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## Creekside Jammers Rules

1. Games will consist of four six-minute quarters, with a five minute halftime. In case of a tie at the end of regulation, there will be three-minute overtime periods until there is a winner. Each team gets 1 timeout in each overtime period.
2. The clock will stop on every whistle for out of bounds, dead balls, free throws, fouls, etc. The clock will not stop for made baskets.
3. If a team is winning by 20 or more points, there will be a continuous clock.
4. Every player will play a minimum of 2 quarters (full). The only exception is if a player becomes sick or injured. Every player must sit out 1 full quarter. Free substitutions can occur in the last quarter as long as that player or players have sat out an entire quarter and played 2 full quarters. If an injured player comes out of the game and they are good to return to the game, they must return to the game at the next dead ball.
5. Man to man and zone defenses are allowed in the half court. Teams can pick up defense at midcourt. There will be no pressing in the backcourt until the last quarter and pressing will be allowed the entire overtime period. If a team is winning by MORE than 10 points, they cannot press in the backcourt in regulation or overtime.
6. A team shall be awarded 2 foul shots after the fifth team foul that quarter (Bonus). Fouls will reset at the end of each quarter. Players can move once the shot leaves the shooters hand on the last free throw.
7. Please only have 1 coach standing up during the games. Other coaches can get up for timeouts/halftime.
8. Any technical foul will result in the opposing team getting two points automatically and possession of the ball.
9. There will be 5 seconds in the lane called on offense.
10. Back court violations will occur and there will be 10 seconds allowed to cross mid court. If the offense calls a timeout before they get the ball across half court, then the 10 seconds will reset. If there is a kick ball or foul by the defense before the offense crosses mid court the 10 seconds will also reset.



11. 3 pointers are counted.

12. Each team will be allowed 2 timeouts per half, timeouts will not carry over to second half or overtime.

13. Noise makers, banging on bleachers or yelling directly at the kid while free throws are taking place will result in the child getting another free throw attempt if he misses the shot while fans are making any noise as described above (1<sup>st</sup> offense). Any offense after the first will result in a technical. Which will automatically give the offense 2 points, another shot if the free throw misses, and they will get the ball back after the free throw. If the player makes the free throw. Referees will address the coaches of the team with fans yelling and it will be up to the coach to address the fan(s).