

## JTAA RECREATIONAL BASKETBALL POLICIES, PROCEDURES AND RULES

### A. Mission Statement

JTAA Basketball strives to provide youth athletes a program which is committed to nurturing the physical and emotional well-being of the youth athlete; committed to the social development of the youth athlete; committed to the development of the youth athlete's sense of citizenship; dedicated to sportsmanship and fair play; to the treatment of all individuals with respect and dignity; to the development of individual and team skills, and to developing the youth athlete's desire to put forth his or her best effort.

All coaches and officials will help all youth athletes to develop strong, healthy bodies and minds while promoting the highest level of sportsmanship, an understanding and respect for the rules; instill the importance of teamwork and promote lifetime physical activity and to develop good citizens for the future.

Further, all coaches and officials shall seek to instill in youth athletes the values of fair play, honesty, integrity, cooperation with others, and the ability to lose with dignity and win with modesty. It is also a main goal to build good moral character and citizenship of all participants.

### B. Recreational Board

The Board shall consist of a Commissioner, an Assistant(s) Commissioner, a Senior Boys President, a Junior Boys President, a Girls President, a Treasurer and Registrar. Additional Board Member positions may be created from time to time upon approval by the Rec Board.

The Board is responsible for oversight of Recreational Basketball and shall act as the sanctioning body.

The Board reserves the right to amend or modify any and all league rules or Policy Manual as and when it is deemed necessary to preserve the integrity of league.

### C. Disciplinary Action

Recreational Basketball hereby adopts by reference and incorporation the disciplinary rules and policies adopted by Jupiter Tequesta Athletic Association, however, any disciplinary rule or regulation specifically adopted by the Rec Basketball Board shall control and take precedence over any rule or policy of the Jupiter Tequesta Athletic Association.

Disciplinary sanctions outlined by the disciplinary rules and policies adopted by Jupiter Tequesta Athletic Association shall be viewed by the Board as providing for the minimum sanction.

D. Player Eligibility

A player's eligibility for a particular division is determined by his or her birthday as of September 1. A chart of appropriate age ranges for each division will be posted on the JTAA Rec Basketball's website and will be further included on the registration site.

Any player that wishes to play up an age division, provided there is a position for the player in the age division requested, must get permission from the President of that respective league (i.e., Jr. Boys President, Sr. Boys President or Girls President) and either the Commissioner or Assistant Commissioner of JTAA Rec. Basketball.

Under no circumstances shall a player play down below his or her appropriate age group. Any player or parent of a player falsifying a player's birthday shall be subject to disciplinary sanctions by the JTAA Rec Basketball Board, which may result in the immediate expulsion from the league.

E. Age Groups

Boys Leagues: Jr. Boys: Boys 7, Boys 8, Boys 9, Boys 10,  
Sr. Boys: Boys 11, Boys 12, Boys 13, Boys 14, Boys 15-17.

Girls Leagues: Girls 7-8, Girls 9-10, Girls 11-12, Girls 13-14 (or based on enrollment numbers, Girls 11-13).

F. Basketball Rules (Revised as of September 2017)

**1. Age Divisions, Basketball Size and Rim Height**

*See Chart on Next Page.*

<b>Divisions</b>	<b>Basketball Size</b>	<b>Basket Height</b>
Boys 7	Youth 27.0"	8.5
Boys 8	Youth 27.0"	8.5
Boys 9	Mid-size 28.5'	10 feet
Boys 10	Mid-size 28.5'	10 feet
Boys 11	Mid size 28.5'	10 feet
Boys 12	Full Size	10 feet
Boys 13	Full Size	10 feet
Boys 14	Full Size	10 feet
Boys 15-17	Full Size	10 feet
Girls 7-8	Youth 27.0"	8.5 feet
Girls 9-10	Mid-size 28.5'	10 feet
Girls 11-12/11-13	Mid-size 28.5'	10 feet
Girls 13-14	Mid-size 28.5'	10 feet

## 2 Game Length

<b>Divisions</b>	<b>Length of Quarter (4 Quarters per game)</b>	<b>Clock Stoppage</b>
Boys 7	8 minutes	***Running clock
Boys 8	8 minutes	***Running clock
Boys 9	8 minutes	***Running clock
Boys 10	8 minutes	***Running clock
Boys 11	8 minutes	***Running clock
Boys 12	8 minutes	***Running clock
Boys 13	8 minutes	***Running clock
Boys 14	7 minutes	Every dead ball
Boys 15-17	7 minutes	Every dead ball
Girls 7-8	8 minutes	***Running clock
Girls 9-10	8 minutes	***Running clock
Girls 11-12/11-13	8 minutes	***Running clock
Girls 13-14	8 minutes	***Running clock

\*\*\* Clock stops for:  
 Free Throws  
 Time Outs  
 Last 2 minutes of the game on every dead ball

### 3. Time Outs

- 3.1 Three (3) time outs are allowed per game for all age divisions. Timeouts can be used at anytime during the game.
- 3.2 Overtime Timeouts - One (1) time out allowed for each 3 minute overtime period.
- 3.3 Any unused timeouts cannot be carried over from any overtime period or regulation play.

### 4. Overtime Play

#### 4.1 Regular Season

<b>Divisions</b>	<b>Regular Season Overtime Period</b>
Boys 7	No overtime play
Boys 8	No overtime play
Boys 9	No overtime play
Boys 10	No overtime play
Boys 11	No overtime play
Boys 12	No overtime play
Boys 13	No overtime play
Boys 14	One 3 minute overtime period.  If tie is not broken after overtime, then game results in tie
Boys 15-17	One 3 minute overtime period.  If tie is not broken after overtime, then game results in tie
Girls 7-8	No overtime play
Girls 9-10	No overtime play
Girls 11-12/11-13	No overtime play
Girls 13-14	No overtime play

#### 4.2 Playoffs:

All Divisions: Unlimited, three (3) minute overtime periods during playoffs until a tie is broken.

## 5. Three Point Baskets

The three (3) point line is at the regular high school distance for all age groups. A made basket counts as three (3) points from this distance.

## 6. Free Throws

<b>Divisions</b>	<b>Location</b>	<b>Lane Violation</b>
Boys 7	Free throws are two (2) feet closer than the regular free throw line.	It is NOT a violation for a player to cross the line while releasing the ball.  If this occurs, the player may not get the rebound.
Boys 8	Free throws are two (2) feet closer than the regular free throw line.	It is NOT a violation for a player to cross the line while releasing the ball.  If this occurs, the player may not get the rebound.
Boys 9	Free throws are at the regular free throw line.	It is NOT a violation for a player to cross the line while releasing the ball.  If this occurs, the player may not get the rebound.
Boys 10	Free throws are at the regular free throw line.	It is NOT a violation for a player to cross the line while releasing the ball.  If this occurs, the player may not get the rebound.
Boys 11	Free throws are at the regular free throw line.	It IS a violation for a player to cross the line while releasing the ball.
Boys 12	Free throws are at the regular free throw line.	It IS a violation for a player to cross the line while releasing the ball.

Boys 13	Free throws are at the regular free throw line.	It IS a violation for a player to cross the line while releasing the ball.
Boys 14	Free throws are at the regular free throw line.	It IS a violation for a player to cross the line while releasing the ball.
Boys 15-17	Free throws are at the regular free throw line.	It IS a violation for a player to cross the line while releasing the ball.
Girls 7-8	Free throws are two (2) feet closer than the regular free throw line.	It is NOT a violation for a player to cross the line while releasing the ball.  If this occurs, the player may not get the rebound.
Girls 9-10	Free throws are at the regular free through line.	It is NOT a violation for a player to cross the line while releasing the ball.  If this occurs, the player may not get the rebound.
Girls 11-12/11-13	Free throws are at the regular free through line.	It IS a violation for a player to cross the line while releasing the ball.
Girls 13-14	Free throws are at the regular free through line.	It IS a violation for a player to cross the line while releasing the ball.

## 7. Playing Time

### 7.1. Substitutions

*See Chart on Next Page*

Divisions	Substitutions 1 <sup>st</sup> -3 <sup>rd</sup> Quarters	4th Quarter
Boys 7	Substitutions are NOT allowed in the 1 <sup>st</sup> , 2 <sup>nd</sup> , or 3 <sup>rd</sup> quarters except for injuries.	<p>Free substitutions are allowed in the 4<sup>th</sup> quarter for players who have satisfied their playing time requirements.</p> <p>A substituting player must be at the scorer's table for check in at the 4:00 mark of the quarter in order to substitute in for another player.</p> <p>Referees are to stop play, if needed, for substitution if players have not entered the game via a dead ball foul by the 3:15 minute mark.</p>
Boys 8	Substitutions are NOT allowed in the 1 <sup>st</sup> , 2 <sup>nd</sup> , or 3 <sup>rd</sup> quarters except for injuries.	<p>Substitutions are allowed in the 4<sup>th</sup> quarter if playing time rules for all players are satisfied.</p> <p>A substituting player must be at the scorer's table for check in at the 4:00 mark of the quarter in order to substitute in for another player.</p> <p>Referees are to stop play, if needed, for substitution if players have not entered the game via a dead ball foul by the 3:15 minute mark.</p>
Boys 9	Substitutions are NOT allowed in the 1 <sup>st</sup> , 2 <sup>nd</sup> , or 3 <sup>rd</sup> quarters except for injuries.	Free substitutions are allowed in the 4 <sup>th</sup> quarter for players who have satisfied their playing time requirements.
Boys 10	Substitutions are NOT allowed in the 1 <sup>st</sup> , 2 <sup>nd</sup> , or 3 <sup>rd</sup> quarters except for injuries.	Free substitutions are allowed in the 4 <sup>th</sup> quarter for players who have satisfied their playing time requirements.

Boys 11	Substitutions are NOT allowed in the 1 <sup>st</sup> , 2 <sup>nd</sup> , or 3 <sup>rd</sup> quarters except for injuries.	Free substitutions are allowed in the 4 <sup>th</sup> quarter for players who have satisfied their playing time requirements.
Boys 12	Substitutions are NOT allowed in the 1 <sup>st</sup> , 2 <sup>nd</sup> , or 3 <sup>rd</sup> quarters except for injuries.	Free substitutions are allowed in the 4 <sup>th</sup> quarter for players who have satisfied their playing time requirements.
Boys 13	Substitutions are allowed in the 4 <sup>th</sup> quarter if playing time rules for all players are satisfied.	Free substitutions are allowed in the 4 <sup>th</sup> quarter for players who have satisfied their playing time requirements.
Boys 14	<p>Substitutions are allowed in the 1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup> quarters ONLY in the middle of the quarter, unless a player is injured.</p> <p>A substituting player must be at the scorer's table for check in at the 4:00 mark of the quarter in order to substitute in for another player.</p> <p>Referees are to stop play, if needed, for substitution if players have not entered the game via a dead ball foul by the 3:15 minute mark.</p>	Free substitutions are allowed in the 4 <sup>th</sup> quarter for players who have satisfied their playing time requirements.
Boys 15-17	<p>Substitutions are allowed in the 1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup> quarters ONLY in the middle of the quarter, unless a player is injured.</p> <p>A substituting player must be at the scorer's table for check in at the</p>	Free substitutions are allowed in the 4 <sup>th</sup> quarter for players who have satisfied their playing time requirements.

	<p>4:00 mark of the quarter in order to substitute in for another player.</p> <p>Referees are to stop play, if needed, for substitution if players have not entered the game via a dead ball foul by the 3:15 minute mark.</p>	
Girls 7-8	<p>Substitutions are NOT allowed in the 1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup> quarters except for injuries.</p>	<p>Substitutions are allowed in the 4<sup>th</sup> quarter if playing time rules for all players are satisfied.</p> <p>A substituting player must be at the scorer's table for check in at the 4:00 mark of the quarter in order to substitute in for another player.</p> <p>Referees are to stop play, if needed, for substitution if players have not entered the game via a dead ball foul by the 3:15 minute mark.</p>
Girls 9-10	<p>Substitutions are NOT allowed in the 1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup> quarters except for injuries.</p>	<p>Substitutions are allowed in the 4<sup>th</sup> quarter if playing time rules for all players are satisfied.</p> <p>A substituting player must be at the scorer's table for check in at the 4:00 mark of the quarter in order to substitute in for another player.</p> <p>Referees are to stop play, if needed, for substitution if players have not entered the game via a dead ball foul by the 3:15 minute mark.</p>
Girls 11-12/11-13	<p>Substitutions are NOT allowed in the 1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup> quarters except for</p>	<p>Free substitutions are allowed in the 4<sup>th</sup> quarter for players who have satisfied their playing time</p>

	injuries.	requirements.
Girls 13-14	Substitutions are NOT allowed in the 1 <sup>st</sup> , 2 <sup>nd</sup> , or 3 <sup>rd</sup> quarters except for injuries.	Free substitutions are allowed in the 4 <sup>th</sup> quarter for players who have satisfied their playing time requirements.

7.2. Injuries: If a player comes out of the game due to an injury, the player will only be assessed playing time for the actual amount of time the player was in that quarter. The player will not be assessed, for maximum playing time purposes, for playing time for that whole quarter.

7.3. Play Time:

<b>Divisions</b>	
Boys 7	For 7 or more players on a team, each player must play 2 full quarters AND sit one full quarter.  For 6 or less players on a team, each player must play at least 3 full quarters.
Boys 8	For 7 or more players on a team, each player must play 2 full quarters AND sit one full quarter.  For 6 or less players on a team, each player must play at least 3 full quarters.
Boys 9	For 7 or more players on a team, each player must play 2 full quarters AND sit one full quarter.  For 6 or less players on a team, each player must play at least 3 full quarters.
Boys 10	For 7 or more players on a team, each player must play 2 full quarters AND sit one full quarter.  For 6 or less players on a team, each player must play at least 3 full quarters.
Boys 11	For 7 or more players on a team, each player must play 2 full quarters AND sit one full quarter.  For 6 or less players on a team, each player must play at

	least 3 full quarters.
Boys 12	For 7 or more players on a team, each player must play 2 full quarters AND sit one full quarter.  For 6 or less players on a team, each player must play at least 3 full quarters.
Boys 13	For 7 or more players on a team, each player must play 2 full quarters AND sit one full quarter.  For 6 or less players on a team, each player must play at least 3 full quarters.
Boys 14	For 7 or more players on a team, each player must play 2 full quarters AND sit one full quarter.  For 6 or less players on a team, each player must play at least 3 full quarters.
Boys 15-17	For 7 or more players on a team, each player must play 2 full quarters (or 4 half quarters) AND sit one full quarter (or 2 half quarters).  For 6 or less players on a team, each player must play at least 3 full quarters (or 6 half quarters.)
Girls 7-8	For 7 or more players on a team, each player must play 2 full quarters AND sit one full quarter.  For 6 or less players on a team, each player must play at least 3 full quarters.
Girls 9-10	For 7 or more players on a team, each player must play 2 full quarters AND sit one full quarter.  For 6 or less players on a team, each player must play at least 3 full quarters.
Girls 11-12/11-13	For 7 or more players on a team, each player must play 2 full quarters AND sit one full quarter.  For 6 or less players on a team, each player must play at least 3 full quarters.

Girls 13-14	<p>For 7 or more players on a team, each player must play 2 full quarters AND sit one full quarter.</p> <p>For 6 or less players on a team, each player must play at least 3 full quarters.</p>
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- 7.4 Violation of Rule 7.3. Violation of Rule 7.3 may result in forfeit of that game. A warning may be issued for a first time offense or for extraordinary circumstances.
- 7.5 Purposeful Violation of Rule 7.3: If a violation of Rule 7.3 was purposeful, the Head Coach may be suspended for one or more games, or removed from his/her coaching position for the remainder of the season.
- 7.6 Late Players. Any player who shows up after tip off may, for minimum play time requirements only, be assessed 1 full quarter of play time at the discretion of the Coach. This rule shall not apply to a player's maximum eligible play time.

## 8. Defense

<b>Divisions</b>	<b>Man/Zone</b>	<b>Double team</b>	<b>Press</b>
Boys 7	<p>Each team must play man-to-man defense Coaches are allowed on the court for a few seconds at the beginning of each quarter to assist with player match-ups (this is done very quickly).</p> <p>No zone defenses are allowed</p>	<p>It is permitted to double-team the player with the ball using help defense if the player with the ball is advancing to the basket.</p> <p>It is not permitted to double team a player without the ball</p>	<p>The rectangular area extending from sideline to sideline between the half court line and approximately 2 feet beyond the top of the key is the "safe zone.</p> <p>The intent of the safe zone is to allow the offense a chance to set up.</p> <p>No defense is allowed in the safe zone or in the back court.</p>

Boys 8	<p>Each team must play man-to-man defense Coaches are allowed on the court for a few seconds at the beginning of each quarter to assist with player match-ups (this is done very quickly).</p> <p>No zone defenses are allowed</p>	<p>It is permitted to double-team the player with the ball using help defense if the player with the ball is advancing to the basket.</p> <p>It is not permitted to double team a player without the ball</p>	<p>The rectangular area extending from sideline to sideline between the half court line and approximately 2 feet beyond the top of the key is the "safe zone."</p> <p>The intent of the safe zone is to allow the offense a chance to set up.</p> <p>No defense is allowed in the safe zone or in the back court.</p>
Boys 9	<p>Each team must play man-to-man defense</p> <p>No zone defenses are allowed.</p>	<p>It is permitted to double-team the player with the ball.</p> <p>It is not permitted to double-team a player without the ball.</p>	<p>No defense is allowed in the back court (no full court press).</p>
Boys 10	<p>Each team must play man-to-man defense</p> <p>No zone defenses are allowed.</p>	<p>It is permitted to double-team the player with the ball.</p> <p>It is not permitted to double-team a player without the ball.</p>	<p>No defense is allowed in the back court (no full court press).</p>
Boys 11		No defense restrictions.	
Boys 12		No defense restrictions.	
Boys 13		No defense restrictions.	
Boys 14		No defense	

		restrictions.	
Boys 15-17		No defense restrictions.	
Girls 7-8	<p>Each team must play man-to-man defense Coaches are allowed on the court for a few seconds at the beginning of each quarter to assist with player match-ups (this is done very quickly).</p> <p>No zone defenses are allowed</p>	<p>It is permitted to double-team the player with the ball using help defense if the player with the ball is advancing to the basket.</p> <p>It is not permitted to double team a player without the ball</p>	<p>The rectangular area extending from sideline to sideline between the half court line and approximately 2 feet beyond the top of the key is the "safe zone."</p> <p>The intent of the safe zone is to allow the offense a chance to set up.</p> <p>No defense is allowed in the safe zone or in the back court.</p>
Girls 9-10	<p>Each team must play man-to-man defense</p> <p>No zone defenses are allowed.</p>	<p>It is permitted to double-team the player with the ball.</p> <p>It is not permitted to double-team a player without the ball.</p>	No defense is allowed in the back court (no full court press).
Girls 11-12 or 11-13		No defense restrictions.	
Girls 13-14		No defense restrictions.	

## 9 . Lane Violations

<b>Divisions</b>	
Boys 7	Players are allowed a 5-second count inside the lane
Boys 8	Players are allowed a 3-second count inside the lane
Boys 9	Players are allowed a 3-second count inside the lane
Boys 10	Players are allowed a 3-second count inside the lane
Boys 11	Players are allowed a 3-second count inside the lane
Boys 12	Players are allowed a 3-second count inside the lane
Boys 13	Players are allowed a 3-second count inside the lane
Boys 14	Players are allowed a 3-second count inside the lane
Boys 15-17	Players are allowed a 3-second count inside the lane
Girls 7-8	Players are allowed a 5-second count inside the lane
Girls 9-10	Players are allowed a 3-second count inside the lane
Girls 11-12/11-13	Players are allowed a 3-second count inside the lane
Girls 13-14	Players are allowed a 3-second count inside the lane

## **10. Minimum Players Required**

- 10.1 All leagues require at least four players to start a game.
- 10.2 A team with 5 or more players **MUST** play with a 5 players. If one team has 5 or more players, that team is prohibited from playing 4 on 4.
- 10.3 Any team, for any reason, having only 3 eligible players to play will be required to forfeit the game.

## 11. Mercy

Divisions		Mercy Running Clock Rule
Boys 7	<p>If a team is ahead by 15 or more points, the leading team must pass the ball 3 times on offense before scoring.</p> <p>Failure to do so results in a turnover.</p> <p>If the lead is then reduced to 10 points or less, the 3 pass rule is no longer required.</p> <p>.</p>	<p>If a team is ahead by 20, the game clock will not stop except for a time out or by request from an Official.</p> <p>If a team reduces the lead to 10, normal clock stoppage rules apply.</p>
Boys 8	<p>If a team is ahead by 15 or more points, the leading team must pass the ball 3 times on offense before scoring.</p> <p>Failure to do so results in a turnover.</p> <p>Passes within the safe zone do not count. A pass must originate from a player outside of the safe zone.</p> <p>If the lead is then reduced to 10 points or less, the 3 pass rule is no longer required</p>	<p>If a team is ahead by 20, the game clock will not stop except for a time out or by request from an Official.</p> <p>If a team reduces the lead to 10, normal clock stoppage rules apply.</p>
Boys 9	<p>If a team is ahead by 15 or more points, the leading team must pass the ball 3 times on offense before scoring.</p> <p>Failure to do so results in a turnover.</p>	<p>If a team is ahead by 20, the game clock will not stop except for a time out or by request from an Official.</p> <p>If a team reduces the lead to 10, normal clock stoppage rules apply.</p>

	<p>Passes within the safe zone do not count. A pass must originate from a player outside of the safe zone.</p> <p>If the lead is then reduced to 10 points or less, the 3 pass rule is no longer required</p>	
Boys 10	<p>If a team is ahead by 15 or more points, the leading team must pass the ball 3 times on offense before scoring.</p> <p>Failure to do so results in a turnover.</p> <p>Passes within the safe zone do not count. A pass must originate from a player outside of the safe zone.</p> <p>If the lead is then reduced to 10 points or less, the 3 pass rule is no longer required</p>	<p>If a team is ahead by 20, the game clock will not stop except for a time out or by request from an Official.</p> <p>If a team reduces the lead to 10, normal clock stoppage rules apply.</p>
Boys 11	<p>If a team is ahead by 20 or more points, the leading team cannot play defense in its back court</p> <p>If the lead is then reduced to 15 points or less, the leading team can play defense in its back court.</p>	<p>If a team is ahead by 30, the game clock will not stop except for a time out or by request from an Official.</p> <p>If a team reduces the lead to 15, normal clock stoppage rules apply</p>
Boys 12	<p>If a team is ahead by 20 or more points, the leading team cannot play defense in its back court</p>	<p>If a team is ahead by 30, the game clock will not stop except for a time out or by request from an Official.</p>

	If the lead is then reduced to 15 points or less, the leading team can play defense in its back court.	If a team reduces the lead to 15, normal clock stoppage rules apply
Boys 13	If a team is ahead by 20 or more points, the leading team cannot play defense in its back court  If the lead is then reduced to 15 points or less, the leading team can play defense in its back court.	If a team is ahead by 30, the game clock will not stop except for a time out or by request from an Official.  If a team reduces the lead to 15, normal clock stoppage rules apply
Boys 14	If a team is ahead by 20 or more points, the leading team cannot play defense in its back court  If the lead is then reduced to 15 points or less, the leading team can play defense in its back court.	If a team is ahead by 30, the game clock will not stop except for a time out or by request from an Official.  If a team reduces the lead to 15, normal clock stoppage rules apply requirements.
Boys 15-17	If a team is ahead by 20 or more points, the leading team cannot play defense in its back court  If the lead is then reduced to 15 points or less, the leading team can play defense in its back court.	If a team is ahead by 30, the game clock will not stop except for a time out or by request from an Official.  If a team reduces the lead to 15, normal clock stoppage rules apply requirements.
Girls 7-8	If a team is ahead by 15 or more points, the leading team must pass the ball 3 times on offense before scoring.  Failure to do so results in	If a team is ahead by 20, the game clock will not stop except for a time out or by request from an Official.  If a team reduces the lead to 10, normal clock stoppage rules apply.

	<p>a turnover.</p> <p>Passes within the safe zone do not count. A pass must originate from a player outside of the safe zone.</p> <p>If the lead is then reduced to 10 points or less, the 3 pass rule is no longer required</p>	
Girls 9-10	<p>If a team is ahead by 15 or more points, the leading team must pass the ball 3 times on offense before scoring.</p> <p>Failure to do so results in a turnover.</p> <p>Passes within the safe zone do not count. A pass must originate from a player outside of the safe zone.</p> <p>If the lead is then reduced to 10 points or less, the 3 pass rule is no longer required</p>	<p>If a team is ahead by 20, the game clock will not stop except for a time out or by request from an Official.</p> <p>If a team reduces the lead to 10, normal clock stoppage rules apply.</p>
Girls 11-12/11-13	<p>If a team is ahead by 20 or more points, the leading team cannot play defense in its back court</p> <p>If the lead is then reduced to 15 points or less, the leading team can play defense in its back court.</p>	<p>If a team is ahead by 30, the game clock will not stop except for a time out or by request from an Official.</p> <p>If a team reduces the lead to 15, normal clock stoppage rules apply requirements.</p> <p>.</p>
Girls 13-14	<p>If a team is ahead by 20 or more points, the leading team cannot play defense in its back court</p>	<p>If a team is ahead by 30, the game clock will not stop except for a time out or by request from an Official.</p>

	If the lead is then reduced to 15 points or less, the leading team can play defense in its back court.	If a team reduces the lead to 15, normal clock stoppage rules apply requirements.
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## 12. Uniforms

- 12.1 All players must wear their league issued, current year uniform. Failure to do so may result in a bench technical foul.
- 12.2 A player's jersey must be tucked in.
- 12.3 Shorts must not have any pockets or belt loops. Any Division Director, Board Member, or Game Official may deny a player wearing shorts with pockets or belt loops from playing in a game until he/she changes.

## 13. Jewelry

- 13.1 Wearing of any jewelry is prohibited. Any Division Director, Board Member, or Game Official may deny a player wearing jewelry from playing in a game until he/she removes such items.
- 13.2 It is prohibited from covering up jewelry with tape, pad or any covering material. Please do not get your child's ear pierced during the season as we will require the player to remove them during the game.

## 14. Scorekeeper/Timekeeper

The home team is to provide a scorekeeper, the away team is to provide a Timekeeper.

## 15. Ejections

- 15.1 All leagues require that receipt of a second technical foul by the same player or same coach in a game results in an automatic ejection from the game and suspension from the next game.
- 15.2 Any coach or player ejected from more than one game will be reviewed by the JTAA Basketball Board for allowance of continued participation in the league.

- 15.3 Coaches are required to report to the corresponding League Director, or any Board Member, if a player or coach receives 2 technical fouls. Failure to do so could result in suspension for a game.
- 15.4 If ejected, a player or coach must vacate the premises. Failure to abide by this may result in forfeiture of the game, and possible law enforcement involvement.

## **16. Coaching/Credentials**

- 16.1 All coaches must be approved by the Board. Please remember that coaching is not a right. Coaches who coach for non-JTAA travel teams or are found to be recruiting JTAA players to non-JTAA travel teams may be disqualified from consideration for being selected as a coach.
- 16.2 The Board reserves the right to remove a coach at any time and for any reason during the season as required.
- 16.3 Each team is allowed two designated coaches: a head coach and an assistant coach. Upon approval, teams may be allowed to have additional coaches to help during practice (practice-only coach). However, the practice-only coach may not be allowed on the bench during any game without permission. Such approval will only be granted in extreme cases such as when neither the head coach, nor the assistant coach can attend a game.
- 16.4 While we understand this is a recreational league, all coaches must wear acceptable attire while coaching. Coaches are expected to wear league issued coach shirts during games.
- 16.5 To the extent possible, coaches are responsible for the behavior of their team's parents, players and spectators. Reasonable efforts to control them is expected.
- 16.6 Coaches must refrain from approaching Game Officials after a game to argue, dispute a call, harass, threaten, or disparage any Game Official. All officiating issues must be directed towards the respective Division Director, League President, Board Referee Liaison, or Commissioner. Waiting for a Game Official outside of the court or after a game, and confronting him/her is unacceptable behavior. Any coach accused of such behavior will be required to meet with the Board or Commissioner. If the Board or Commissioner finds that the interaction was inappropriate, threatening or harassing, demeaning, or caused other reasonable harm to the Game Official, such behavior will result in a minimum 2 game suspension.
- 16.7 At every regular season and playoff game, each coach and assistant coach must wear and/or display a current coach's card issued by JTAA Rec Basketball Board. Prior to the start of any game, Game Officials shall check the credentials of each coach and assistant coach to ensure compliance. Any coach or

assistant coach not displaying their coach's card will not be permitted to sit on the team bench and coach.

- 16.8 Only players and coaches scheduled to play at that time and location are allowed on the bench during game time.
- 16.9 All coaches must be at least 18 years old to coach. Children between the ages of 14-17 years old may be allowed to coach provided they 1) obtain approval from the Commissioner, and 2) have an adult supervisory coach with them during all practices and games.
- 16.10 Registration requirements for being eligible for being selected as a coach:
  - 16.10.1 All Coaches must follow JTAA volunteer/coaching procedures.
  - 16.10.2 All Coaches must register using the JTAA volunteer registration website.
  - 16.10.3 All Coaches must be NYSCA certified
  - 16.10.4 All Coaches must submit to and pass a background check administered by JTAA.
- 16.11 All players participating in JTAA Basketball must be officially registered in accordance with JTAA procedures or policies. Any coach knowingly allowing a non-registered player to participate in a JTAA basketball game or practice will be subject to removal as head coach. If a coach does not know or is unsure of an individual's status, it his/her duty to obtain the status of the player in question prior to allowing him/her to participate in any basketball related activity.

## **17. Zero Tolerance for Abuse Against Game Officials**

- 17.1 JTAA Basketball is committed to providing a sport environment in which all individuals are treated with respect and dignity. All Individuals participating in JTAA Basketball, whether as an athlete, parent, family member, spectator or visitor, shall be aware there is an expectation, at all times, of appropriate behavior consistent with the values of JTAA Basketball.
- 17.2 As a result of this, JTAA Basketball has a Zero Tolerance Policy regulating the conduct of coaches, players and parents, and all visitors toward game officials. Players, coaches, or spectators are not allowed to disrespect an official's decision, nor are they allowed to make abusive comments. This includes comments and complaints from the stands.
- 17.3 As outlined in Paragraph 16.6, Coaches must refrain from approaching referees after a game to argue, dispute a call, harass, threaten, or disparage the referee. If a Coach has questions or concerns about officiating or a particular game official, all issues must be directed towards the Division Director, League President, Board Referee Liaison, or Commissioner.

- 17.4 Spectators, visitors, and parents/family members must refrain from approaching game officials after a game to argue, dispute a call, harass, threaten, or disparage the game officials. If a parent has questions or concerns about officiating or a particular game official, all issues must be directed towards the age Division Director, League President, Board Referee Liaison, or Commissioner. Waiting for a game officials outside of the court, after a game, and confronting him/her is unacceptable behavior and may result in a suspension. Any spectators, visitors, or parents/family members accused of such behavior will be required to meet with the Board or Commissioner. If the Board or Commissioner finds that the interaction was inappropriate, threatening or harassing, demeaning, or caused other reasonable harm to the referee, such behavior will result in a suspension from JTAA Basketball for a minimum of two games.
- 17.5 Game Officials are solely responsible for calling a game.
- 17.6 No player, coach or spectator shall refuse to abide by an official's decision.
- 17.7 A Game Official, Division Director, or Board Member may forfeit a game if any player or bench personnel fail to comply with any rules, regulations, or repeatedly commits acts that make a travesty of the game. A Game Official, Division Director, or Board Member may forfeit a game if spectators are acting in a threatening or improper manner and fail to leave after request or fail to end such behavior. In situations where players, parents, or spectators are unruly and will not stop such behavior or leave the gymnasium upon request, Game Officials, Division Director, or Board Member may forfeit the game, with the loss charged to that team. Decisions to forfeit a game cannot be challenged and are final.

## **18. Refunds**

- 18.1 Refunds may be requested until the cutoff date posted on the JTAA basketball website. Refunds requested prior to this date will receive a refund minus a processing fee established by JTAA. Requests for refund after this date will not be granted, except in extra ordinary circumstances, or at the discretion of the Commissioner.
- 18.2 If the refund date is not posted on the website, or is not current for the season, the default cut-off date will be the Friday prior to draft week. All requests must be in writing, via email to the JTAA Basketball Registrar or Treasurer, prior to 12 AM. Email requests sent to a coach will NOT satisfy the written notice requirement.

## **19. Use of Gymnasiums/Facilities**

- 19.1 Basketball gymnasiums/facilities and outdoor courts used by JTAA are owned and operated by local public and private schools, towns, or counties. Use of gymnasiums/facilities or outdoor courts by JTAA is permitted through cooperation between the schools, towns, counties. Abuse of facilities and outdoor courts (vandalism, intentional or unintentional damage, litter, etc.) may result in the suspension of athletic activities and possibly the cancellation of the league. Accordingly, any athlete, parent, family member, visitor, or spectator found abusing any facility will be subject to discipline by the Board.
- 19.2 It is the responsibility of the last teams on any day's schedule to clean up the gymnasiums/facilities before they leave.
- 19.3 Use of a gymnasiums/facilities is restricted to the area assigned and all activities must be limited to those for which use has been approved.
- 19.4 Use of public school facilities is automatically cancelled when Palm Beach County Schools are closed because of holidays, inclement weather or when JTAA use will interfere with school activities.

## **20. Weather/Lightning: ThorGuard Lightning Prediction and Warning System**

- 20.1 Jupiter Community Park and Abacoa Park are equipped with a ThorGuard Lightning Prediction and Warning System. The main unit is located on top of the building in between the softball fields. The Park also has satellite locations on top of the building at the Multi-Purpose fields and the building located at the Senior Baseball Fields (Baseball fields on the West side of the parking lot). The satellite locations include a light on top of the building.
- 20.2 Once the system is activated by the potential for lightning in the area the following will happen:
  - The lightning system activates when it reads a charge that is strong enough to produce lightning around the park.
  - Once activated, the unit will sound (1) long horn and the light on top of the pole will start to flash. Coaches and parents please look at the light on top of the building at the Senior Baseball Fields when you arrive to see if the light is flashing (If the unit went off before you arrived you will not hear the horn, so you must go by whether or not the light is flashing).
  - If the light is flashing all coaches, kids and parents must seek shelter and no one is allowed on the fields/courts within the park for the safety of everyone.

-Once the unit has reached a safe level it will give the "All Clear," this will consist of (3) short sounds of the horn followed by the light turning off. This means that it is safe for you to go onto the fields/courts and conduct your practice or game.

20.3 All JTAA and Town of Jupiter activities must follow this protocol when using the facilities at Jupiter Community Park and Abacoa Park.

20.4 If anyone has any questions or would like to view the site to identify the location of the ThorGuard system, please contact the Town of Jupiter Recreation Supervisor. The Town of Jupiter has a website that provides up to the minute updates on the status of the system: <http://jupiter.thormobile10.net/>.

## **21. Game Schedule**

21.1 All game schedules will be posted on the JTAA basketball website.

21.2 The schedule posted on the website is the official schedule followed by JTAA Basketball. Except in cases of immediate rescheduling where the changes could not be posted to the website, any discrepancies in game time/location will be governed by the website.

21.3 Coaches are not allowed to reschedule league games.

21.4 The Commissioner reserves the right to change the schedule as required throughout the season. Please be advised that JTAA Basketball uses all gymnasiums at the discretion of the facility owner. If a facility has an unexpected event or needs the use of their facility, games will be reschedule. This will require teams to play at different times and locations. We do our best to inform parents, players, and coaches prior to the originally scheduled event, but often such changes are communicated to us on short notice, or sometimes not at all. While we understand this can be difficult on family schedules, the alternative is for us to cancel the game that day. Given the tight scheduling of the season and limited availability of facilities, should we have to cancel a game, it will not be rescheduled for another day.

## **22. Team Selection**

22.1 ALL leagues will form individual teams by a draft system.

22.2 In an effort to create balanced teams and competitive leagues, requests for placement on a specific team, coach, or player, or to play on a specific team for any reason (friends, transportation, etc.) will NOT be guaranteed. All players

must play on the team by which they were drafted or placed by the Commissioner.

- 22.3 If required, players may be moved from a team in an effort to maintain competitive balance. Moving of players will be allowed only with the approval of the Commissioner.

### **23. Length of Season**

- 23.1 Our season begins late November and ends at the end of February.
- 23.2 After all regular season games have been completed, all age divisions, except Boys 7, Boys 8, and Girls 7-8, will participate in a playoff.
- 23.3 While regular season games are played on Saturdays, playoff games may be scheduled any day, Monday-Saturday.

### **24. Practice During Season:**

- 24.1 Practice times and locations are provided to each team by the Board.
- 24.2 Teams are PROHIBITED from practicing at any non-JTAA basketball approved facility/practice site. This includes a coach's own home basketball court or neighborhood association's park.
- 24.3 Practices are 60 minutes. Each team will have one indoor practice and one outdoor practice. Practices are scheduled for Monday/Wednesday or Tuesday/Thursday.
- 24.4 If your practice is canceled for any reason, i.e. weather or school closing, that team is prohibited from taking another team's location or time slot in an effort to make up the missed time.
- 24.5. When practicing at any Town of Jupiter outdoor basketball court, JTAA Basketball is required to leave one full court available for general public use.
- 24.6 Please report any issues to your league director. If non-JTAA basketball individuals are on the court and will not leave, or you feel threatened, please contact the Jupiter Police.
- 24.7 Please respect time allocations. We have many teams with limited space. All coaches shall show respect for teams practicing by having their players remain off the court until it is their scheduled time. Coaches shall vacate their courts

when their time is up. It is not acceptable to ask an incoming coach for just a few more minutes to finish a drill or a scrimmage.

24.8 Violations of Paragraph 24.7 will not be tolerated. Failure to adhere to this may result in suspension or forfeiture of a game(s).

## **25. Practice Schedule During Holiday Season**

25.1 Once the season breaks for Winter Holiday, we will operate on a modified practice schedule as follows:

1. There will be no indoor practices for any team.
2. Teams will be allowed to practice outdoors at their regularly scheduled practice time. If a park closes or the Park District is doing work, that team will lose their practice time.
3. Teams will be allowed to practice outdoors if they want a second practice. However, they must not interfere with another team's regularly scheduled practice time.
4. Teams will NOT be allowed to practice at a non-JTAA basketball approved facility/practice site. This includes a coach's own home basketball court or neighborhood association's park.
5. Normal practice schedule (indoor and outdoor) will resume when schools resume normal schedule.

## **26. Playoffs**

26.1 All teams will make the playoffs.

26.2 All playoffs will be based on a seeded, single elimination tournament format.

26.3 Teams will be seeded based on 1) Win-Loss Record, 2) Points Scored Against Team, and 3) Coin Toss.

26.4 Teams will not be allowed to practice indoor once the playoffs begin.

26.5 Playoff practice schedule

1. Teams will be allowed to practice outdoors at their regularly scheduled practice time.
2. Teams will be allowed to practice outdoors if they want additional practice times. However, they must not interfere with another team's regularly scheduled practice time.

3. Teams will NOT be allowed to practice at a non-JTAA basketball approved facility/practice site. This includes a coach's own home basketball court or neighborhood association's park

## **27. Volunteers**

All volunteers must register with JTAA as a volunteer, complete and pass a background check administered by JTAA, and be approved by the Board prior to interacting with any basketball athlete.

## **28. Use of JTAA Basketball Database**

- 28.1 All volunteers, coaches and non-coaches, agree that the JTAA player database is a proprietary database owned and operated by JTAA and JTAA Basketball.
- 28.2 Other than required to perform his/her job, no volunteer, without the express consent of JTAA Basketball Commissioner, may share any information obtained from the JTAA Basketball database with a third party, including using the JTAA database or data obtained from the JTAA Basketball database, to form non-JTAA sponsored recreational or travel sports league(s), basketball or otherwise, providing information obtained from the JTAA Basketball database to an existing non-JTAA program or third party, or using such obtained data in a manner that is not for the purpose of JTAA Basketball.
- 28.3 Failure to follow this rule may result in removal from JTAA Basketball and/or other JTAA sports.