All players and spectators are to remain in the gyms except when entering, exiting, or using the restrooms.

SPORTSMANSHIP: 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.

PROTESTING, USE OF VIDEO, IN-GAME OFFICIATING: The referee(s) are responsible for in-game officiating. League Directors, Gym Monitors, and Court Monitors rely on the referees to uphold the rules and make calls based on their knowledge, training, and what they see and hear on the court during the game. League Director(s) will not accept video or protests regarding in-game incidents, regardless of justification. All disputes must be settled on the court, by the game officials – **NO PROTESTS. The League Director will have final say on all disputes & interpretations of the Rules.**