



# ALL UNDER ONE ROOF BASKETBALL

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## Jam On It League Rules

**Revised 10/11/21**

### Sportsmanship

- Zero tolerance of unsportsmanlike conduct.
- If a spectator/parent is ejected from a game, their child may be removed as well and the team will be assessed a technical foul!

Quarters/Halves	Overtime Period	Halftime	Warm-Up	Ball Size
Two (2) 0. Minute running halves stop clock last 2 minutes each half	First - 2 minutes, 1 minute afterwards	5 minutes	5 minute	07,3C

### High School Rules with the following exceptions:

- On ball 5-second count in the frontcourt only while dribbling and holding the ball.

### Time Outs

- 3 - full & 2 -30 second time outs per game. Time outs do not carry over into overtime. Each team will be given 1 full timeout if the game proceeds into overtime. No additional timeouts for doubleovertime and beyond.

### Fouls

- A player fouls out after the 5<sup>th</sup> personal foul
- Teams will shoot 1 & 1 on the 7<sup>th</sup> team foul of the half and 2 shots on the 10<sup>th</sup> team foul.
- If a coach or player is ejected from a game, it is at the tournament director's discretion if they can participate in the next game.
- If a coach or player is ejected twice in a tournament it is at the tournament director's discretion if they can participate in the rest of event.
- Coaches can stand following the first technical foul.

### Free Throws

- The players lined up along the key may enter the lane on the shooters release of the ball.
- Maximum of 6 players are allowed in the lane along with the shooter at the top of the key
- 1 & 1 at 7 team fouls / double bonus at 10 team fouls

**Dunking or hanging on the rim outside of game time will result in a technical foul**