5on5 GAME RULES for JPS Spring / Summer Tournaments & Fall League

(Last modified: 9/1/2026) **CHSAA / NFHS Basketball Rules apply to the league or tournament, except as modified below:**

1) Team Rosters, Eligibility, Uniforms, Ball Size, etc.

a) **ROSTERS**: Teams with Online Rosters not properly completed using the JPS website risk game forfeit.
b) **ROSTERS**: Each Player must complete the Online Roster procedure and be added to the team roster by Wed, Week of First Game(s).
c) **ROSTERS**: Teams are allowed to play only with players listed on the Team Roster. A player may not play on two teams in the same division. 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.
d) **UNIFORMS**: home team (first team listed) or higher seed should wear light jerseys. Disputes will be settled by the referee.
e) **BALL SIZE**: 5th Grade & younger boys' divisions shall use the 28.5 / Intermediate / Women's Official Size game ball.

2) Scorekeeping / Reporting Scores, Game Duration, Timeouts, Fouls, etc.

a) **SCOREKEEPERS**: One volunteer, age 18 & over, from each team is required to keep the official scoresheet & to run the score clock; if you agree to let one team do both, you forfeit any protest of how the record keeping, scoring, fouling, etc.
b) **GAME TIME**: Games should start at scheduled Game Time, not sooner. If court is behind schedule, minimum warm-up time should be allowed.
c) **GAME CLOCK**: All Divisions will play **four, 10-minute quarters**, with a RUNNING CLOCK at all whistles; Half-time is 2 minutes. There will be a 30-second timeout between Q1 and Q2, and again between Q3 & Q4. If a court is behind schedule at the beginning of the game, Half-time may be reduced by the gym supervisor.
   i. **FALL 2026: SHOT CLOCK:** a 35-second shot clock will be used for all Varsity divisions. A full 35-second reset will be done for all defensive fouls as well as any shot attempt that hits the rim and is retained by the offensive team. All additional CHSAA shot clock rules will be enforced. Here are the CHSAA guidelines: https://chsaanow.com/documents/2026/3/25/Colorado_Shot_Clock_Guidelines_2026_2027_.pdf
d) **GAME CLOCK**: The Clock will stop for timeouts, and will stop on each whistle **for the last TWO minutes of Q4**.
e) **MERCY RULE** (for all divisions): If there is a 20-point lead or greater in the last TWO minutes of Q4, the game will be CALLED.
f) **MERCY RULE** (for Bronze & Silver divisions): No full court press if there is a 20-point lead or greater in the 4th Quarter.
g) **TIMEOUTS**: 3 timeouts per game / per team, but no more than 2 timeouts may carry over to the 2nd half. Timeouts are 60-seconds each.
h) **FOULS:** 5 fouls per player, when in the BONUS (5th team foul each quarter), teams will shoot 2 foul shots.

3) Overtime:

a) **2-minute stop-clock overtime period** will be played if tied at end of regulation. **Timeouts** reset to 1 Timeout each team.
b) **4-minute running clock Sudden-death overtime** period will be played if still tied after the 2-minute overtime, where the first team to score a point (free-throw or field-goal) wins.
c) **If still tied** after the 4-minute Sudden-death period, site-director may call the game, and determine a winner by coin-flip.

4) Special Rules for Divisions of Younger Teams:

a) Younger teams playing up in age shall play by the rules for the division they are playing in.
b) **FULL COURT PRESS**: Boys' 4th Grade Gold Division Teams may Press. For all other 4th Grade & younger divisions, full court press is not allowed, and NOT if 20-point margin at any time for either Boys or Girls teams 4th Grade and younger.
c) **FREE THROW LINE** shall be moved 24" closer to the basket for 4th Grade and younger teams.
d) **3-SECOND RULE**: shall be extended to 5 seconds allowed in the key for 4th Grade and younger teams.

5) Seeding Rules for Playoff Games for JPS Tournaments (does not include Fall League):

a) Some divisions will play pool play games only – winner is team with best win/loss record.
b) Some divisions will play pool play games and then be seeded into a single-elimination playoff bracket, where the team with the best Win/Loss Record will be the higher seed. Win/Loss Record: team with best record is the higher seed.
c) If tied Win/Loss Record, Seeding is based on the following criteria; seeding position is final once seeded, even if an error is found:
1) Number of wins; 2) Head to Head winner if played; 3) Point Differential in Head to Head games played: max 15 points;
4) Point Differential in pool games played: max 15 points; 5) Total points allowed; 6) if still tied, coin flip will determine winner.

6) JPS Code of Conduct, Facilities, Sportsmanship, Protesting, Use of Video, In-Game Officiating, etc.

a) **JPS CODE OF CONDUCT**: 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.justplaysportscoloardo.com and/or as part of the online team & player registration and rostering process.
b) **FACILITIES**: Coaches are responsible that their players, parents, & spectators remain in the gym, follow the gym rules, respect property at all facilities.
c) **SPORTSMANSHIP, FIGHTING, ABUSE / VERBAL ABUSE**: there will be increased discipline against game disruption, violence, and verbal abuse towards all game officials, participants, coaches, and spectators. **FIGHTING**: Any coach, player, parent, spectator, non-participant, etc. involved in a fight physically will be dismissed for the remainder of the tournament, no exceptions. It is expected that all persons walk away from a fight. **INAPPROPRIATE LANGUAGE / VERBAL ABUSE**: Any coach, player, parent, spectator, non-participant, etc. using inappropriate language or verbally abusing another person during the game and observed by the referee may be issued a technical foul (considered an in-game foul, and must be handled by the on-court Game Official during the game). JPS cannot discipline disruptive behavior, fighting, inappropriate language / verbal abuse, etc. that is not observed by game, league, or tournament officials.
d) **PROTESTS, USE OF VIDEO, IN-GAME OFFICIATING:** The referee(s) are responsible for in-game officiating. League Directors, Gym Monitors, and Court Monitors rely on the referees to uphold the rules and make calls based on their knowledge, training, and what they see and hear on the court during the game. League Director(s) will not accept video or protests regarding in-game incidents, regardless of justification. All disputes must be settled on the court, by the game officials **– NO PROTESTS. The League Director will have final say on all disputes & interpretations of the Rules.**