

JINGLE BELL JAM RULES

Unless changed prior to play by your Grade Commissioner, the following rules apply in the JBJ:

1. The duration of all games will be **four (4) seven (7:00) minute periods**.
2. **HOME** team operates the clock and **VISITOR** keeps the official scorebook. Individuals performing these tasks must be at least 18 years of age.
3. During the first (1st) and third (3rd) quarters of play, the **CLOCK** will run continuously except during time-outs, shooting fouls and ball out of control situations. During the last two minutes of the second (2nd) and fourth (4th) quarters the clock will be stopped on every whistle. **If a team is leading by more than 25 points in the 4th quarter, the clock will run continuously at all times with the exception of timeouts and injuries. This includes free throws and other dead ball situations.**
4. There will be one (1) minute between quarters and five (5) minutes between half's. This may be shortened at the discretion of the commissioner if the tournament is behind schedule.
5. Each team is allowed four (4) one (1) minute **TIMEOUTS** per game which may be used at anytime during regulation play. Regulation timeouts will not carry over to overtime.
6. Overtime Rules - In the case of a tie at the end of regulation, the teams will play 2-minute overtimes. (1) TIMEOUT per Overtime
Pool Play – If the game continues to be tied at the end of the second overtime, a sudden death overtime will be played in which the first team to score will be the winner.
Tournament – The game will continue to use 2-minute overtime periods until a winner is determined. During overtime, players that have fouled out may **NOT** re-enter the game.
7. **GOAL HEIGHT** will be 8 ½ feet for 2nd and 3rd grade boys. Ten (10) feet goals will be used for 4th grade, 5th grade and 6th grades for the boys. Three pointers will be allowed in 4th, 5th and 6th grades for the boys. Girls will use the following height rules: 3rd 8 ½ feet; 4th 9 feet and 5th – 6th, 10 feet. The free throw line will be the same for the girls and boys as defined below.
8. **FREE THROW** distances will be 10 feet for 2nd and 3rd grade, 12 feet for 4th grade, and 15 feet for 5th and 6th grade.
9. ****New FREE THROW RULES** – Teams will shoot 2 free throws for common fouls when in the “bonus.” Teams will reach the bonus when their opponent commits the **FIFTH** foul in each quarter. Team fouls will reset at the end of each quarter. In all Overtime Periods, fouls are extended from the 4th Quarter. Ex. If team is in bonus in the 4th quarter they will be in the bonus throughout OT. If team has 4 fouls, once 5th foul is committed in OT, they will be in the bonus.
10. The **BALL SIZE** for 6th grade boys will be regulation the 29.5” ball. All other grades (boys and girls) will play with a 28.5” ball.
11. In grades 4 through 6, defensive pressure is permitted anywhere on the court at all times, except by a team that is leading by 20 or more points.

12. Except as modified herein, play will be conducted in accordance with **AHSAA RULES**.

SPECIAL 2nd Boys, 3rd BOY'S AND GIRL'S and 4th Grade GIRL's PRESS RULES

In the **2nd GRADE BOY'S** division, teams may not press. The offensive team has 10 seconds to bring the ball across the half court line. Teams may not apply defensive pressure until the ball has passed the mid-court line. In addition, teams may double team or trap at any time once the ball has crossed the mid-court line. In 2nd Grade, the clock does not start until the ball passes half court following any time out or dead ball with less than 1 minute left in the game. This prevents a team from "killing the clock" with multiple time outs on the defensive side of the court with no pressure

In the **3rd GRADE BOY'S and GIRL'S** division, teams may **ONLY** apply full court pressure in the final two minutes of the 2nd and 4th quarters and all overtime periods and when leading by fewer than 20 points. At **ALL** other times during the game, and when a team is leading by 20 or more points, defensive pressure (includes trapping and double teaming) may not be applied until the ball has crossed mid-court.

In the **4th GRADE GIRL'S** division, during the 1st, 2nd, and 3rd quarters, teams may **NOT** apply defensive pressure (includes trapping and double teaming) until the ball has crossed mid-court. Full court pressure may **ONLY** be applied during the 4th quarter and all overtime periods but is **NOT** allowed if a team is leading by 20 or more points.

TIE BREAKER PROCEDURE

The following procedures will apply for pool seeding to bracket play AND division seeding to bracket play among tied teams:

1. Record
2. Head to Head
3. Point differential (maximum 15 pts per game)
4. Points allowed in games
5. Points scored
6. A coin flip by the tournament official

ELIGIBILITY

1. An athlete must be in the grade they are playing in during the calendar year of the tournament. As an example, a 6th grader must be in the 6th grade as of October 1 of the JBJ for that specific year.
2. AAU or teams that do not feed into the same high school can play in the tournament, but must play a grade UP unless the Grade Commissioner for the grade decides otherwise.