

JCCSF Youth Basketball K-2 Rules Chart (Instructionally Enforced means that the infraction will be called TWO times per period. Refer to green highlighted text that apply to K-2 League Rules and Policies)

Rules	Kindergarten	1st	2nd
Team Size	(4v4) Maximum of 8	(4v4) Maximum of 8	(5v5) Minimum of 8 Maximum of 10
Hoop Height	7.5 Feet - 1/2 Court	7.5 Feet - 1/2 Court	9 Feet - Small Court
Period Length	4 8-minute quarter-running clock; 5 minute half	4 8-minute quarter-running clock; 5 minute half	4-6 minute quarter- clock stops on fouls, subs, timeouts, free throws; actual play is last 30 sec of each half
Ball Size	Rookie (25.5 inches)	Rookie (25.5 inches)	Junior (27.5 inches)
Substitute Structure	Substitute every 4 minutes	Substitute every 4 minutes	CYO style - 2 periods per player minimum
Timeouts	None - coaches allowed on floor	None - coaches allowed on floor	4 per game - coaches NOT allowed on floor
Defense Allowed	No full court press - man to man only (colored waist bands)	No full court press - man to man only (colored waist bands)	No full court press - man to man only, NO ZONE
Score	Not kept	Not kept	Score kept
Playoffs	No	No	No
Referee's Role	Instructional (coaches & ref)	Instructional (coaches & ref)	Instructional & enforce minimal selected infractions (coaches & ref)
Division Structure	Gender-based divisions, by grade	Gender-based divisions, by grade	Gender-based divisions, by grade
Stealing	Not allowed (steal on passes ok)	Not allowed (steal on passes ok)	Allowed
Traveling	Instructionally enforced	Instructionally enforced	Instructionally enforced
Double Dribbling	Not enforced	Not enforced	Instructionally enforced
Fouls	Enforced (automatic turnover)	Enforced (automatic turnover)	Enforced (free throws)
3 – Seconds In The Paint	Not enforced	Not enforced	Instructionally enforced

Jump Ball	Not enforced (team who originally had ball will inbound the ball)	Not enforced (team who originally had ball will inbound the ball)	Not enforced (team who originally had ball will inbound the ball)
Forfeit	Not enforced	Not enforced	Not enforced
Uniforms	Instructional warning first time uniform is forgotten (jersey is given to be barrowed for the game). 2 nd time is a forfeit, but teams are still able to play the game.	Instructional warning first time uniform is forgotten (jersey is given to be barrowed for the game). 2 nd time is a forfeit, but teams are still able to play the game.	Instructional warning first time uniform is forgotten (jersey is given to be barrowed for the game). 2 nd time is a forfeit, but teams are still able to play the game.
Supervision	Guardian must be on 3rd level of gymnasium during all practice and game hours.	Guardian must be on 3rd level of gymnasium during all practice and game hours.	Guardian must be on 3rd level of gymnasium during all practice and game hours.
Back Court 10 Second Violation	Instructional (coaches & ref)	Instructional (coaches & ref)	Instructional (coaches & ref)

The Jewish Community Center of San Francisco Youth Basketball Rules

Mission Statement:

The Jewish Community Center of San Francisco Youth Basketball League (JCCSFYBL) will provide the youth of our community a league that strives to be a safe, educational, competitive and fun experience. Our expectation is that all who participate in this league will embrace the idea that in sports we have an opportunity to engage young people in skills and ideas that will serve them throughout their lives. The ideas of appropriate competition, respect, personal achievement and teamwork are all inherent in the sports experience. Our league will strive to achieve all of the above in a positive manner.

League Structure

1. Teams will be placed in divisions based on a single grade (this is the preferred league structure).
 - a. The JCCSFYBL intends to field the following divisions (both boy's & girl's): Kindergarten through 2nd Grade.
 - b. A child may play in an older division of no more than one grade level.
 - c. A child may not play in a younger grade division regardless of their age.
 - d. Age WILL NOT be a factor in placement, current grade will be the sole determining factor.

- e. Dependent on the number of teams entered in the league the JCCSFYBL reserves the right to include more than one grade in a division. If this situation occurs that division will play their games in accordance with the rules of the highest grade represented in the league.
2. Teams will be organized into divisions according to gender (i.e. a boys league and a girls league).
 - a. Individuals of one gender wishing to participate in a league of the opposite gender will be determined on a case-by-case basis. The JCCSFYBL wishes for each league to be represented entirely by a single gender. All decisions on this issue will be at the discretion of the JCCSFYBL.
3. Teams are required to provide the JCCSFBL with an accurate roster of team members that includes player's names, addresses, phone, email, school and grade. If this information proves to be false the team can be disqualified from further league participation. No refund will be provided.
 - a. Only players listed on this roster can participate in a JCCSFBL game.
 - b. This roster must be provided before the first game.
 - c. Rosters are "frozen" before the start of play for a team's 3rd regular season game (i.e. you can add a player up to that point, after that point you are NOT allowed to add a player for the remainder of the season).
 - d. Each player must have a completed JCCSF Medical Consent & Waiver form on file before playing in their first game in order to be eligible.

League Schedule

1. All teams will be scheduled a minimum of 6 league games (regular season).
2. Grades K – 2nd league will **not have** a playoff tournament.
3. Scheduling requests must be provided to the league with the team entry form. We cannot guarantee we will accommodate all requests.
4. Games will take place on Saturdays or Sundays
5. Once the schedule is published it is final. Games will not be rescheduled.
6. A team must have 5 (five) non-injured players on the floor to begin the game.
 - a. If 5 players are not present at game time a 5 (five) minute grace period will be granted.
 - b. If after this grace period the team does not have 5 eligible players present the game will start with the maximum number of non-injured players on the floor, equal on both sides.
 - c. Once the game has begun, a team can play down to as few as 2 (two) players.

Length of Games

1. In both kindergarten and 1st grade JCCSFBL games the periods will be 8 (eight) minutes in length (running clock), and 2nd grade JCCSFBL games the periods will be 6 (six) minutes in length. Each grade division will have a 1 (one) minute intermission between each period and a 5 (five) minute half time.

2. Overtime- In the event of a tie score at the end of regulation the following will take place for **2nd grade only** (no overtime for kindergarten and 1st grade):
 - a. The end of regulation will be followed by a 2 (two) minute intermission.
 - b. Overtime period will be 3 (three) minutes in length. This period will be played in “stop time”.
 - c. If the score is tied at the end of the overtime period, the game will come to end resulting in a final score of a tie.
3. The timing of all JCCSFBL games will be as follows:
 - a. “**Running Time**” for K-1st grade (clock keeps running):
 - i. On all violations
 - ii. On all jump balls when alternating possession applies.
 - b. “**Stop Time**” for 2nd grade (clock is stopped and started):
 - i. On all fouls.
 - ii. Whenever there is an official or team timeout.
 - iii. Whenever a substitute is allowed to enter the game.
 - iv. On every whistle in the last 10 (ten) seconds of the first 3 (three) periods.
 - v. On every whistle in the last 2 (two) minutes of the fourth period.
 - vi. The entire length of the overtime period in which the clock is run.

Equipment

1. In both JCCSFBL kindergarten and 1st grade games a “Rookie” (25.5 inches) ball will be used. In the JCCSFBL 2nd grade games a “Junior” (27.5 inches) ball will be used.
2. All players must wear a numbered team uniform.
3. Players must wear “**non-marking**” sport shoes (preferably basketball shoes).
4. Player’s CANNOT wear bracelets, watches or jewelry (including earrings) during competition (earrings MUST be removed, taping over them is not an option). This rule will be enforced at the discretion of the game official.

Participation Rules

The overall intention of the kindergarten and 1st grade divisions is that substitute will occur every 4 minutes.

The overall intention of the 2nd grade division is that each player plays at least 2 (two) full periods. The following rules will be used to ensure that this is achieved.

*****#1-#7 only apply to 2nd grade*****

1. If a team has only **5 (five)** squad members present there are no special restrictions.
2. If a team has only **6 (six)** squad members present:
 - a. One squad member cannot play in the first period (in other words a team cannot sub in the first period; subbing for Injured players is the exception).
 - b. The squad member that did not play in the first period must play **the entire second period**. The team may sub freely for any of the 4 (four) players that did play in the first period.

3. If a team has only **7 (seven)** squad members present:
 - a. Two squad members cannot play in the first period (in other words a team cannot sub in the first period).
 - b. The squad members that did not play in the first period must play the **entire second period**. The team may sub freely for any of the 3 (three) players that did play in the first period.
4. If a team has only **8 (eight)** squad members present:
 - a. Three squad members cannot play in the first period (in other words a team cannot sub in the first period).
 - b. The squad members that did not play in the first period must play **the entire second period**. The team may sub freely for any of the 2 (two) players that did play in the first period.
5. If a team has only **9 (nine)** squad members present:
 - a. Four squad members cannot play in the first period (in other words a team cannot sub in the first period).
 - b. The squad members that did not play in the first period must play the **entire second period**. The team may sub freely for the 1 (one) player that did play in the first period.
6. If a team has **10 (ten)** squad members present:
 - a. Five squad members cannot play in the first period (in other words a team cannot sub in the first period).
 - b. The squad members that did not play in the first period must play the entire second period.
7. If a team has **more than 10 (ten)** players please see the JCCSF Gym Director Prior to the start of the game for substitution clarification.

Additional Points of Emphasis

*****All fouls for kindergarten and 1st grade result in automatic turnover with no free throws*****

1. Alternating possession will be used to determine all “jump ball” situations.
 - a. A “jump ball” will result when two players from opposing teams both have two hands on the ball.
2. 3-Pointers will not count
3. Time outs
 - a. Kindergarten and 1st Grade: There will be no official limit (**coaches are allowed on the floor for instructional feed back**).
 - b. 2nd Grade: Each team will be allowed 4 (four) charged timeouts during the regulation game (**coaches not allowed on the floor**).
4. For the one overtime period (**2nd grade only**) each team will still have any unused time-outs from regulation plus will receive 1 (one) additional time out.
 - a. Only coaches may signal to the referee for a time out.

- b. Officials, at their discretion, may call an “official’s time out” to determine and decide upon any matter within their jurisdiction.
- 5. Personal Fouls (**2nd grade only**): On the 5th Personal Foul that player will be considered to have “fouled out”.
- 6. Free Throws (**2nd grade only**): On all shooting fouls the offended player will be awarded 2 (two) shots from the foul line. Players may not enter the lane until the ball touches the rim. If, on the second attempt, the ball does not touch the rim the possession will be awarded to the defensive team.
- 7. Team Fouls (**2nd grade only**): Every foul with the exception of “offensive fouls” will count as a team foul. On the 7th team foul of the half the opposing team will be considered to be in the “bonus” situation. At that point said team will be awarded a “1 and 1” opportunity at the line. On the 10th team foul of the half said team will be awarded 2 (two) shots from the foul line on any foul.
- 8. Scorebooks with the name and uniform number for every player on both teams must be provided to the official scorer before the game begins.