

# JINGLE BELL JAM RULES

Unless changed prior to play by your grade commissioner, the following rules apply in the JBJ:

1. The duration of all games will be **four (4) seven (7:00) minute periods**.
2. **HOME** team operates the clock and **VISITOR** keeps the official scorebook. Individuals performing these tasks must be at least 18 years of age.
3. During the first (1<sup>st</sup>) and third (3<sup>rd</sup>) quarters of play, the **CLOCK** will run continuously except during time-outs, shooting fouls and ball out of control situations. During the last two minutes of the second (2<sup>nd</sup>) and fourth (4<sup>th</sup>) quarters the clock will be stopped on every whistle. **If a team is leading by more than 25 points in the 4<sup>th</sup> quarter, the clock will run continuously at all times with the exception of timeouts and injuries. This includes free throws and other dead ball situations.**
4. There will be one (1) minute between quarters and five (5) minutes between half's. This may be shortened at the discretion of the commissioner if the tournament is behind schedule.
5. Each team is allowed four (4) one (1) minute **TIMEOUTS** per game which may be used at any time during regulation play. Regulation timeouts will not carry over to overtime.
6. During **POOL PLAY**, in the case of a tie game at the end of regulation, there will be two (2) two-minute **OVERTIME** periods. If a team is leading after one (1) overtime period, that team will be declared the winner. If the game remains tied at the conclusion of the second overtime period the teams will play an untimed sudden death period where the first team to score will be the winner. Sudden death will not be used during playoff games. Playoff games are defined as any game(s) played following pool play. Teams will continue to play consecutive two-minute periods until a winner is determined. In divisions where pool play results will be used to determine the champion and runner up teams will play consecutive two minute periods until a winner is determined. There will be no sudden death. Each team will be allowed one timeout per two minute overtime period.
7. During overtime, players that have fouled out may **NOT** re-enter the game.
8. **GOAL HEIGHT** will be 8 ½ feet for 2<sup>nd</sup> and 3<sup>rd</sup> grades; 9 feet for 4<sup>th</sup> grade; and 10 feet for both 5<sup>th</sup> and 6<sup>th</sup> grades. In games where different grade divisions are playing one another, goals will be set to the height used by the respective grades and the teams will not switch directions after halftime. Three pointers will be allowed in 5<sup>th</sup> and 6<sup>th</sup> grades.
9. **FREE THROW** distances will be 10 feet for 2<sup>nd</sup> and 3<sup>rd</sup> grade, 12 feet for 4<sup>th</sup> and 5<sup>th</sup> grade and 15 feet for 6<sup>th</sup> grade.
10. The **BALL SIZE** for 6<sup>th</sup> grade boys will be regulation the 29.5" ball. All other grades (boys and girls) will play with a 28.5" ball.

11. In grades 4 through 6, defensive pressure is permitted anywhere on the court at all times, except by a team that is leading by 20 or more points.
12. Except as modified herein, play will be conducted in accordance with **AAU RULES**.

### **SPECIAL 3<sup>RD</sup> BOYS AND 4<sup>TH</sup> GRADE GIRLS PRESS RULES**

In the **3<sup>rd</sup> GRADE BOY'S** division, teams may **ONLY** apply full court pressure in the final two minutes of the 2<sup>nd</sup> and 4<sup>th</sup> quarters and all overtime periods and when leading by fewer than 20 points. At **ALL** other times during the game, and when a team is leading by 20 or more points, defensive pressure (includes trapping and double teaming) may not be applied until the ball has crossed mid-court.

In the **4<sup>th</sup> GRADE GIRL'S** division, during the 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> quarters, teams may **NOT** apply defensive pressure (includes trapping and double teaming) until the ball has crossed mid-court. Full court pressure may **ONLY** be applied during the 4<sup>th</sup> quarter and all overtime periods but is **NOT** allowed if a team is leading by 20 or more points.

### **TIE BREAKER PROCEDURE**

The following procedures will apply for pool seeding to bracket play AND division seeding to bracket play among tied teams:

1. Record
2. Head to Head
3. Point differential (maximum 15 pts per game)
4. Points allowed in games
5. Points scored
6. A coin flip by the tournament official

### **ELIGIBILITY**

6th Grade Division

An athlete must be in the 6th grade as of October 1, 2018.

5th Grade Division

An athlete must be in the 5th grade as of October 1, 2018.

#### 4th Grade Division

An athlete must be in the 4th grade as of October 1, 2018.

#### 3rd Grade Division

An athlete must be in the 3rd grade as of October 1, 2018.

#### 2<sup>nd</sup> Grade Division

An athlete must be in the 2nd grade as of October 1, 2018.