

JPS CANDY-CANE-CLASSIC TOURNAMENT RULES

(Last modified: 12/8/2025) CHSAA / NFHS Basketball Rules apply to the league or tournament, except as modified below:



1) Team Rosters, Eligibility, Uniforms, Ball Size, etc.

- a) **ROSTERS:** Teams with Online Rosters not properly completed using the JPS website risk game forfeit.
- b) **AGE / GRADE:** Team Players must be in the grade or younger than the grade the team is competing in.
- c) **A PLAYER MAY PLAY ON MULTIPLE TEAMS**, so long as those two teams are not competing in the same division.
- d) **UNIFORMS** should include both a light and dark set. During Pool Play, the Home Team (listed first) should wear light (if jerseys are available); during Elimination Rounds, the Higher Seed should wear light (if jerseys are available). If a team does not have both a light and dark jersey, the opposing team should be cool and switch – we will not forfeit a game over jersey color.
- e) **BALL SIZE GRADES 6 & OLDER:** Official Size Ball will be used for Boys divisions, grades 6 and older.
BALL SIZE FOR GIRLS, & GRADES 5 & YOUNGER: Intermediate Size Ball for all Girls divisions, and for Boys divisions 5th grade and younger.

2) Scorekeeping / Reporting Scores, Game Duration, Timeouts, Fouls, etc.

- a) **SCOREKEEPERS:** Each team must have their own score-book. One volunteer, age 18 & over, from each team is required to keep the official scoresheet & to run the score clock; If you agree to let one team do both, you forfeit any protest of how the record keeping, scoring, fouling, etc.
- b) **REPORTING SCORES:** JPS site supervisor will collect and report scores. Each team should record the final game score.
- c) **GAME TIME:** Games should NOT be started earlier than game-time. Games should NOT start later than game-time. If a court is behind schedule, warm-up time & half-time can be reduced to ensure games start on-time.
- d) **GAME CLOCK:** Games will consist of four 10-minute quarters with a running clock – except for timeouts, and the last 2-minutes of the 2nd half. Half-time will be 5 minutes, unless court is running late.
- e) **MERCY RULE:** Mercy Rule(s): if there is a 20-point lead or greater at any time in the second half,
 - a) the clock will continue to run except for timeouts; and b) no full-court press allowed.
- f) **TIMEOUTS:** 3 timeouts per game / per team, but no more than 2 timeouts may carry over to the 2nd half. Timeouts are 60 seconds each. If Overtime, timeouts reset to ONE timeout per team.
- g) **FOULS:** 5 fouls per player. When in the BONUS (Bonus = 5th team foul each quarter), teams will shoot 2 foul shots.

3) Overtime:

- a) **2-minute stop-clock overtime period** will be played if tied at end of regulation time. **Timeouts** reset to 1 Timeout each team.
- b) **4-minute running clock Sudden-death overtime period** will be played if still tied after the 2-minute overtime period; in Sudden-death, the first team to score a point (free-throw or field-goal) wins.
- c) **If still tied** after the 4-minute Sudden-death period, the site-director may call the game and determine a winner by coin-flip.

4) Special Rules for 4th Grade Silver, 4th Grade Bronze, and ALL 2nd and 3rd Grade Divisions:

- a) **FREE THROWS:** the clock may stop with referee approval to help the players line-up properly for these Divisions.
- b) **FREE THROW LINE:** Players can shoot 24-inches (2 feet) closer to the basket for these Divisions. The shooter should still be required to stay behind the 24-inch line until the ball hits the rim.
- c) **3-SECONDS IN THE LANE:** the 3-second rule should be expanded to allow 5-seconds in the lane for these Divisions.
- d) **NO FULL COURT PRESS:** full-court is not press is allowed for these Divisions. (reminder: 4th Grade Boys Gold Division IS allowed to full-court press)
- e) **NO ZONE DEFENSE:** Zone Defense is NOT allowed for these Divisions. This includes any form of a full or half-court zone trap. Double-teaming the ball outside of the lane is NOT allowed. Help-side defense IS allowed to prevent an offensive player from going 1 on 1 to the basket. Double-teaming in the lane IS allowed. Full Details of this rule is found under Rule 3.19 of the JPS Winter League Rules.
- f) **WHEN A VIOLATION OF THE “NO ZONE DEFENSE” RULE OCCURS:** (1) Verbal Warning: “find your man...” and “...who are you guarding?” (2) First Official Warning, (3) Technical Foul.

5) Seeding Ties:

Seeding tie-breakers used to advance from Pool Play to Elimination Round are determined as follows.

If ALL of the teams tied in win/loss record played each other in Pool Play:

- 1) HEAD TO HEAD results between the tied teams (only if all teams tied played each other in Head to Head competition).
- 2) POINT DIFFERENTIAL in games played between the tied teams (maximum differential is 15 points, don't run up the score).
- 3) POINTS SCORED AGAINST in games played between the tied teams.
- 4) TOTAL POINTS SCORED by the tied teams, in games played between the tied teams.
- 5) COIN FLIP will determine the higher seed if still tied after steps 1-4.

If ANY of the tied teams have NOT played each other in Pool Play:

- 1) POINT DIFFERENTIAL in all games played during Pool Play (maximum differential is 15 points, don't run up the score).
- 2) POINTS SCORED AGAINST in all games played during Pool Play.
- 3) TOTAL POINTS SCORED by the tied teams, in all games played during Pool Play.
- 4) COIN FLIP will determine the higher seed if still tied after steps 1-4.

6) JPS Code of Conduct, Facilities, Sportsmanship, Protesting, Use of Video, In-Game Officiating, etc.

- a) **JPS CODE OF CONDUCT:** all participants, players, coaches, spectators, parents, siblings, guardians, care-takers, officials, etc. shall abide by the JPS Code of Conduct Policy found at the JPS Website: <https://www.justplaysportscolorado.com> and/or as part of the online team & player registration and rostering process.
- b) **FACILITIES:** Coaches are responsible that their players, parents, & spectators remain in the gym, follow the gym rules, respect the property at all facilities.
- c) **SPORTSMANSHIP, FIGHTING, ABUSE / VERBAL ABUSE:** there will be increased discipline against game disruption, violence, and verbal abuse towards all game officials, participants, coaches, and spectators. **Fighting:** Any coach, player, parent, spectator, non-participant, etc. involved in a fight physically will be dismissed for the remainder of the tournament, no exceptions. It is expected that all persons walk away from a fight. **Inappropriate Language / Verbal Abuse:** Any coach, player, parent, spectator, non-participant, etc. using inappropriate language or verbally abusing another person during the game and observed by the referee may be issued a technical foul (considered an in-game foul, and must be handled by the on-court Game Official during the game). JPS cannot discipline disruptive behavior, fighting, inappropriate language / verbal abuse, etc. that is not observed by game, league, or tournament officials.
- d) **PROTESTS, USE OF VIDEO, IN-GAME OFFICIATING:** The referee(s) are responsible for in-game officiating. League Directors, Gym Monitors, and Court Monitors rely on the referees to uphold the rules and make calls based on their knowledge, training, and what they see and hear on the court during the game. League Director(s) will not accept video or protests regarding in-game incidents, regardless of justification. All disputes must be settled on the court, by the game officials – **NO PROTESTS. The League Director will have final say on all disputes & interpretations of the Rules.**