

Sun National Bank Jr. Maccabi Basketball 2012

Rules and Procedures

JCC Staff Contacts - Bill Christy (bchristy@jfedsnj.org or ext. 1138), Samantha Lewis (slewis@jfedsnj.org or ext. 1145)

Chairperson - Steve Greenberg

Vice Chairs - Jeff Resnick and Jason Wolf

LEAGUE DATES

Pre-K - 2nd grade boys, Pre-K - 4th grade girls:

12/18, 1/8, 1/15, 1/22, 1/29, 2/12, 2/19, 2/26

3rd -8th grade boys, 5th - 8th grade girls will also have playoffs after 2/26.

GAME TIMES

Pre-K (boys/girls):

Sundays, 11:30 am - 12 pm

Kindergarten (boys/girls):

Sundays, 12:15 - 1 pm

1st & 2nd grade boys:

Sundays, 1:15 - 2:15 pm

3rd & 4th grade boys:

Sundays, 3:30 - 5:30 pm

5th & 6th grade boys:

Mondays, 7 - 8 pm

7th & 8th grade boys:

Sundays, 7:30 - 8:30 pm

1st & 2nd grade girls:

Sundays, 2:15 - 3:15 pm

3rd & 4th grade girls:

Sundays, 2:15 - 3:15 pm

5th & 6th grade girls:

Sundays, 5:30 - 6:30 pm

7th & 8th grade girls:

Sundays, 6:30 - 7:30 pm

OTHER IMPORTANT DATES

December 18:

Start of the Season

December 25, 26:

No Games

January 1, 2:

No Games

February 5:

All-Star Day

February 26:

Banquet Day (K-2nd boys, K-4th girls)



EQUIPMENT

Pre-K & Kindergarten (boys/girls):	8-Foot Basket, Youth Ball
1st & 2nd Grade (boys/girls):	8-Foot Basket, Youth Ball
3rd & 4th Grade girls:	9-Foot Basket, Youth Ball
3rd & 4th Grade boys:	10-Foot Basket, 28.5" Ball
5th & 6th Grade boys:	10-Foot Basket, 28.5" Ball
5th - 7th Grade girls:	10-Foot Basket, 28.5" Ball
7th - 8th Grade boys:	10-Foot Basket, Men's Ball

GAME RULES

Player Game Time (applies to all leagues)

- Player game time requirements depend upon the number of players present for the team
- All players must play half of the game including playoff games
- Failure to abide by the player game time rule may result in a team forfeit (first offense) or a coach's suspension (second offense)

Rule Breakdown: (Game time requirements are relative to player arrival time)

- 10 players: Each player must play half of the game.
- 9 players: All 9 players must play half of the game, while 2 players may play as much as 3/4 of the game.
- 8 players: All 8 players must play half of the game, while 4 players may play as much as 3/4 of the game.
- 7 players: All 7 players must play at least half of the game, while 6 players may play as much as 3/4 of the game.
- 6 players: All 6 players must play at least 3/4 of the game, while some players may play the entire game.

1st & 2nd Grades

- Game length will increase incrementally as warm-up practice time decreases. JCC staff reserves the right to adjust game length as necessary. Regardless of game length, there is a running clock and substitutions can only be made at the beginning and half-way points of each half
- No stealing the ball off the dribble or by stripping the ball out of the opposing player's hands. Stealing is permitted only off the pass
- Inbound passes cannot be stolen unless thrown into the frontcourt
- Defense begins at half court
- No zone defense, no double-teaming
- Inbounds at half-court except after a made basket
- No foul shots, ball will be in bounded (half court)
- Scores will be recorded however standings will not be kept, nor should the players be told the score
- The season will end in a round robin style of play

3rd & 4th Grade Girls

- Game length will increase incrementally as warm-up practice time decreases. JCC staff reserves the right to adjust game length as necessary. Regardless of game length, there is a running clock and substitutions can only be made at the beginning and half-way points of each half
- Inbound passes cannot be stolen unless thrown into the frontcourt
- Defense begins at half court.
- No zone defense, no double-teaming
- No coaches allowed on court
- Inbounds at half-court except after a made basket
- No foul shots, ball will be in bounded (half court)

3rd & 4th Grade Boys

- Four, 8-minute quarters. Clock stops on foul shots and on stoppages during the last 2 minutes of the 2nd and 4th quarters
- Overtime will be 3 minutes, with clock stops during the last 2 minutes
- 3 timeouts per game
- All defenses permitted
- Full court press allowed only the last two minutes of game
- Double team on press permitted in the backcourt
- Players will foul out on his 5th foul. 1 shot will be given on 7th opposing team foul of the half, and 2 shots on the 10th opposing team foul
- Substitutions may be made on dead ball whistles. Players must report to the Scorekeeper's table and be recognized by referees

5th & 6th Graders

- Four, 8-minute quarters. Clock stops on foul shots and on stoppages during the last 2 minutes of the 2nd and 4th quarters
- Overtime will be 3 minutes, with clock stops during the last 2 minutes
- 3 timeouts per game
- All defenses permitted
- Full court press allowed only the last two minutes of each half
- Double team on press permitted in the backcourt
- Players will foul out on his/her 5th foul. 1 shot will be given on 7th opposing team foul of the half, and 2 shots on the 10th opposing team foul
- Substitutions may be made on dead ball whistles. Players must report to the scorekeeper's table and be recognized by referees

If a team has fewer than five players due to team members fouling out, a player with five fouls may continue to play. Each additional foul by that player will result in a technical foul. The opposing team will be awarded 2 free throws and possession, in addition to any free throws as a result of the personal foul. The technical foul in this event will not count as a team or personal foul.

7th - 8th Graders

- Four, 8-minute quarters. Clock stops on foul shots and on stoppages during the last 2 minutes of the 2nd and 4th quarters
- Overtime will be 3 minutes, with stop clock the last 2 minutes
- 3 timeouts per game
- All defenses permitted
- Players will foul out on his/her 5th foul. 1 and 1 shots will be given on 7th team foul
- of the half and 2 shots on the 10th team foul substitutions may be made on dead ball whistles. Players must report to the scorekeeper's table and be recognized by referees.

If a team has fewer than five players due to team members fouling out, a player with five fouls may continue to play. Each additional foul by that player will result in a technical foul. The opposing team will be awarded 2 free throws and possession in addition to any free throws as a result of the personal foul. The technical foul in this event will not count as a team or personal foul.

Technical Fouls/Suspensions

- Profanity, using abusive language toward other players or coaches, dialogue with opposing players (trash talk), continual complaining to game officials or scoreboard staff, over aggressiveness, etc. will not be tolerated. All of the above will result in a technical foul and possible ejection from the game. **AT NO POINT SHOULD ANY COACH OR PLAYER VERBALLY ABUSE JCC STAFF, SPECIFICALLY OUR HIGH SCHOOL REFEREES**
- Any player or coach receiving a technical foul for any reason may be suspended for at least the next game
- Receiving two technical fouls in one game will result in an ejection from the game
- Ejection from the game due to two technical fouls or for any reason will result in a minimum two game suspension
- All incidents involving technical fouls will be reviewed by the commissioners in conjunction with the Jr. Maccabi chairperson and JCC staff
- Any player or coach throwing a punch or attacking another player, coach, staff, or any other person will receive a league suspension and eligibility for the next season will be reviewed