



# 2018 JCC Jamboree Rules



National Federation Rules will apply with the following exceptions:

- A game will consist of two 20-minute halves with a running clock. The clock will stop on all dead balls in the last minute of the second half, unless one of the teams has a 10-point or greater lead, then the clock will continue to run. There will be one overtime period of 3 minutes, if needed. The clock will stop in the final minute of the OT period. If the score is still tied - the first team to score in the second overtime is declared the winner. Halftime length: Three minutes.
- 3 time-outs per game. There will be one time-out for each team if overtime occurs.
- Free throw restriction: players may enter the lane upon release of the free throw shot.
- Free throws: On the 7<sup>th</sup> foul of a half, a team will shoot 1-and-1. On the 10<sup>th</sup> foul, a team will shoot 2 shots.
- FULL COURT PRESS: In 4<sup>th</sup>-8<sup>th</sup> grade divisions, teams may press up to a 15-point lead. NO FULL COURT PRESS ALLOWED in 3<sup>rd</sup> grade divisions.
- RIM HEIGHT: All divisions will play at 10 feet.
- BALL SIZE: 3<sup>rd</sup> grade divisions will use 27.5" junior size, 4<sup>th</sup>-7<sup>th</sup> will use 28.5" women's size, 8<sup>th</sup> grade will use 29.5" full size.
- Each team will be responsible to supply one person to assist at the score table.
- A team must wear uniforms that match and have the appropriate numbers clearly displayed.

Non-compliance = Technical Foul.

- Shorts must be pulled up over hips, shirts must be tucked in, no jewelry of any kind.
- No complaints about the officials are allowed. No badgering/mocking of the officials is allowed during the game. Do not "help" the officials with their calls (this is inappropriate behavior).

Tie Breakers:

1. Head to Head
2. Point Differential
3. Points Allowed