JPS Winter League Rules

For the JPS Winter Youth Basketball League

also known as the "**Jefferson County Youth Basketball Conference**"

IMPORTANT NOTE: The "**Game Rules Summary of the JPS Winter League Rules**" is a one-page document provided to each team in their league-provided scorebook which lists the Rules most referenced at game time and should be referenced for in-game rules.

Revised 8/28/2025

*The JPS Rules Board may override or make exception(s) in unforeseen circumstances to any of these Rules or the Rules Summary when an effort to make the situation better for all parties involved is deemed necessary.

** In the event of an unforeseen circumstance, such as a global pandemic similar to the 2020 Covid-19 Pandemic, all policies and procedures related to regulations and restrictions, etc. will be updated and listed on our main website: www.justplaysportscolorado.com the website will supersede any items listed in these bylaws related to a similar circumstance.

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1. THE LEAGUE

1.1 The JPS Winter Youth Basketball League (aka JPS Basketball League), hereafter "JPS," is divided into 3 possible divisions per school grade:

- 1.1.1 "Gold" Competitive Division
- 1.1.2 "Silver" Recreational Division
- 1.1.3 "Bronze" Recreational Division

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

1.3 MEMBER AREA ELIGIBILITY: Member Area Organizations can be admitted to JPS by contacting Just Play Sports: Jacquie Pearson at (303) 880-1415 / jacquiepearson@yahoo.com

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

- 1.4.1 Bear Creek; Dakota Ridge; Golden; Lakewood
- 1.4.2 JPS, which includes teams from: Green Mountain / Alameda / Wheat Ridge / Conifer / Evergreen / D'Evelyn / Ralston Valley / Arvada West / Standley Lake / Pomona / Chatfield / Columbine / Monarch / Douglas County / Denver North, and other individual teams, club teams, and participating areas.

1.5 Just Play Sports manages the JPS Winter League. Jacquie Pearson is the Managing Director of Just Play Sports and of the JPS Winter League, and has final say on any and all interpretations of rules, new rule additions, in-season player eligibility conflicts, and other similar conflicts. A Rules Committee is assembled by JPS each season consisting of other area directors, club directors, referee assignor(s) and lead referees, etc. to assist with interpretations of rules, new rule additions, in-season player eligibility conflicts, and other similar conflicts.

1.6 These By-Laws / Rules shall take precedence over local area By-Laws and Rules when there is a conflict.

1.7 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.

1.8 COACHES: All Coaches shall adhere to the JPS Code of Conduct (1) for all Coaches; (2) for all Players; (3) for all Parents & Guardians; and (4) for all Spectators, Participants, and Attendees: all participants, players, coaches, spectators, parents, siblings, guardians, care-takers, officials, etc. shall abide by the JPS Code of Conduct Policy found at the JPS Website: https://www.justplaysportscolorado.com and/or as part of the online team & player registration and rostering process.

- 1.8.1 All Coaches must adhere to all trainings, guidelines, codes of conduct, etc. dictated by the State of Colorado such as criminal background checks, concussion training course, etc.
- 1.8.2 Coaches are responsible to ensure their team members (players, parents, spectators, etc.) adhere to the JPS Code of Conduct Policy found at the JPS Website: https://www.justplaysportscolorado.com and/or as part of the online team & player registration and rostering process.

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2. TEAM, TEAM MEMBERS, AND DIVISIONS

2.1 **PLAYER ELIGIBILITY**: Each player must be registered with one of the Member Area Organizations.

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.

2.2.2 TRANSFERRING TEAMS: Players having been placed on a roster may not transfer after the first game to any other roster without the approval of the JPS Rules Committee, and the consent of both coaches.

2.2.3 ADDING NEW PLAYERS: No new players may be added to a roster after December 31 without the written approval of JPS Rules Committee.

2.2.4 GRADE LEVEL: Players are allowed to "play up" a grade level but will not be allowed to "play down" a grade level (in rare cases, the JPS Rules Board may determine all parties benefit from a rules override).

2.2.5 ONE PLAYER, MULTIPLE TEAMS: A player may play on more than one team / more than one roster so long as proper rostering occurs for each team, and so long as each team is participating in different age group or skill level divisions. (For example: 5th Gold and 6th Gold, or 4th Gold and 5th Silver, 6th Gold and 6th Silver). A player may NEVER play on two teams in the same division.

2.2.6 MID-GAME: A player may NOT switch teams mid-game. Whether on the bench or checked into the game, that player may NOT play in another game until the conclusion of the original game. A player may NEVER play on two teams in the same division.

2.2.7 ONE TEAM, MULTIPLE DIVISIONS: A "Team" is not allowed to play in the same grade level in two different divisions. A "Team" is defined in this situation as 3 or more players. For example, the "Team" may play in multiple divisions, so long as they play in different age groups, such as 6th Gold and 7th Silver; but the "Team" may NOT play 6th Gold AND 6th Silver. 2 Players from one team is NOT considered a "Team" and may play on multiple teams in the same age group. A player may NEVER play on two teams in the same division.

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 TEAMS PARTICIPATING IN THE GOLD CROWN BASKETBALL LEAGUE
Any team(s) participating in the Gold Crown Basketball Winter Competitive League must check with their League Director for proper division placement.

2.3.3 **EXCEPTIONS TO TEAM REQUIREMENTS**: Any exceptions to the team requirements rules must be approved by JPS.

2.4 **DIVISIONS**:

2.4.1 GIRLS DIVISIONS: Where Available, Girls Divisions will be divided into "Gold" (Competitive), "Silver" (Recreational), and "Bronze" (Recreational) Divisions.

2.4.2 BOYS DIVISIONS: Where Available, Boys Divisions will be divided into "Gold" (Competitive), "Silver" (Recreational), and "Bronze" (Recreational) Divisions.

2.4.3 Teams finishing either First or Second Place in the "Silver" or "Bronze" Divisions must move up to the next level the following year. Exceptions: less than five returning players; JPS Approval.

2.4.4 The league has the authority to move a team into a different division during the season (higher or lower) based on a large (+/-) point differential. This rule is enforceable after the team's 2nd game and before the

team's 4th game. A majority vote by the Area Directors of the league is required. The intent is to ensure teams are placed in the correct skill level in order to maintain the integrity of the divisions.

2.4.4.1 The team may be forced into a different division and must assume the remaining schedule and record of another team who is also in a lopsided placement.

2.4.4.2 Example: Team 1 is in the Gold division and has lost the first 2 games by a devastating margin. Team 2 is in the Silver division and has won the first 2 games by a devastating margin. Team 1 may be moved to the Silver Division and Team 2 may be moved to the Gold division and they will assume each other's record and schedule.

2.4.4.3 There must be two teams in two different divisions involved to make the change.

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3. JPS 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 JPS apply. Any conflicts must be resolved on the court during the game, there will be no protest of rules after the game concludes.

3.2 **THE BALL**:

- 3.2.1 Please be respectful to the facility, most facilities ask us to NOT bounce balls in the hallways, etc. During games, all basketballs should be kept in the team area. Anyone else bringing in basketballs may 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" / 285 / 28.5 / Official Women's Size ball.
- 3.2.3 BOYS BASKETBALL SIZE, Grades 2, 3, 4, and 5: All boys' teams in 2nd, 3rd, 4th, and 5th Grade will play with the "Intermediate" / 285 / 28.5 / Official Women's Size ball.
- 3.2.4 BOYS BASKETBALL SIZE, Grades 6, 7, and 8: All boys' teams in 6th, 7th, and 8th Grade will play with the "Official" size basketball.

3.3 **FOOD AND DRINK RULE**: Please be respectful to the facility, facilities have different rules, please know and abide by those rules when inside the building. Failure to comply with this rule may result in game forfeiture.

3.4 **COACHES RULES**: During the game, at least one coach, and up to three coaches (no more than three) are required to coach the game, manage the player substitution and conduct, and give coaching instruction, etc. Coaches should be familiar with Colorado High School and JPS 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 ensuring that all team members abide by the JPS Code of Conduct (1) for all Coaches; (2) for all Players; (3) for all Parents & Guardians; and (4) for all Spectators, Participants, and Attendees: all participants, players, coaches, spectators, parents, siblings, guardians, care-takers, officials, etc. shall abide by the JPS Code of Conduct Policy found at the JPS Website: https://www.justplaysportscolorado.com and/or as part of the online team & player registration and rostering process.

3.6 **REFEREES, IN-GAME OFFICIATING, PROTESTS, USE OF VIDEO, ETC**:

- 3.6.1 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
- 3.6.2 The Referee(s) are responsible for in-game officiating. League Directors, Gym Monitors, and Court Monitors rely on the Referee(s) 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 in a professional manner, by the head coach(es) and the game official(s): the Referee(s) – NO PROTESTS. JPS will have final say on all disputes and interpretations of the Rules and Roster situations.

3.6.3 If you wish to log a complaint about a referee or a game incident, you may do so by email to your area director; you may also give feedback about a referee by filling out the Feedback Form:
https://justplaysportscolorado.com/content/29263/Officials-Evaluation

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 2 minute time lapse between halves of play. There will be a 60-second 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 1 minute or less

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 should provide the "Book," and the visiting ream should provide the score clock operator. These roles can be reversed if both coaches agree. 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 **UNIFORM RULES**: Players on each team should have the same style and color of jerseys, and should have similar style and color of shorts. CHSAA rules apply for under garment(s). Numbers should be on the front and back of all uniforms.

3.11 **GAME FORFEITURE**:

3.11.1 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.

3.11.2 A Forfeit will be scored as a 10-0 win.

3.12 **GAME CLOCK**:

3.12.1 All teams, all divisions will play FOUR, 10-minute "running clock" quarters.

3.12.2 Halftime will be 2-minutes.

3.12.3 The clock will stop during timeouts, and on each whistle for the last TWO minutes of the 4th Quarter.

3.12.4 There will be a 60-second timeout between Q1 and Q2, and again between Q3 and Q4.

3.12.5 If a court is behind schedule at the beginning of the game, Halftime may be reduced by the gym supervisor.

3.12.6 MERCY RULE: if either team leads by 20 points or more at any time in the 2nd half, the clock runs during all whistles except for timeouts (the rule of "game over if 20-point lead at 2-minutes" has been discontinued).

3.12.7 MERCY RULE: if either team leads by 20 points or more during the 2nd half, no full-court press is allowed.

3.13 **INJURED PLAYERS**: Game officials / referees should enforce CHSAA rules for injured player protocol, coaches may be waived onto the court with permission from the referee. Parents should not run onto the court for any reason, without permission from the referee.

3.14 **TIME-OUTS**: Each team will have 3 timeouts per game, but no more than 2 may carry-over to the 2nd half. If overtime, timeouts reset to ONE timeout per team. Timeouts are 60-seconds each.

- Example 1: A team may use 1 time-out in the first half, and 2 timeouts in the second half.
- Example 2: A team may use 2 time-outs in the first half, and 1 timeout in the second half.
- Example 3: A team may use 3 time-outs in the first half, and 0 timeouts in the second half.
- A team may NEVER use 3 time-outs in the 2nd half.

3.15 **FREE THROWS, PERSONAL FOULS, TEAM FOULS, AND TEAM BONUS** (new as of 2023-2024):

3.15.1 CHSAA / NFHS rules apply to all divisions.

3.15.2 5 Personal Fouls are allowed per player per game.

3.15.3 Administrative Technical Fouls do not count as a Team Foul, nor as a Personal Foul

3.15.4 In-Game Technical Fouls count as both a Team Foul, and a Personal Foul

3.15.5 Team Fouls will be counted per quarter, on the 5th Team Foul of each quarter, the opponent will be "in the Bonus." When in the "Bonus" 2 Free Throws will be awarded to the player who was fouled. The Bonus is <u>reset for each quarter</u> (The Rules is NO LONGER 1-and-1 on the 7th team foul for the half, and no longer 2 shots on the 10th team foul).

3.15.6 5th, 6th, 7th, and 8th Grade teams must shoot free-throws from the regulation line.

3.15.7 4th Grade "Gold-Division" teams must shoot free-throws from the regulation line.

3.15.8 2nd, 3rd, and 4th Grade "Silver-Division" boys and girls teams will be allowed to shoot free-throws 24 inches in front of the free-throw line. The shooter should still be required to stay behind the 24-inch line until the ball hits the rim.

3.16 **THREE-POINT SHOTS**: In gyms where a regulation 3-point line is established, 3-point baskets will be counted.

3.17 **THREE SECOND / FIVE SECOND RULE**:

3.17.1 All 5th, 6th, 7th, and 8th Grade teams will be allowed 3 seconds in the free-throw lane.

3.17.2 4th Grade – "Gold Division" Teams will be allowed 3 seconds in the free-throw lane.

3.17.3 All 2nd, 3rd, and 4th Grade "Silver & Bronze Division" Teams will be allowed 5 seconds in the free-throw lane.

3.18 **FULL COURT PRESS**:

3.18.1 Full court press is allowed for 4th Gold, and all 5th, 6th, 7th, and 8th Grade teams.

3.18.2 Teams cannot use the full court press in the 2nd half if they have a 20-point lead or greater.

3.18.3 2nd, 3rd, and 4th Grade "Silver & Bronze Division" teams are NOT allowed to use any form of a full court press.

3.19 **ZONE DEFENSE**:

All 2nd, 3rd and 4th Grade "Silver & Bronze Division" teams will **NOT be allowed any form of Zone Defense, including Full Court or Half Court Zone Trap**.

3.19.1 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 Zone Defense Rule Violations (section 3.19.7).

3.19.2 "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:

a) HELP DEFENSE: if an offensive player beats his or her defender and has an open drive to the basket, other defenders can collapse and guard the basket.

b) SWITCHING SCREENS: if a successful screen is set, defenders can switch opponents.

c) 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.

3.19.3 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 that defender's "man" – during a half-court offensive situation; ball hawking might not necessarily be a double team.

3.19.4 Double Teaming in the lane is allowed.

3.19.4.1 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.

3.19.5 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.

3.19.5.1 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 3.19.2.

3.19.6 INDICATORS OF ZONE DEFENSE:

3.19.6.1 One or 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.

3.19.6.2 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.

3.19.6.3 After a help-and-recover situation, the defensive team made no attempt to re-establish man to man defensive positioning.

3.19.7 **ZONE DEFENSE RULE VIOLATIONS**: The Referee should help players – especially early in the season and younger players – 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).

1) **Verbal Warning**: Verbal instructions and warnings should be given if no significant advantage is taken by the defense; such as, "who are you guarding?" and "find your man…" to help defenders understand the rule.
2) **First Official Offense**: If the defense does not adjust to the Verbal Instructions and Warnings, and/or an advantage is taken by the defense, an **Official Warning** should be given to the Head Coach. The whistle must be blown, and play must be stopped to give the warning. Both coaches should be notified. The scorekeeper should document the warning in the scorebook.
3) **Second Official 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 scored 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

3.20 **SUBSTITUTION**: Free substitution is in effect for the entire game.

3.21 **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).

3.21.1 If the game is tied after regulation play, a 2-minute overtime period will be played.

3.21.2 If the game is still tied after the 2-minute overtime period, a 4-minute, running clock sudden death period will be played, where the first team to score a point is the winner – free throw or field goal. If still tied after the 4-minute sudden-death period, the gym supervisor or head referee may determine the winner by coin-flip.

3.21.3 The overtime period(s) are an extension of the 4th quarter, which is a continuation of team and personal fouls, and eligible players. Timeouts will be reset to 1 per team during the overtime period.

3.22 **20-POINT RULE**: 2nd, 3rd, 4th "Silver and Bronze", and 5th "Silver and Bronze" Divisions only (all 2nd and 3rd Grade Teams are considered "Silver/Bronze" Division Teams): once a single player scores 20 points or more in the "Silver or Bronze" division, that player may continue to play, but any points scored by that player from then on WILL NOT COUNT.

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

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

3.22.3 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.

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4. POST SEASON TOURNAMENT

4.1 All post season tournaments will be single elimination format.

4.2 Each local area will be responsible for their percentage share of the post season tournament divisions under the direction of JPS.

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 "Gold" Division, and 1 tournament for the "Silver" Division, and 1 tournament for the "Bronze" Division.

4.5 The top 8 teams of each division 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. If a division has enough teams to divide into subdivisions such as "North" and "South" or otherwise for geographic purposes, that division will still only take 8 teams total of those subdivisions combined.

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, the process be defined on the league website.

4.7 **AWARDS**: 1st and 2nd place teams in each division of the post-season tournament will receive awards.

4.8 **TOURNAMENT PLAYING RULES**: Rules will be the same as rules used in the regular season.

…Appendix(es) continued next page…

APPENDIX A: **JPS Code of Conduct** (1) for all Coaches; (2) for all Players; (3) for all Parents & Guardians; and (4) for all Spectators, Participants, and Attendees: all participants, players, coaches, spectators, parents, siblings, guardians, care-takers, officials, etc. shall abide by the JPS Code of Conduct Policy found at the JPS Website:https://justplaysportscolorado.com/content/37078/JPS-Code-of-Conduct and/or as part of the online team & player registration and rostering process.