

# JPS Winter League Rules

## For the JPS Winter Youth Basketball League

also known as the “Jefferson County Youth Basketball Conference”

**IMPORTANT NOTE:** The “Game Rules Summary of the JPS Winter League Rules” is a one-page document that lists the Rules most commonly referenced at game time. This “summary” document is provided to each team in their league-provided scorebook.

Revised 10/10/2024

\*\*\* In the event of an unforeseen circumstance, such as a global pandemic similar to the 2020 Covid-19 Pandemic, all policies and procedures related to regulations and restrictions, etc. will be updated and listed on our main website: [www.justplaysportscolorado.com](http://www.justplaysportscolorado.com) the website will supersede any items listed in these bylaws related to a similar circumstance.

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**1. THE LEAGUE**

1.1 The JPS Winter Youth Basketball League (aka JPS Basketball League), hereafter “JPS,” is divided into 3 possible divisions per school grade:

- 1.1.1 “Gold” Competitive Division
- 1.1.2 “Silver” Recreational Division
- 1.1.3 “Bronze” Recreational Division

1.2 The League is comprised of boys and girls, playing in 2<sup>nd</sup> through 8<sup>th</sup> grade levels.

1.3 MEMBER AREA ELIGIBILITY: Member Area Organizations can be admitted to JPS by contacting Just Play Sports: Jacquie Pearson at (303) 880-1415 / [jacquiepearson@yahoo.com](mailto:jacquiepearson@yahoo.com)

1.4 Participating teams shall be sponsored by one of the following Member Area Organizations:

- 1.4.1 JPS: Green Mountain / Alameda / Lakewood / Wheat Ridge / Conifer / Evergreen / D’Evelyn / Ralston Valley / Arvada West / Standley Lake / Pomona, as well as other individual teams and club teams.
- 1.4.2 Bear Creek; Dakota Ridge; Golden; Chatfield

1.5 Just Play Sports manages the JPS Winter League. Jacquie Pearson is the Managing Director of Just Play Sports and of the JPS Winter League, and has final say on any and all interpretations of rules, new rule additions, in-season player eligibility conflicts, and other similar conflicts. A rules committee is assembled by JPS each season consisting of other area directors, club directors, referee assignor(s) and lead referees, etc. to assist with interpretations of rules, new rule additions, in-season player eligibility conflicts, and other similar conflicts.

1.6 These By-Laws / Rules shall take precedence over local area By-Laws and Rules when there is a conflict.

1.7 Players shall register with their respective area at such time and place as shall be designated by the area, or a team may be sponsored by a participating area.

1.8 All Coaches shall adhere to the Coaches Code of Ethics: See appendix A.

- 1.8.1 All Coaches must pass a criminal background check
- 1.8.2 All coaches must complete a concussion training course

Conduct Policy and Review Procedure: See appendix B Parent and Player Code of Conduct: See appendix C.

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## **2. TEAM, TEAM MEMBERS, AND DIVISIONS**

**2.1 PLAYER ELIGIBILITY:** Each player must be registered with one of the Member Area Organizations.

### **2.2 ROSTER REQUIREMENTS:**

- 2.2.1 **OFFICIAL TEAM ROSTER:** An official team roster will consist of the player's name and grade. A conference roster will be kept by the member area organization. A player who wants to be on more than one roster must get approval from JPS.
- 2.2.2 **TRANSFERRING TEAMS:** Players having been placed on a roster may not transfer to any other roster without the approval of JPS, and the consent of both coaches.
- 2.2.3 **ADDING NEW PLAYERS:** No new players may be added to a roster after the first game without the written approval of JPS. Players are allowed to "play up" a grade level but will not be allowed to "play down" a grade level.
- 2.2.4 A player may play on more than one team as long as they are in different age groups. (For example: 5<sup>th</sup> Gold and 6<sup>th</sup> Gold, or 4<sup>th</sup> Gold and 5<sup>th</sup> Silver). If a player would like to play on two different teams in different divisions, but at the same grade level, JPS approval is required. You may NEVER play on two teams in the same grade and division. (new Aug, 2023): A player may NOT switch teams mid-game. Whether on the bench or checked into the game, that player may NOT play in another game until the conclusion of the original game.

### **2.3 TEAM REQUIREMENTS:**

- 2.3.1 **NUMBER OF PLAYERS:** A Team shall consist of no more than 12 players on a roster
- 2.3.2 **TEAMS PARTICIPATING IN THE GOLD CROWN BASKETBALL LEAGUE**  
Any team(s) participating in the Gold Crown Basketball Winter Competitive League must check with their League Director for proper division placement.
- 2.3.3 **EXCEPTIONS TO TEAM REQUIREMENTS:** Any exceptions to the team requirements rules must be approved by JPS.

### **2.4 DIVISIONS:**

- 2.4.1 **GIRLS DIVISIONS:** Where Available, Girls Divisions will be divided into "Gold" (Competitive), and "Silver" (Recreational) Divisions.
- 2.4.2 **BOYS DIVISIONS:** Where Available, Boys Divisions will be divided into "Gold" (Competitive), "Silver" (Recreational), and "Bronze" (Recreational).
- 2.4.3 Teams finishing either First or Second Place in the "Silver" or "Bronze" Divisions must move up to the next level the following year. Exceptions: less than five returning players; JPS Approval.
- 2.4.4 The league has the authority to move a team into a different division during the season (higher or lower) based on a large (+/-) point differential. This rule is enforceable after the team's 2<sup>nd</sup> game and before the team's 4<sup>th</sup> game. A majority vote by the Area Directors of the league is required. The intent is to ensure teams are placed in the correct skill level in order to maintain the integrity of the divisions.
  - 2.4.4.1 The team may be forced into a different division and must assume the remaining schedule and record of another team who is also in a lopsided placement.
  - 2.4.4.2 Example: Team 1 is in the Gold division and has lost the first 2 games by a devastating margin. Team 2 is in the Silver division and has won the first 2 games by a devastating margin.

Team 1 may be moved to the Silver Division and Team 2 may be moved to the Gold division and they will assume each other's record and schedule.

2.4.4.3 There must be two teams in two different divisions involved to make the change.

...rule 3.0 continued next page...

### 3. JPS GAME RULES

3.1 **HIGH SCHOOL RULES:** CHSAA, Colorado High School Athletics Association Basketball Rules shall be used in all cases, except where the rules of the JPS apply. When conflicts arise with Division “Silver” Teams, Division “Silver” rules will override.

#### 3.2 **THE BALL:**

- 3.2.1 All basketballs brought to games must be carried in and out of the gym by the coach. During games, all basketballs must be kept in the team area. Anyone else bringing in basketballs can be told by a gym supervisor to remove the basketballs immediately
- 3.2.2 **GIRLS BASKETBALL SIZE:** All girls’ teams will play with the “Intermediate” / 28.5 / Official Women’s Size ball.
- 3.2.3 **BOYS BASKETBALL SIZE, Grades 2, 3, 4, and 5:** All boys’ teams in 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup>, and 5<sup>th</sup> Grade will play with the “Intermediate” / 28.5 / Official Women’s Size ball.
- 3.2.4 **BOYS BASKETBALL SIZE, Grades 6, 7, and 8:** All boys’ teams in 6<sup>th</sup>, 7<sup>th</sup>, and 8<sup>th</sup> Grade will play with the “Official” size basketball.

3.3 **FOOD AND DRINK RULE:** No food or drink (including water bottles) is allowed inside any JPS school building. Failure to comply with this rule may result in game forfeiture.

3.4 **COACHES RULES:** Coaches should be familiar with Colorado High School and JPS Basketball Rules. It is recommended that coaches remain seated during the game, but one coach (the Head Coach) may stand to shout instructions to their players. Coaches must remain out of bounds, unless given permission by the referee to leave the sideline for a conference or injury, etc.

3.5 **CONDUCT: COACHES, PLAYERS, AND SPECTATORS:** Coaches are responsible for the players’ and spectators’ behavior before, during, and after each game. Any behavior considered detrimental to the program could lead to permanent dismissal of a coach or player, as deemed fit by the JPS. Coaches and/or parents are NOT allowed to approach a referee after the game to argue call(s) from the game. This type of conduct can still be grounds for “Ejection.” If a coach and/or parent is reported to be ejected, a one-game suspension will be enforced. A second report will be enforced with a suspension for the remainder of the season. Adults suspended from a game or season will not be allowed to attend any JPS League game (not as a coach nor as a spectator – they must leave the building). If the suspension is not honored, police action will be requested. **See Appendix A: Coaches Code of Ethics, Appendix B: Conduct Policy and Review Procedure, and Appendix C: Code of Conduct for Players, Coaches, and Spectators of Youth Basketball.**

All participants, players, coaches, spectators, parents, siblings, officials, etc. shall abide by the JPS Code of Conduct Policy, found posted in the facility, and / or part of the team & player registration and rostering process, and / or on the JPS Website: [www.justplaysportscolorado.com](http://www.justplaysportscolorado.com)

#### 3.6 **PROTESTS, USE OF VIDEO, REFEREES, AND IN-GAME OFFICIATING, ETC:**

- 3.6.1 The Referee(s) are responsible for in-game officiating. League Directors, Gym Monitors, and Court Monitors rely on the Referee(s) 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 in a professional manner, by the head coach(es) and the game official(s): the Referee(s) – NO PROTESTS. JPS will have final say on all disputes and interpretations of the Rules.

3.6.2 If you wish to log a complaint about a referee or a game incident, you may do so by email to your area director; you may also give feedback about a referee by filling out the Feedback Form:

<https://justplaysportscolorado.com/content/29263/Officials-Evaluation>

3.6.3 Games for 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup> Grade levels should have one referee. 5<sup>th</sup>, 6<sup>th</sup>, 7<sup>th</sup>, and 8<sup>th</sup> Grade levels should have two referees. If only one referee is available at game time, the game can proceed with one referee. If no referees arrive, the game can be played and officiated by parents – at the coaches' discretion.

### 3.7 TIME ELAPSED DURING WARM UP, QUARTER BREAKS, HALFTIME:

3.7.1 There will be a minimum of 5 minutes of warm-up time before a game. There will be a 2 minute time lapse between halves of play. There will be a 30-second time lapse between quarters. Time outs will be 1 minute in length.

3.7.2 Games shall not be permitted to start earlier than the scheduled game time.

- 1) In consideration of family and spectators traveling to watch games; and regardless of the influence of coaches' referees' or other reasons; games should start at game time, not earlier.
- 2) This rule cannot be protested after the start of the game, a team can refuse to start the game early without penalty, but once the game is started there can be no protest of an early start.

3.7.3 If games on a court are running behind schedule, the non-playing times can be shortened at the gym director's or referee's discretion. Shorten non-playing time in the following order, as necessary:

- 1) Reduce Warm-Up Time
- 2) Shorten the Half-Time Break to 1 minute or less

3.8 **SCOREKEEPING RULE (VOLUNTEERS):** Each team must provide one representative to sit at the scorer's table. One will keep the Official Scorebook, and the other will keep the Official Game Clock/Scoreboard. The Home Team has the option to choose which position its representative will fill. The two representatives must sit together and be available to the referee(s). The scorekeeping representatives should not coach from the scorer's table, or argue with the opposing team. If a disputed situation arises, the referee should be signaled to resolve the issue.

3.9 **PRE-GAME MEETING:** A pre-game meeting should be held during warm-up time. Coaches, referee(s), official scorekeeper, and the time keeper should review game information, such as: age of team, division of team, time factors, and game rules.

3.10 **UNIFORM RULES:** Players on each team should have the same style and color of jerseys, and should have similar style and color of shorts. CHSAA rules apply for under garment(s). Numbers should be on the front and back of all uniforms.

### 3.11 GAME FORFEITURE:

3.11.1 Each team must have at least 5 properly uniformed players from their official team roster on hand by 5 minutes after the scheduled game time. Penalty will be Forfeiture of the game.

3.11.2 A Forfeit will be scored as a 10-0 win.

**3.12 GAME CLOCK (new 2023-2024 season):**

- 3.12.1 All teams, all divisions will play FOUR, 10-minute “running clock” quarters.
- 3.12.2 Halftime will be 2-minutes.
- 3.12.3 The clock will stop during timeouts, and on each whistle for the last TWO minutes of the 4<sup>th</sup> Quarter.
- 3.12.4 There will be a 30-second timeout between Q1 and Q2, and again between Q3 and Q4.
- 3.12.5 If a court is behind schedule at the beginning of the game, Halftime may be reduced by the gym supervisor.
- 3.12.6 MERCY RULE: if either team leads by 20 points or more at any time in the 2<sup>nd</sup> half, the clock runs during all whistles except for timeouts (the rule of “game over if 20-point lead at 2-minutes” has been discontinued).
- 3.12.7 MERCY RULE: if either team leads by 20 points or more during the 2<sup>nd</sup> half, no full-court press is allowed.

**3.13 INJURED PLAYERS:** Game officials / referees should enforce CHSAA rules for injured player protocol, coaches may be waived onto the court with permission from the referee. Parents should not run onto the court for any reason, without permission from the referee.

**3.14 TIME-OUTS:** Each team will have 3 timeouts per game, but no more than 2 may carry-over to the 2<sup>nd</sup> half. If overtime, timeouts reset to ONE timeout per team. Timeouts are 60-seconds each.

- Example 1: A team may use 1 time-out in the first half, and 2 timeouts in the second half.
- Example 2: A team may use 2 time-outs in the first half, and 1 timeout in the second half.
- Example 3: A team may use 3 time-outs in the first half, and 0 timeouts in the second half.
- A team may NEVER use 3 time-outs in the 2<sup>nd</sup> half.

**3.15 FREE THROWS, PERSONAL FOULS, TEAM FOULS, AND TEAM BONUS (new as of 2023-2024):**

- 3.15.1 CHSAA / NFHS rules apply to all divisions.
- 3.15.2 5 Personal Fouls are allowed per player per game.
- 3.15.3** Administrative Technical Fouls do not count as a Team Foul, nor as a Personal Foul
- 3.15.4 In-Game Technical Fouls count as both a Team Foul, and a Personal Foul
- 3.15.5 Team Fouls will be counted per quarter, on the 5th Team Foul of each quarter, the opponent will be “in the Bonus.” When in the “Bonus” 2 Free Throws will be awarded to the player who was fouled. The Bonus is reset for each quarter (The Rules is NO LONGER 1-and-1 on the 7<sup>th</sup> team foul for the half, and no longer 2 shots on the 10<sup>th</sup> team foul).**
- 3.15.6 5<sup>th</sup>, 6<sup>th</sup>, 7<sup>th</sup>, and 8<sup>th</sup> Grade teams must shoot free-throws from the regulation line.
- 3.15.7 4<sup>th</sup> Grade “Gold-Division” teams must shoot free-throws from the regulation line.
- 3.15.8 2<sup>nd</sup>, 3<sup>rd</sup>, and 4<sup>th</sup> Grade “Silver-Division” boys and girls teams will be allowed to shoot free-throws 24 inches in front of the free-throw line. The shooter should still be required to stay behind the 24-inch line until the ball hits the rim.

**3.16 THREE-POINT SHOTS:** In gyms where a regulation 3-point line is established, 3-point baskets will be counted.

**3.17 THREE SECOND / FIVE SECOND RULE:**

- 3.17.1 All 5<sup>th</sup>, 6<sup>th</sup>, 7<sup>th</sup>, and 8<sup>th</sup> Grade teams will be allowed 3 seconds in the free-throw lane.
- 3.17.2 4<sup>th</sup> Grade – “Gold Division” Teams will be allowed 3 seconds in the free-throw lane.
- 3.17.3 All 2<sup>nd</sup>, 3<sup>rd</sup>, and 4<sup>th</sup> Grade “Silver & Bronze Division” Teams will be allowed 5 seconds in the free-throw lane.

### 3.18 FULL COURT PRESS:

- 3.18.1 All 5<sup>th</sup>, 6<sup>th</sup>, 7<sup>th</sup>, and 8<sup>th</sup> Grade teams will be allowed to use the full court press, unless leading by more than 20 points at any time in the game.
- 3.18.2 All 4<sup>th</sup> Grade “Gold Division” teams will be allowed to use the full court press.
- 3.18.3 2<sup>nd</sup>, 3<sup>rd</sup>, and 4<sup>th</sup> Grade “Silver & Bronze Division” teams are NOT allowed to use any form of a full court press.
- 3.18.4 Teams cannot use the full court press in the 2<sup>nd</sup> half if they have a 20 point lead or greater in the 2<sup>nd</sup> half.

### 3.19 ZONE DEFENSE:

All 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup> Grade “Silver & Bronze Division” teams will **NOT be allowed any form of Zone Defense, including Full Court or Half Court Zone Trap.**

- 3.19.1 No Zone Defense, Zone Trapping, or Full Court Press Defense may be played by teams in this age group. The main purpose of this rule is to eliminate Zone Defenses and Zone Trapping, and Encourage Man to Man Defense. See below for the description of action for Zone Defense Rule Violations (section 3.19.7).
- 3.19.2 “Help” Defense, “Switching Screens,” and “Transition” Defense are all allowed.
  - 3.20.2.1 For example, Help Defense, Switching Screens, and/or Transition Defense are allowed after an offensive player has gained advantage over their defensive player, such as:
    - a) HELP DEFENSE: if an offensive player beats his or her defender and has an open drive to the basket, other defenders can collapse and guard the basket.
    - b) SWITCHING SCREENS: if a successful screen is set, defenders can switch opponents.
    - c) TRANSITION DEFENSE: during a fast-break situation, defenders can “pick up” opponents as necessary to guard the basket; once a half-court offense situation is re-established, defenders should be in man to man defense.
- 3.19.3 NO Double Teaming, ball hawking, or trapping outside of the lane (ball hawking occurs when an offensive player is dribbling the ball, and a defender who is NOT guarding the player with the ball, swoops in unnoticed and steals the ball from the dribbler – who is not that defender’s “man” – during a half-court offensive situation; ball hawking might not necessarily be a double team.
- 3.19.4 Double Teaming in the lane is allowed.
  - 3.19.4.1 Defensive team players are allowed to “sag” or collapse and play help-side style defense, and double-team the player with the ball while that player and the ball are in the lane.
- 3.19.5 This rule is not intended to allow the Offensive Team to align offensive players without the ball out of the lane for the purpose of allowing the player with the ball to drive one on one to the basket.
  - 3.19.5.1 A defensive player will **not** be required to guard or “chase” his opponent outside of the lane leaving the basket unprotected. Defensive players should make a clear attempt to “pick-up” their opponents at the 3 point arc or sooner, except in situations described in section 3.19.2.
- 3.19.6 INDICATORS OF ZONE DEFENSE:
  - 3.19.6.1 One or more defensive players are not in an acceptable man to man defensive position in relation to the player they are guarding and player with the ball.



- 3.19.6.2 An offensive player cut all the way through the key and was not defended using acceptable man to man defensive techniques, such as following, switching, opening up, bumping the cutter, etc.
- 3.19.6.3 After a help-and-recover situation, the defensive team made no attempt to re-establish man to man defensive positioning.

3.19.7 **ZONE DEFENSE RULE VIOLATIONS:** The Referee should help players – especially early in the season and younger players – when no advantage is given to the defense, by verbally warning the players. Verbal instructions such as “who are you guarding?” and “get out of the lane” will help defenders understand the rule. If the verbal instructions are not heeded, and/or an advantage is taken by the defense, the referee should proceed to give an Official Warning (see below).

- 1) **Verbal Warning:** Verbal instructions and warnings should be given if no significant advantage is taken by the defense; such as, “who are you guarding?” and “find your man...” to help defenders understand the rule.
- 2) **First Official Offense:** If the defense does not adjust to the Verbal Instructions and Warnings, and/or an advantage is taken by the defense, an **Official Warning** should be given to the Head Coach. The whistle must be blown, and play must be stopped to give the warning. Both coaches should be notified. The scorekeeper should document the warning in the scorebook.
- 3) **Second Official Offense:** Technical Foul: resulting in 2-shots and the ball for the opposing team. The technical foul after a warning for illegal defense will be scored an Administrative Technical. The foul will be a team technical and not count towards the player or coach total for disqualification, nor will the foul count toward the team total for bonus free throws. The foul can be noted in the scorebook as T-ILL-D

3.20 **SUBSTITUTION:** Free substitution is in effect for the entire game.

3.21 **OVERTIME:** If a game is tied after regulation play, the following overtime procedures should be followed. If the following procedures are not followed, and neither coach shows the correct rules to the referee in protest, then the game result will be final (each team loses their right to protest the game due to violation of this rule if they do not attempt to correct the procedure PRIOR to the start of the overtime period).

- 3.21.1 If the game is tied after regulation play, a 2-minute overtime period will be played.
- 3.21.2 If the game is still tied after the 2-minute overtime period, a 4-minute, running clock sudden death period will be played, where the first team to score a point is the winner – free throw or field goal. If still tied after the 4-minute sudden-death period, the gym supervisor or head referee may determine the winner by coin-flip.
- 3.21.3 The overtime period(s) are an extension of the 4<sup>th</sup> quarter, which is a continuation of team and personal fouls, and eligible players. Timeouts will be reset to 1 per team during the overtime period.

3.22 **20-POINT RULE:** 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup> “Silver and Bronze”, and 5<sup>th</sup> “Silver and Bronze” Divisions only (all 2<sup>nd</sup> and 3<sup>rd</sup> Grade Teams are considered “Silver/Bronze” Division Teams): once a single player scores 20 points or more in the “Silver or Bronze” division, that player may continue to play, but any points scored by that player from then on WILL NOT COUNT.

- 3.22.1 In a case where a player with 19 points scores a field goal, all points from that field goal will count.

- 3.22.2 If that player is fouled with 19 points, any free-throws resulting from that play will also count.
- 3.22.3 If that player is fouled with 20 or more points, that player will shoot the free throws earned, but any points from those free throws following that play will NOT count.

#### **4. POST SEASON TOURNAMENT**

- 4.1 All post season tournaments will be single elimination format.
- 4.2 Each local area will be responsible for conducting post season tournaments.
- 4.3 All regulation games must be made up and/or completed three days prior to the start of the post season tournament.
- 4.4 When a 2 or 3 division grade level occurs, there will be 2 or 3 separate post season tournaments: 1 tournament for the "A" Division, and 1 tournament for the "B" Division, and 1 tournament for the "C" Division.
- 4.5 The top 8 teams will qualify for the tournament. If a qualifying team chooses not to participate, then the 9<sup>th</sup> team would qualify. If fewer than 8 teams are able to participate, then the tournament would consist of fewer teams, giving the #1 seed a bye in the first round, and so on.
- 4.6 **SEEDING:**
  - 4.6.1 Teams will be seeded according to win/loss record. Seed #1 is the team with the best win record, and so on, down to the team with the worst record.
  - 4.6.2 To settle a tie breaker when seeding teams, the process be defined on the league website.
- 4.7 **AWARDS:** 1<sup>st</sup> and 2<sup>nd</sup> place teams in each division of the post-season tournament will receive awards.
- 4.8 **TOURNAMENT PLAYING RULES:** Rules will be the same as rules used in the regular season.

**APPENDIX A: COACHES CODE OF ETHICS****CODE OF CONDUCT: FOR FACILITIES, SPORTSMANSHIP, PROTESTS, USE OF VIDEO, IN-GAME OFFICIATING, ETC.**

All participants, players, coaches, spectators, parents, siblings, officials, etc. shall abide by the JPS Code of Conduct Policy, found posted in the facility, and / or part of the team & player registration and rostering process, and / or on the JPS Website: [www.justplaysportscolorado.com](http://www.justplaysportscolorado.com)

**Policy**

Coaching is a privilege offered and granted to individuals who perform capably during JPS Winter Youth Basketball League sanctioned and affiliated associations' activities. It carries with it an obligation for each individual coach to uphold and promote the stated goals and objectives. Any conduct considered unethical or a conflict of interest shall be subject to discipline by the area association/league.

**Article I – Responsibilities to Players**

1. The coach shall never place the value of winning over the safety and welfare of players.
2. Coaches shall instruct players to play within the written Rules of the game and within the spirit of the game at all times.
3. Coaches shall not seek unfair advantage by teaching deliberate unsportsmanlike behavior to players.
4. Coaches shall not tolerate inappropriate behavior from players regardless of the situation.
5. Demands placed on players' time shall never be so extensive as to interfere with academic goals or progress.
6. Coaches must never encourage players to violate area association/league or JPS eligibility or player's rules or policies.
7. Coaches shall direct players to seek proper medical attention for injuries and to follow the physician's instructions regarding treatment and recovery.

**Article II – Responsibility to Area association/League**

1. Adherence to all area association/league and JPS rules and policies, especially those regarding eligibility and team formation and member association rules and policies that are mandatory and should never be violated. It is the responsibility of each coach to know and understand these rules.
2. Any problems that cannot be resolved between coaches should be referred to the appropriate area association/league director or committee.

**Article III – Responsibilities to the Rules of the Game**

1. Coaches shall be thoroughly acquainted with and demonstrate a working knowledge of the Rules of the Game.
2. Coaches are responsible to assure their players understand the intent as well as the application of the Rules.
3. Coaches must adhere to the letter and spirit of the Rules of the Game.
4. Coaches are responsible for their players' actions on the court and must not permit them to perform with intent of causing injury to opposing players.
5. The coach must constantly strive to teach good sporting behavior.

**Article IV – Responsibility to Officials**

1. Officials must have the support of coaches, players and spectators. Coaches must always refrain from criticizing officials in the presence of players or spectators.
2. Professional respect, before, during and after the game must be mutual. There must be no demeaning dialogue or gestures between official, coach or player.
3. Coaches must not incite players or spectators or attempt to disrupt the flow of the game.
4. Comments regarding an official should be made in writing to the area director.

**Article V – Other Responsibilities**

1. The behavior of coaches must be such as to bring credit to themselves, their organization (s), JPS and the sport of basketball.
2. While the concept of rivalry is wholly embraced, it cannot take precedence over exemplary professional conduct.
3. The attitude and conduct of the coach towards officials, players, spectators and coaches must be controlled and undemonstrative.
4. It is unacceptable for a coach to have any verbal altercation with an official, opposing coach or bench before, during or after the game.
5. Coaches must use their influence on spectators that demonstrate intimidating and/or unacceptable behavior towards officials, player(s) and opposing team members.
6. As the Coach YOU are the Ultimate Role Model on the Court and the players, Spectators and Fans will take their direction from you, how you conduct yourself will signal to all what you deem acceptable, please be a double win coach.

I understand that ALL Coaches must complete and pass a criminal background check and supply the area association with proof of completion of a concussion training program in accordance with Colorado Senate Bill 40.

By participating in this league as a player, parent, coach, spectator, or otherwise, I certify that I understand that should I breach this code of ethics, either area association or league may impose sanctioning consistent with their documented procedures.

**APPENDIX B: CONDUCT POLICY AND REVIEW PROCEEDURE****CODE OF CONDUCT: FOR FACILITIES, SPORTSMANSHIP, PROTESTS, USE OF VIDEO, IN-GAME OFFICIATING, ETC.**

All participants, players, coaches, spectators, parents, siblings, officials, etc. shall abide by the JPS Code of Conduct Policy, found posted in the facility, and / or part of the team & player registration and rostering process, and / or on the JPS Website: [www.justplaysportscolorado.com](http://www.justplaysportscolorado.com)

JPS Winter Youth Basketball League abides by a strict Code of Conduct governing all coaches, players, officials and parents. The purpose of the Code is to ensure that all of those people associated with JPS treat each other with dignity and respect.

The Code of Conduct is a condition of membership for all players, parents, coaches and officials. All members of JPS agree to abide by the Code of Conduct and to be subjected to the consequences of violating the Code. It is understood that by enrolling into a JPS program through your member area that players, parents and coaches are all bound by this Code of Conduct and its validity is hereby a matter of record and is not dependent upon physical signature.

All enforcement decisions made by the officials of JPS are final and are not subject to review. No refunds will be granted to those players dismissed from the league for violating the Code of Conduct.

JPS has adopted a ZERO TOLERANCE POLICY in connection with any adult behavior that is quite simply, inappropriate. JPS may deal with the problem and can ban adults from the courts due to inappropriate behavior. JPS may also remove the parent and their player from the association with no refund. JPS may also call parents in for a meeting at any time.

Any conduct, including abusive language and/ or gestures, racially insensitive remarks, damage to property or belongings, or any other conduct that reflects poorly on yourself or JPS is deemed to be unacceptable and will not be tolerated. This rule applies to all players, parents, siblings and guests at all times when in or around games or practices as a member of JPS.

During a tournament or game, you are representing your area association. Any conduct such as shoplifting, destruction of property, consumption of drugs or alcohol, or any other activity will not be tolerated. This rule applies for the entire time one is on site for a game or tournament.

JPS will deal with unacceptable conduct at its sole discretion, imposing warnings, suspension or expulsion, as it deems appropriate. ANY SUSPENSION OR EXPULSION BASED ON VIOLATIONS OF THE CODE OF CONDUCT WILL NOT BE ACCOMPANIED BY A TUITION REFUND.

## APPENDIX C: Code of Conduct for Players, Coaches, and Spectators of Youth Basketball

### **CODE OF CONDUCT: FOR FACILITIES, SPORTSMANSHIP, PROTESTS, USE OF VIDEO, IN-GAME OFFICIATING, ETC.**

All participants, players, coaches, spectators, parents, siblings, officials, etc. shall abide by the JPS Code of Conduct Policy, found posted in the facility, and / or part of the team & player registration and rostering process, and / or on the JPS Website: [www.justplaysportscolorado.com](http://www.justplaysportscolorado.com)

As the parent/guardian of a child participating in JPS Winter League, I agree to the following code of conduct for the basketball season. I realize that not abiding by these guidelines may result in the removal of my child from the League.

I understand that I am responsible for my own conduct and for the behavior and conduct of my guests.

- 1) If I choose to stay and watch my child's practice or game, I agree to actively supervise all other children/youths (siblings, neighbors, etc.) who accompany me to that practice/game. This includes escorting children to the bathroom or to get a drink of water.
- 2) No food or drink may be brought into any Jefferson County School Gymnasium at any time.
- 3) All participants and spectators must be in the gymnasium at all times. Children may NOT play in the halls or elsewhere in the schools.
- 4) No basketballs are to be bounced in the hallways of Jefferson County Schools at any time.
- 5) Only those teams scheduled to be in the gymnasiums are to be there. If I arrive early for practice and/or a game, I realize the building supervisor may ask me to leave until the approved time arrives. Upon the completion of a practice and/or game, the facility is to be vacated immediately by the team and spectators.

### GAME DISRUPTION

In the interest of the game, the participants, and everyone involved, there will be increased discipline and zero tolerance against game disruption, violence, and verbal abuse NO ONE WILL BE EXCLUDED FROM THIS POLICY. Violent behavior by player, coach, or spectator is grounds for dismissal from the event. GAME DISRUPTION includes but is not limited to, verbal abuse of the referee, badgering the opposing team, violence on the court or sidelines, or stands, walking on court without the permission of the referee, or any other act that league officials feel is inappropriate. This also includes any action verbal or physical towards school officials: teachers, custodians, administrators, etc.

If, during the course of a game, a referee determines that verbal abuse or inappropriate conduct disrupts the game, the referee can opt to take action against the team(s) disrupting. The following actions may take place, not necessarily in this order or in its entirety:

- a warning may be given
- a timeout may be charged
- the person(s) disrupting may be asked to leave the facility
- the coach(es) may be ejected from the game and/or the facility
- the game may be determined a forfeit by the referee

If at any time during the remainder of the season, the same party is involved with inappropriate conduct, then that party (player, coach, spectator), risks being disqualified from the league for the season, and will no longer be welcome on any property where JPS Youth Basketball takes place. If necessary, a police escort will be arranged.

If a referee, school official, or league representative ejects a player, coach, or spectator from the game, they must leave the premises. If the player, coach, or spectator does not comply to the referees warning, the referee has the authority to call the game. The team associated with the problem will forfeit the game and receive the loss (even if according to the score they were the winning team).

As a parent/guardian and/or coach, I realize my importance in the success of youth basketball in the JPS Winter League, and I agree to assume the responsibility of supervising those children who accompany me to practices and/or games, as well as following other facility and security guidelines that will be provided to me by the coach of my participants team. I also agree to the behavior guidelines explained in this Code of Conduct.