

JEFFERSON COUNTY BASKETBALL CONFERENCE BYLAWS, RULES AND REGULATIONS

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CONTENTS:

Section 1	The League
Section 2	Team, Team Members, and Divisions
Section 3	JeffCo Conference Rules
3.1	High School Rules
3.2	The Ball
3.3	Food and Drink Rule
3.4	Coaches Rule
3.5	Conduct: Coaches, Players, and Spectators
3.6	Protests
3.7	Time Elapsed During Warm Up, Quarter Breaks, Halftime
3.8	Scorekeeping Rule
3.9	Pre-Game Meeting
3.10	Referee Rules
3.11	Uniform Rules
3.12	Game Forfeiture
3.13	Game Clock
3.14	Injured Players
3.15	Time-Outs
3.16	Free Throws
3.17	Three Point Shots
3.18	Three Second / Five Second Rule
3.19	Full Court Press
3.20	Zone Defense
3.21	Mandatory Play Rule: "A" Division Teams
3.22	Mandatory Play Rule: "B" and "C" Divisions Teams
3.23	Substitution
3.24	Overtime
3.25	Late Players
3.26	20 Point Rule
Section 4	Post Season Tournament

1. THE LEAGUE

- 1.1 The Jefferson County Basketball Conference 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 area programs:
 - 1.3.1 Green Mountain / Alameda / Lakewood
 - 1.3.2 Bear Creek
 - 1.3.3 Dakota Ridge
 - 1.3.4 South JeffCo
 - 1.3.5 Golden
 - 1.3.6 Wheatridge
- 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 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.
- 1.7 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:** A player must be registered with one of the member area organization's boundaries. 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 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, grade, school attends, and the high school boundary that the player resides in. A conference roster will be provided to each participating area two days prior to the beginning of the season. 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:**
 - 2.3.2.1 Division "A" Teams playing in their correct grade level may have up to three Gold Crown players on their roster.
 - 2.3.2.2 A Gold Crown Player plays in the Gold Division of Gold Crown
 - 2.3.2.3 A 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 Division "A" Team contains more than three Gold Crown Players (Gold Division of Gold Crown), 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) are exempt from this rule.
 - 2.3.2.6 Division "A" Teams that contain more than three Gold Crown Players must play up a grade level, into the age group that is one year older than the oldest player on that team.
 - 2.3.2.7 Division "B" and "C" Teams may not have any Gold Crown or Silver Crown Players on their rosters. 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 confirm the forfeited games.
 - 2.3.2.8 "JeffCo Gold" Division Teams are permitted to have players from Gold Crown or Silver Crown teams, including the entire roster. (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" (Recreational) Divisions. Boys 8th Grade will also add a "Boys 8th Grade '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 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, 285, 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, 285, 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 coaches 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.
- 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 Exception: if games 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) Remove 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 1 Time-Out Per Half
- 3.8 SCOREKEEPING RULE: 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 will have one referee. 5th, 6th, 7th, and 8th Grade levels will have two referees. If only one referee is available at game time, the game shall 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.
- 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.
 - 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 3 time-outs per half, and 1 time-out per overtime period. Each time-out will be 1 minute in length. Time-outs are not 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.
- 3.19 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 (man-to-man only – no zone or zone-trap 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 Teams (including "A" Division teams) will NOT be allowed any form of Zone Defense, including Full Court or Half Court Zone Trap.

- 3.20.1 The main purposes of this rule are to eliminate Zone Defenses and Zone Trapping, and Encourage Man to Man Defense.
- 3.20.2 "Help" Defense and "Switching" is allowed
- 3.20.3 Double Teaming outside of the lane is NOT allowed.
- 3.20.4 Double Teaming in the lane is allowed.
- 3.20.5 This rule is not intended to allow the Offensive Team to pull players without the ball out of the lane and allow player with the ball to drive one on one to the basket. Defensive Team players are allowed to "sag" and play "help-side defense," and guard the player with the ball when in the lane.

- First Offense: Official Warning
- Second Offense: Technical Foul, resulting in 2-shots and the ball for the opposing team
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: "A" DIVISION TEAMS:

- 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, or fouling out.
- 3.21.2 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.
- 3.21.3 VIOLATION OF THE MANDATORY PLAY RULE: If a team is found to be in violation of the mandatory play rule, then a forfeit will result. Teams should have the referee sign the team's scorebook to document if the mandatory play rule is violated.

3.22 MANDATORY PLAY RULE – "B" AND "C" DIVISION TEAMS:

- 3.22.1 Every eligible player present at game time must play one full quarter (must play at least one full quarter – eight consecutive minutes; from beginning whistle to quarter-ending horn)
- 3.22.2 Every eligible player must SIT OUT one full quarter (must SIT OUT at least one full quarter – eight consecutive minutes; from beginning whistle to quarter-ending horn).
- 3.22.3 There are no substitutions for a player playing his/her required quarter, unless:
 - 3.22.3.1 The player has 5 fouls
 - 3.22.3.2 The player is injured
 - 3.22.3.3 The player scores 20 points (see the 20 point rule listed below)
- 3.22.4 If a player is removed from the game while playing his/her required quarter for one of the above reasons, that player will receive credit for the quarter. The player substituted receives neither credit nor penalty for that time played.
- 3.22.5 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.
- 3.22.6 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).

3.23 SUBSTITUTION: Except for the mandatory play rule, free substitution is in effect for the entire game (see "B" Division exceptions).

3.24 OVERTIME:

- 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: “B” and “C” Divisions only (all 2nd and 3rd Grade Teams are considered “B” Division Teams): any player scoring 20 points or more in the “B” or “C” division must retire from the game. In a case where a player with 19 points scores a field goal, all points from that field goal will count. If fouled, any free-throws will also 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: The host league for each age level's post season tournament will provide 1st and 2nd place trophies.
- 4.8 TOURNAMENT PLAYING RULES: Rules will be the same as rules used in the regular season.