

The Junior Premier Sports League will follow NFHS rules except as provided, herein.

LENGTH OF GAMES, BASKET HEIGHT AND BALL SPECIFICATIONS

| GRADE DIVISION | GAME LENGTH | BASKET HEIGHT | BALL SIZE |
|-----------------------|----------------------|----------------------|------------------|
| K/1st grade | 4x8 minute running | 8' | 28.5" |
| 2nd/3rd grade | 4x6 minute pro-clock | 9' | 28.5" |
| 4th/5th grade | 4x6 minute pro-clock | 10' | 28.5" |
| Middle School | 4x6 minute pro-clock | 10' | 29.5" |

GAME STOPPAGE

In the Kindergarten/1st grade division, the clock will stop during free throws, timeouts, and at the end of each quarter.

QUARTER BREAK

There will be a one minute break at the conclusion of the 1st and 3rd quarters. With 15 seconds remaining in the intermission, teams will be notified via buzzer. The conclusion of intermission will be marked with a second buzzer. The game officials can begin play immediately following the second buzzer (even if both teams have not returned to the court).

HALFTIME

There will be a 5 minute halftime at the conclusion of the second quarter. Teams will be notified that there is one minute remaining in halftime via buzzer. With 15 seconds remaining in the intermission, teams will be notified with a second buzzer. The conclusion of intermission will be marked with a third buzzer. The game officials can begin play immediately following the third buzzer (even if both teams have not returned to the court).

OVERTIME

There is **NO OVERTIME** for regular season games. During the postseason tournament, in the event of a tie at the end of regulation, there will be a three minute overtime period. The game will continue until a victor is determined.

TEAM FOULS, PLAYER FOULS, AND TIMEOUTS

| GRADE DIVISION | TEAM FOULS | PLAYER FOULS | TIMEOUTS |
|----------------|-------------------|--------------|------------|
| K/1st grade | 7-bonus/10-double | N/A | 5 per game |
| 2nd/3rd grade | 7-bonus/10-double | N/A | 5 per game |
| 4th/5th grade | 7-bonus/10-double | 6 per game | 5 per game |
| Middle School | 7-bonus/10-double | 6 per game | 5 per game |

TEAM FOULS

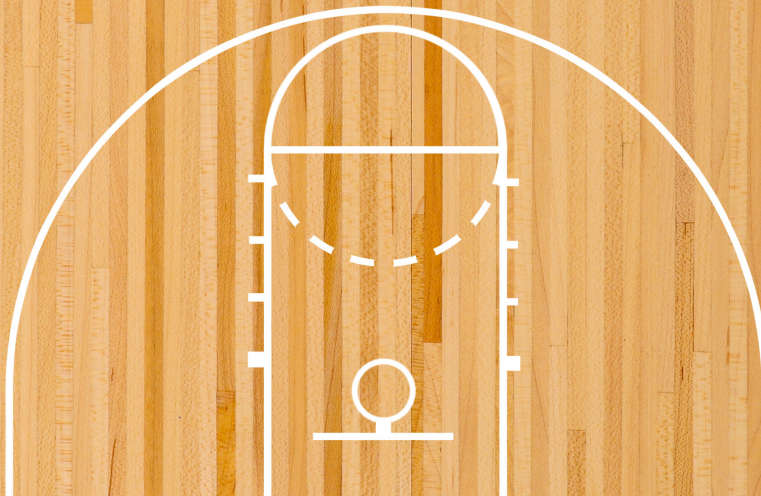
When a team has committed seven team fouls in a half, their opponent will enter the **BONUS**, and will receive 1+1 free throws for each foul committed the remainder of the half. When a team commits their tenth foul in a half, their opponent will enter the **DOUBLE BONUS**, and will receive 2 free throws for each foul committed the remainder of the half.

PLAYER FOULS

In the 4th/5th grade and Middle School divisions, each individual player is permitted 6 fouls throughout the game. Upon receiving his/her sixth foul, the player will be disqualified for the remainder of the competition.

TIMEOUTS

Each coach will be permitted 5 timeouts per game. Each timeout will be 45-seconds in duration. With 15 seconds remaining in each timeout, teams will be notified via buzzer. The conclusion of each timeout will be marked with a second buzzer. The game officials can begin play immediately following the second buzzer (even if both teams have not returned to the court).



DEFENSIVE ALIGNMENT, FULL COURT PRESS, 2ND HALF CLOCK RULE

| GRADE DIVISION | DEFENSE | PRESS | CLOCK RULE |
|----------------|-----------------|------------------------|------------|
| K/1st grade | Man-to-man ONLY | N/A | 15 points |
| 2nd/3rd grade | Man or zone | N/A | 20 points |
| 4th/5th grade | Man or zone | Last 2 minutes of game | 20 points |
| Middle School | Man or zone | Last 2 minutes of game | 20 points |

DEFENSIVE ALIGNMENT

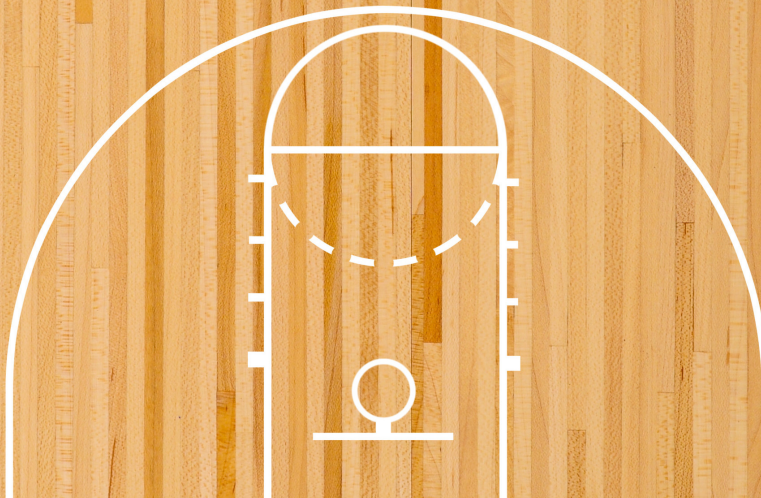
Man-to-man defense is **REQUIRED** in the Kindergarten/1st grade division. A team foul will be assessed for each instance where the defense double teams the offensive player in possession of the ball.

FULL COURT PRESS

In the 4th/5th grade and Middle School divisions, **BOTH** teams are permitted to press full court when the difference in score is 15 points or less.

2ND HALF CLOCK RULE

There will be **NO STOPPAGE** of the game clock in the 2nd half of a game where the difference in score is 20 points or greater (15 points for the Kindergarten/1st grade division). The lone exception to this rule is for a timeout called by either team. Once the clock rule has been put into effect, it remains in effect the duration of the game (regardless of the score).



MULTIPLE ROSTERING

Student-athletes are only permitted to be rostered on **ONE** team the duration of the season.

GRADE LEVEL ASSIGNMENT

Student-athletes are encouraged to compete at their current grade level. In certain situations a player, based on their skill level and/or their physical size, may “play up” with the next higher grade division. This decision is at the discretion of the athletic director at his/her school. **IT IS NEVER** permitted for a student-athlete to compete in a lower grade division.

PLAYING TIME

Coaches are encouraged to allow each team member to play in half of each game. This IS NOT an enforced rule, but IS in the best interest of the developing athlete.

SUSPICION OF A HEAD INJURY

In the event of a head injury during a game or practice, the coach **MUST** immediately remove the student-athlete from the event. The player may not return to compete until cleared by a medical professional.

CODE OF CONDUCT

All coaches, players, and parent spectators are required to show respect for the game, for the equipment, for the opposition and their fans, and for the game officials. It is the responsibility of the head coach to ensure that all his/her assistant coaches, players, and parent spectators are behaving in an appropriate manner before, during, and at the conclusion each match. Any coach, player, or parent spectator found by a game official or league representative to be in violation, will receive the following:

1st offense - verbal and/or written warning

2nd offense - one game suspension

3rd offense - removal from the league

Junior Premier Sports reserves the right to immediately escalate the penalty in the event of behavior warranting a greater penalty. This decision will be at the discretion of Junior Premier Sports, with input from each of the schools represented in the league.



UPDATED 2-10-19

