



2025-26 MOAB JUNIOR JAZZ

LOCAL RULES

3rd/4th and 5th/6th Grade



The Jr. Jazz program is designed to be fun and to develop skills through principles of sportsmanship and fair play.

High School Basketball Rules will govern play with the following modifications:

1. Ball Size/Basket height/Court Size.

- 3rd/4th grade teams play short court with the hoop lowered to 8’.
- 3rd/4th grade boys and girls use 27.5 balls
- 5th / 6th grade girls use 27.5 balls with the hoop at 10’.
- 5th / 6th Grade boys use 28.5 balls with the hoop at 10’.

2. Time.

- 3rd/4th grade quarters: 6 minutes using a running clock
- 5th / 6th grade quarters: 8 minutes using a running clock
- The running game clock will stop only for: time-outs, free throws, and injuries.
- A regular clock will be maintained for the final minute of each half. The clock will stop for fouls and out-of-bounds plays, but not for made baskets.
- Halftime will be 5 minutes long.
- Each team is allotted three one-minute timeouts per half. Unused timeouts in the first half do not carry over. Timeouts can be called by either team during a dead ball, or by the **team in possession** during a live ball.
- **Backcourt Pressing:** Only permitted during the **final two minutes of each half. (5th / 6th grade boys league ONLY)**
- **Double-teaming:** Not allowed beyond the 3-point line, except for the **last two minutes of each half. (5th / 6th grade ONLY)**
- **Overtime:**
 - A single two-minute period will be played. If the game remains tied after this period, it will result in a tie.
 - Begins with a jump ball.
 - Pressing is allowed throughout the entire overtime period. **(boys ONLY)**
 - Each team is allowed one timeout.
 - The running clock lasts for one minute.

3. **Game Play.**

- Every player must play an equal amount of time. Coaches may freely substitute players at any time by having them report to the scorers table. At the next dead ball players will enter the game.
- The game will be started with a jump ball. All subsequent jump balls and the start of the remaining quarters will be alternating possessions.
- For 3rd/4th grade teams, zone defense is prohibited. Players are not permitted to remain in the key unless actively guarding an opponent. However, players may rotate to the ball during a fast break.
- Double-teaming is allowed exclusively at the **5th/6th grade level**.
- Double-teaming is not allowed outside the 3 point line. Unless in the final two minutes of play. Of each half.
- In the 3rd/4th grade, players will wear colored wristbands and match up against opponents wearing the same color.

4. **Fouls, Violations and Penalties.**

- Shooting fouls result in two free throws.
- A bonus free throw situation begins after a team commits 7 fouls in a half.
- A double bonus situation (two free throws for every common foul) begins after a team commits 10 fouls.
- Depending on the court lines, free throws will be shot (12") feet from the basket.

5th/6th Grade Specific Violations:

The following violations will be called only **for 5th/6th grade** gameplay:

- 3-second lane violations
- 10-second backcourt violations
- 5-second violations

Team Roster and Forfeiture Rules:

- A team may play with a minimum of four players without forfeiting the game.
- A team with only three players will result in a forfeit.
- If a team picks up a registered player from another team to reach five players, it will automatically result in a forfeit, even if the opposing team agrees to waive the forfeit.

5. **Volunteer Scorekeeper.**

We rely on parent volunteers to keep our games running smoothly. As a volunteer scorekeeper, you'll be responsible for recording game statistics (points, fouls), operating the score clock, and maintaining the official game log. Your help ensures a well-organized and stress-free season for the kids. Coaches will have signup sheets available prior to the start of the season. Paid referee positions are available ([City Of Moab - Job Openings](#)).