JPS WINTER YOUTH BASKETBALL LEAGUE

Game Rules Summary of the JPS Winter League Rules

Last edit / update: 2025-1016 *This is a **SUMMARY** of the JPS Winter League Rules, and includes only the Rules most commonly referenced at game time.*
***The Official JPS Winter League Rules can be found at** justplaysportscolorado.com and should be referenced for a complete list of rules: league rosters, divisions, & game rules.*

SCORE KEEPING	Each team should provide an adult volunteer for the score table. Home team should provide the "book," visiting team should provide the score clock operator. These roles can be reversed if both coaches agree.
GAME CLOCK	**WARM UP**: A 5-Minute Warm Up Time should be allowed for each game. If a court is behind schedule, warm up time may be reduced by the gym supervisor. **GAME TIME**: Game Time is start time. Games shall not be permitted to start earlier than the scheduled game time (in consideration of family and spectators traveling to watch games, or players delayed from arriving early; regardless of influence of coaches, referees, or other reasons; **games should start at game time**. (A team can refuse to start the game early without penalty, but once the game is started, there can be no protest of early start). **GAME CLOCK**: All teams, all divisions will play **FOUR, 10-minute "running clock" quarters**. • Halftime will be 2-minutes, if a court is behind schedule at the beginning of the game, Halftime may be reduced by the gym supervisor • The clock will stop during time-outs, and on each whistle **for the last TWO minutes of Q4**. • There will be a 60-second timeout between Q1 and Q2, and again between Q3 and Q4. • The clock will stop during the last 2 minutes of **the 4th Quarter** for all whistles. **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). **MERCY RULE**: if either team leads by 20 points or more during the 2nd half, no full-court press.
TIMEOUTS	3 timeouts per game / per team, but **no more than 2 timeouts may carry-over to the 2nd half**. If overtime, timeouts reset to ONE timeout per team. Timeouts are 60-seconds each.
OVERTIME	• **2-minute, stop-clock** overtime period if tied after regulation, timeouts reset to 1 per team. • the **clock stops** on all whistles during the 2-minute overtime period. • a **sudden-death** 4-minute running clock period should be played if still tied after overtime, where the first team to score any point is the winner (free throw or field goal). If still tied after the sudden-death period, REGULAR SEASON: game ends in a tie; PLAYOFFS: gym supervisor will determine.
FOULS & TEAM BONUS	2024-2025 CHSAA / NFHS rules apply to all divisions: 5 fouls per player • BONUS = 2 foul shots awarded (**BONUS= 5th TEAM foul EACH quarter, resets each quarter**). *(no longer 1-and-1 on the 7th team foul for the half, and no longer 2 shots on the 10th team foul)*
SPECIAL RULES FOR 2nd, 3rd, and 4th GRADE "Silver" & "Bronze" DIVISIONS (4th Grade "Gold" Divisions will play by the normal rules) BALL SIZE: (see rule 3.2) Boys Grades 6 and older use "Official Size." All others use 28.5 size.	**SPECIAL RULES FOR 4th Grade Silver, 4th Grade Bronze, and ALL 2nd and 3rd Grade Divisions:** • **FREE THROWS**: The clock may stop with referee approval to help the players line-up properly. • **FREE THROW LINE**: Players can shoot 24 inches (2 feet) closer to the basket for these Divisions. The shooter should still be required to stay behind the 24-inch line until the ball hits the rim. • **3-SECONDS IN THE LANE**: The 3-second rule should be expanded to allow 5-seconds in the lane for these Divisions. • **NO FULL COURT PRESS**: Full-court press is not allowed for these Divisions. • **NO ZONE DEFENSE**: Zone Defense is NOT allowed for these Divisions. - This includes any form of a full or half-court zone trap. - Double-teaming the ball **outside of the lane** is NOT allowed. - Double-teaming **in the lane** IS allowed. - Help-side defense **IS** allowed to prevent an offensive player from going 1 on 1 to the basket. - Full Details of this rule found under Rule 3.19 of the JPS Winter League Rules. **WHEN A VIOLATION OF THE "NO ZONE DEFENSE" RULE OCCURS** (Rule 3.19.7): **1)** **Verbal Warning:** Verbal instructions & warnings should be given if no significant advantage: such as "*who are you guarding*?" and "*find your man*…" to help defenders understand the rule. **2)** **First Official Offense:** An **Official Warning** should be given if the defense does not adjust to Verbal instructions or warnings, and/or when an advantage is gained by the defense (blow whistle, stop play, notify both coaches and document the warning in the score book). **3)** **Second Official Offense**: A **Technical Foul** should be given (this is an Administrative Technical, not a player foul or a team foul).