



**JAO INVITATIONAL GIRLS' BASKETBALL PROGRAM  
GUIDELINES  
2022-2023  
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**I. PROGRAM STRUCTURE AND ORGANIZATION**

**A. CLASSIFICATIONS**

1. **Short Stacks** – shall be composed of girls’ six (6) years of age and younger as of September 1st of the registration year. Minimum age to be on a roster is 5 years of age. (Refer to JAO modified grade based 14 month JAO Guidelines)
2. **Minors** - shall be composed of girls’ twelve (12) years of age and younger as of September 1st of the registration year.
3. **Majors** - shall be composed of girls’ fourteen (14) years of age and younger as of September 1st of the registration year.
4. **Prep** - shall be composed of girls’ eighteen (18) years of age and younger as of September 1st of the registration year
5. **SPECIAL CLAUSE:** Girls may participate in a higher bracket of this program. Once a girl plays in the higher division, she will no longer be eligible to participate in her age division (e.g., Minors to Majors, or Majors to Prep). She may participate in the higher division for over three (3) years so long as she is not in an older age classification than allowed in that division. (See subsections I.A.1 – 4 above).

***EXCEPTION:*** When the girl’s organization does not have a team in her age division, she may compete in a higher bracket without penalty. The following year, if her organization has a team in her age division, she will be allowed to drop back into her classification.

6. **JAO average age policy** allows only 2 age groups per team. The majority age group of the team is generally used to determine the bracket of play.

**B. ROSTERS AND COACH / PARENT / PLAYER REQUIREMENTS**

1. **Team rosters** shall be submitted to JAO at least thirty (30) days prior to the opening of the sports season or on a date designated by the JAO Executive Board.
2. A **Liability Release** will be required of all participants each year prior to their participation in the JAO Invitational Girls Basketball Program.
3. Team rosters and the specified **registration fee** for all participants must be filed with JAO. Participants whose parent or guardian has not read and signed the Liability Release are not eligible for competition. Ineligible players participating in the contest will result in the forfeiture of the game. Participants shall have their completed rosters cleared by the JAO Executive Board a minimum of one (1) week before participating in a league game, or by the time designated by the JAO Executive Board. Liability Releases are required to be submitted to JAO prior to the first league game played.

4. Each team shall meet the **minimum roster requirement** of 8 players. A Prep team requesting a waiver of the minimum roster must submit their request in writing to the JAO Executive Board prior to the beginning of the season.
5. If a team **cannot meet the minimum roster** requirements, they shall be allowed to participate with the following conditions:
  - (a) Teams meeting the minimum roster requirements shall receive priority for league berths.
  - (b) Teams shall not be eligible for the league championship or sportsmanship awards.
  - (c) Teams shall have the minimum requirements for starting the game. Forfeit fees will be required by the following Wednesday (postmarked) to the JAO Executive Board before the team is eligible to play their next contest.
6. New players can be **added to the roster** up until the first league game. If a team falls below the minimum number of players due to injury, the JAO Executive Board may, in its discretion, allow the addition of one or more replacement player(s) to a team roster.
7. All **roster changes** must be submitted in writing to the JAO Executive Board along with any fees as determined each year by JAO. Changes will not be made until proper fees are submitted.
8. At least once every two (2) years, all Coaches (for purposes of these guidelines, the term “Coaches” shall include assistant coaches) are required to complete (a) a first aid class with CPR/AED; (b) Concussion & Head Injury training<sup>1</sup>; and (c) Sudden Cardiac Arrest training<sup>2</sup>. Coaches required by their employer to complete first aid training may provide alternate forms of documentation of completion of a first aid class. Coaches in the medical profession will be required to submit a copy of their business card or professional license (for security reasons, Coaches may block out their license number).
9. Each year, parents and players are required to review, sign and return to their organization a Concussion & Head Injury and Sudden Cardiac Arrest Information Sheet. In addition, parents are required to complete and submit to JAO a Player Concussion Statement, which is included within the Liability Waiver. In the primary interest of the safety of players, JAO **does not** permit players who have had 2 concussions to participate in the JAO Invitational Girls Basketball Program.
10. There shall be no more than three Coaches on the bench. All Coaches must complete basic first aid class per paragraph 2(i) above (one Coach must be an Adult over the age of 21 and should be on the bench for all games).

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<sup>1</sup> Concussion & Head Injury training is available at the Centers for Disease Control and Prevention’s (CDC’s) Heads Up to Youth Sports website at [www.cdc.gov/headsup/youthsports/training/index.html](http://www.cdc.gov/headsup/youthsports/training/index.html).

<sup>2</sup> Sudden Cardiac Arrest training is available at [epsavealife.org/sca-prevention-training/](http://epsavealife.org/sca-prevention-training/).

11. All Coaches are required to complete a background check prior to the beginning of each JAO season. The background checks shall be completed by their respective organizations are acceptable by JAO. Once their organization is registered as a “contributing agency” with the California Department of Justice (“CA DOJ”), each Coach must complete a one-time Live Scan fingerprinting under their organization’s CA DOJ Mail Code.
12. No player will be allowed to participate should they, or a member of their family be involved in any outstanding personal litigation involving any youth sports activity (school programs, JAO, etc.). This does not apply to individuals acting as officials, officers or a board member of an organization, or in their professional capacity. No player will be allowed to participate should they be involved in any medical litigation, or upon the advice of their physician due to a pre-existing medical condition.
13. All players in the Minor 4<sup>th</sup>, 5<sup>th</sup> and 6<sup>th</sup> Grade Divisions and Major 7<sup>th</sup> and 8<sup>th</sup> Divisions will required to complete 3 hours of community service each year. Prep League team players will be required to perform 2 hours of community service each year. Each player must submit verification of their completion of applicable community service requirements annually to their organization prior to the commencement of the Winter Season or Prep Season in order to confirm their eligibility to participate in the same.

**C. FEES**

1. The JAO Girls Invitation Basketball Program is a youth project sponsored by JAO. As such, fees are charged to cover only the costs incurred by JAO to operate the program.
2. Team Fees will be determined as soon as reasonably practicable prior to the start of each season by the JAO Executive Board. The number of girls per team shall be not less than the 8 (minimum), nor greater than 11 players.

**D. AWARDS**

1. **Participation** awards only will be given to all participants in the Short Stacks (1<sup>st</sup> Grade) and Minor 2<sup>nd</sup> and 3<sup>rd</sup> Grade Divisions. Each division with 6 or more teams will be presented with championship, runner-up and sportsmanship awards. Divisions with less than 6 teams will be presented with championship and sportsmanship awards only.
2. In the event of a tie at the end of league play for first place, a champion shall be determined first by the head-to-head records of the respective teams, and then by total point differential. Should the records be identical both in head-to-head records and by the point margin, a playoff game shall be played on the date and location designated by the JAO Executive Board.

3. A poll of the Coaches and a point system of the JAO Executive Board will determine sportsmanship winners **in the Minor Divisions only**. Each Coach will be allowed three (3) selections, other than for his/her own team. Failure to turn in a completed ballot on time will result in the disqualification of the teams' consideration for the award.
4. Teams present at the Jamboree with a minimum number of six (6) players will be **eligible** to receive sportsmanship awards, **or at the discretion of the JAO Executive Board**.

**E. ELIGIBILITY**

1. Teams shall be responsible for checking the eligibility of each player on their team. If an eligible player is determined to be playing on a team, the ineligible player shall be immediately banned from further competition, the team in question shall forfeit all their games in which the ineligible player participated, and the team shall pay the required forfeit fees for those forfeited games. Any team or organization flagrantly abusing the eligibility rule, **as determined by the JAO Executive Board in its sole discretion**, shall be suspended and/or disqualified from further participation in this program.
2. The ruling of the JAO Executive Board on the eligibility of each player participating in the JAO Invitational Girls Basketball Program shall be final. Birth certificates (photocopies are acceptable) of new players must be submitted to their organizations for eligibility. A copy will be only requested by the JAO Executive Board to verify eligibility by age or other criteria. Other additional information may also be requested by the JAO Executive Board. Failure to comply with the request will result in suspension and/or disqualification.

**F. INTERSCHOLASTIC HIGH SCHOOL GIRLS SPORTS PROGRAM**

1. Girls participating in the Los Angeles City School or the CIF Southern Section teams may not compete in the JAO Invitational Girls Basketball Program during their high school interscholastic sports season. Teams shall be required to enforce this rule themselves.
2. If a player is declared ineligible by their respective school because of participation in both the School and JAO Program:
  - (a) She shall be declared ineligible and suspended from further competition in the JAO Program for the remainder of the season.
  - (b) Her team shall forfeit all games played with the ineligible girl during the period she was competing illegally. The team shall pay forfeit fees for those forfeited games.
  - (c) The Coach shall be suspended from further participation for the remainder of the season.

3. Outside Competition by an Individual:

- (a) During an individual's season of sport - A member of a high school basketball team may not, during her season of sport, compete for an outside team in the sport of basketball. A season of sport is defined as that period which begins with a student's first interscholastic competition (scrimmage, non-league, tournament, or league game) and ends with that student's last interscholastic contest (tournament, non-league, league or playoff contest).
- (b) Outside Individual's Season of Sport During School Year - A member of a girls' high school basketball team with remaining eligibility may participate as an individual on a non-school sponsored basketball team (e.g., JAO, SEYO, etc.) outside her high school season of sport during the school year as long as that team does not have on its roster more than two members who might later represent that player's school in basketball. (Rule applies to players in the CIF Southern Section only). It is the participants' & parents' responsibility to determine their eligibility to participate with their respective high school (please check appropriate City & CIF rules).
- (c) If a player makes an interscholastic high school team while participating during the league season, the JAO Executive Board shall be immediately notified and a new roster submitted to the league removing the player's name.
- (d) If a player has made an interscholastic high school team, the school coach may not allow the player to participate on an outside team for fear of injury. This would be the coach's prerogative and the player shall abide by the coach's decision.

If a player on the roster is accepted on an interscholastic high school team, the team will not be penalized for sportsmanship or championship consideration for discontinuing playing on the JAO Invitational Girls Basketball Program. However, the team is warned that if the player's discontinuance results in not having the required number of players to begin a game, a forfeit shall be declared. If a team is faced with the possibility of losing player(s) to interscholastic team(s), they should have enough players on their roster to meet the minimum player requirement under any condition.

**G. NON - INTERSCHOLASTIC HIGH SCHOOL GIRLS SPORTS PROGRAMS**

- 1. Players may participate in any outside youth organized teams - Parks & Recreation, club, SEYO, etc. - provided that they meet the minimum 66.67% of all JAO scheduled contests for the Minor/Major Division. Prep League requirement is 50% of all scheduled games.
- 2. Failure to participate in the minimum number of games shall be grounds for forfeiture of that team's championship title, runner up title, and/or sportsmanship award.

## II. GAME PROCEDURES

### A. GENERAL

1. Games shall start promptly as scheduled. No postponements or rescheduling will be allowed. A forfeiture fee will not be imposed if the JAO Executive Board is notified prior to 12 noon of the Wednesday prior to the game (however, a forfeit of the game will still be recorded - see subsection II.A.5 below).
2. A five (5) minute grace period will be allowed before a forfeit is declared. The grace period shall begin at the scheduled time or if games are running behind schedule, then the grace period shall begin at the conclusion of the previous game. The forfeit fee is an amount established before each season commences. The team(s) involved must pay the forfeit fee to JAO before the next league game is played.
3. Official referee(s) and an official scorekeeper/timer will be furnished for all the games. If official referee(s) fail to appear, both teams may agree to play the game with an alternate referee(s). If both teams agree to this, the game will then be considered an official contest.
4. Should the official paid scorekeeper fail to appear before a game, the home team shall be official scorekeeper. Home teams shall be listed on the right side of the scorebook. Official scores shall be kept in the official scorebook provided by JAO. There will be no scores kept for the Minor 2<sup>nd</sup> and 3<sup>rd</sup> Grade Divisions.
5. When a forfeit is declared, "Forfeit" shall be written on the page of the forfeited team's score sheet. A score of 2 to 0 shall be recorded in the Official scorebook, with the 2 listed on the winner's side. The reason for the forfeit shall be noted. A practice game may be played. Duration of the contest shall be at the officials' discretion.
6. All players must have numbers on the back and front of their uniforms.
7. Players shall not be permitted to wear any jewelry (earrings, bracelets, necklaces, rings, etc.) or long fingernails. Tape over earrings or posts are not permitted. Body piercing embellishment are not permitted.
8. Rules and Regulations and Policies of the owner/operator of the respective gym locations (e.g., Budokan or Alhambra / Los Angeles / Montebello / San Marino / Torrance Board of Education) must be strictly observed.
9. The Home team is responsible for providing a Gym Monitor for the game before their scheduled game. Gym monitors will report to scorekeeping table. Refer to JAO Gym Monitoring Guidelines attached hereto as Annex A for further instructions.

**B. PROTESTS**

1. All decisions of the game officials are final. Scores reported in the official scorebooks are final.
2. Protests on infraction of the rules and regulations will be accepted. Protests must be lodged with the scorekeeper at the time of the infraction. In addition, written notifications must be received by the JAO Executive Board accompanied by a protest fee of \$150.00 by the Wednesday following the protested game.
3. As noted above, protest fee of \$150.00 must accompany all protests. If the protest is upheld, the protest fee will be returned to the protesting team. If the protest is overruled, the protest fee is forfeited.
4. Decisions of the JAO Executive Board may be appealed to full JAO Board in the form of a written protest. An additional protest fee of \$200.00 must accompany the written protest. Each organization shall have one (1) vote as a member of the full JAO Board. Decisions by the full JAO Board shall be rendered by a majority vote of the organizations that comprise the JAO Board, and shall be final.

**C. PLAYER REQUIREMENTS**

1. Each team shall have a minimum of eight (8) active participants on their team roster. If a participant on the team roster is unable to play during the season, the JAO Executive Board shall be notified in writing by the Coach or team representative immediately.
2. Exception: Prep Division - A Prep team may request a waiver of the minimum number of players. Players on high school teams may be counted as part of the minimum eight (8) players on the roster.
3. Minimum to start a game:
  - (a) All teams shall have a minimum of five (5) players ready to play at the time and place designated on the schedule.
  - (b) Failure to have the minimum number of players ready to start the game shall be an automatic forfeiture of the contest. An exhibition game may be played. The team forfeiting the contest shall submit their forfeit fee to JAO before the start of the next game. The forfeit fees for the Minor, Major & Prep Divisions shall be as follows:
    - (i) Forfeit (Unintentional) - \$150.00 if JAO notified by Wednesday 12pm
    - (ii) Forfeit (Unintentional) - \$200.00 if JAO notified by Thursday 12pm
    - (iii) Forfeit (Unintentional) - \$500.00 if JAO notified by Friday/Saturday
    - (iv) Intentional failure by a team to appear for 2 scheduled games will result



in the loss of an invitation to participate in the JAO Invitational Girls Basketball Program League.

4. Each team member shall participate in a minimum of 66.67% of all scheduled contests in the Minor/Major Divisions. The minimum is 50% of all scheduled contests in the Prep Division. Failure in participating in the minimum number of contests shall be grounds for forfeiture of that team's championship title, runner up title and/or sportsmanship award. Any illness or injury that causes a girl's lack of participation must be submitted in writing to the JAO Executive Board at the time of the occurrence.
5. Each team member shall be required to play five consecutive minutes per half. Failure in not participating in the minimum number of consecutive minutes shall be grounds for forfeiture of that team's championship title, runner-up title and/or sportsmanship award. Any illness or injury that causes a girl's lack of participation must be submitted in writing to the JAO Executive Board at the time of the occurrence.

- Exception – Short Stacks K-1st, Minor (2<sup>nd</sup> and 3<sup>rd</sup> Grade) Divisions Only.

The total time required to be played for each team member is 7 minutes per half. Each team member is required to play five consecutive minutes per half. In addition, each team member shall be required to play an additional 2 minutes per half (this may or may not be consecutive).

- Exception – **Prep Division Only**

Minimum playing time is not applicable in this division.

### **III. GENERAL RULES AND REGULATIONS**

#### **A. LENGTH OF GAME**

1. Short Stacks – Kindergarten Level – Two (2) Fifteen (15) minute periods and one (1) ten minute period. 1<sup>ST</sup> Grade Level will have two (2) twenty (20) minute periods.
2. Minor & Major Divisions will have two (2) twenty (20) minute running time halves.
3. Prep Division will have four (4) ten (10) minute running time periods.
4. Minor (4<sup>th</sup> – 6<sup>th</sup> Grade) & Major Divisions - Last two (2) minutes of second half shall be stop time.
5. Prep Division - Last two (2) minutes of fourth period shall be stop time.
6. The clock shall be stopped on all official's whistles.
7. There shall be a five (5) minute intermission between halves. For Prep Division, there shall be a one (1) minute intermission between 1<sup>st</sup> & 2<sup>nd</sup> periods, 2<sup>nd</sup> and 3<sup>rd</sup> periods and 3<sup>rd</sup> & 4<sup>th</sup> periods.

**B. OVERTIME**

1. A two (2) minute stop time extra period after a one (1) minute intermission shall be played if the game ends in a tie score.
2. If the tie is not broken after the first overtime period, there shall be a Sudden Death overtime. The first team to score wins. Only one (1) time out per team is allowed in the sudden death overtime period.
3. For division Championship Playoffs, successive two (2) minute stop time extra periods shall be played until a winner is determined.

**C. TIMEOUTS**

1. Short Stacks - One (1) forty five second (45) time out per period.
2. Minors & Major Divisions - Each team is allowed three (3) time outs per game. Maximum of two (2) time outs per half.
3. Prep Division – Each team is allowed two (2) – 30 second timeouts & two (2) – full time outs anytime.
4. Each team will be allowed one (1) additional time out for each overtime period.
5. Time-outs shall be forty-five (45) seconds in duration.
6. A player on the court may call for a time-out (team in possession).
7. A Coach may call for a time-out (team in possession).

**D. GAME PROCEDURES**

1. An official scorekeeper/timer will be furnished for all games. If the official scorekeeper/timer fails to appear, the game will proceed as follows:
  - (a) The home team shall be the official scorekeeper. The home team shall be listed on the right side of the game schedule. Home jersey is White.
  - (b) The visiting team shall be the official timer. The visiting team shall be listed on the left side of the game schedule.
2. Each team shall fill out and submit a number of scorekeeping sheets corresponding to the number of games in the season to the official scorekeeper prior to the first game of the season. For example, if the Minors 4<sup>th</sup> Grade Division has eight (8) games in a season, each team in the Minors 4<sup>th</sup> Grade Division shall provide eight (8) scorekeeping sheets – each completed with their team’s roster information (e.g., names, uniform numbers), along with information about each respective game – to the official scorekeeper prior to their first game of the season.

3. All players are required to have both organization-colored uniforms (dark) & white / off white colored uniforms (light) tops (jerseys) and must have their numbers visible on the back and front of their uniforms.
4. A technical violation will be assessed per half the jersey worn is not from your respective organization.
5. Color coordinated (similar) undergarment t-shirts are required if worn, a technical violation will be assessed if the optional undergarment t-shirt worn is not color coordinated (similar).
6. Short Stacks Exception – Many teams are newly formed and may not have jerseys at this time. A practice jersey, light or dark t-shirts are acceptable.
7. A coin toss will determine who wears alternate uniforms in the event that both teams wear the same colors. A technical foul shall be assessed each player not having the same general color uniform per half. A technical foul shall be assessed each player whose numbers are not visible in the opinion of the official and/or scorekeeper. Decisions of the official and/or scorekeeper on the subject are final.
8. The length of playing shorts cannot extend below the bottom of the kneecap. One technical foul per game shall be assessed each offending player upon entering the game.
9. The thirty (30) second shooting time limit shall be in effect when requested by either Coach at any time during a dead ball. Once the 30-second clock has been requested, the game, including overtime periods, shall be with the shooting limit until the contest has been terminated.
10. Operation of the thirty (30) second clock:
  - (a) The clock shall be placed in operation upon the first official dead ball. During this dead ball, the official scorekeeper/timer shall clearly notify the official(s) and both Coaches of the installment of the clock.
  - (b) The clock shall be reset when an attempt for goal hits the rim or when the ball is intercepted and controlled by the opponent.
  - (c) The clock shall be reset when a violation or a foul occurs, a jump ball is called that results in a change of possession via the alternating possession procedure, or a field goal is made.
  - (d) The clock shall stop but not reset, when a team in possession of the ball calls a time-out, or a jump ball does not result in a change of possession via the alternating possession procedure, or the ball is knocked out of bounds by the defense.
  - (e) Officials shall handle the ball on every out of bounds, except when a goal has been made.

- (f) Each player must play the minimum time required in both halves. Failure to comply shall result in forfeiture of the game. If certain player(s) or team detects a late arrival pattern, the JAO Executive Board shall take appropriate action, such as forfeiting a game(s) or suspending the party(ies) involved.
  - (g) If a player arrives late for the game and cannot participate the minimum five (5) minutes the first half, she may participate the second half without penalty.
  - (h) If the player is injured during pre-game practice or the game, she may be withdrawn without penalty.
  - (i) **A player** who is suspected of sustaining a concussion or other head injury, or who has passed out or fainted, in **either pre-game practice or in a JAO league game** shall be immediately removed from the **pre-game practice or league game**, and shall not be permitted to return until the **player** is evaluated by a licensed healthcare provider. **The player will not be permitted to either continue pre-game practice or re-enter the game. The player will need to be evaluated and cleared by a licensed health care provider prior to her returning to any league game.** If the licensed healthcare provider determines that the player sustained a concussion or other head injury, the player shall also complete a graduated return-to-play protocol of no less than seven (7) days in duration under the supervision of a licensed healthcare provider.
  - (j) In the event of a concussion or other head injury or sudden cardiac arrest incident under subsection (i) above, the scorekeeper shall record the approximate game time and nature of the injury, the symptoms observed, and any treatment provided to the player for the injury in the scorebook, and such information shall be provided to the parent or guardian of the player.
11. Teams participating in the last game shall remove the benches from inside the gym, police the gym and immediate premises after the game.
  12. Five (5) fouls eliminates a participant from the game.
  13. Ball Circumference by state association adoption for high school girls' competition, the ball may be 28 ½ to 29 inches in circumference and weight between 18 and 20 ounces. Use of this ball will be observed in the Minor 4<sup>th</sup>, 5<sup>th</sup> and 6<sup>th</sup> Grade Divisions, Major and Prep/Senior Divisions of the JAO Invitational Girls Basketball Program.
  14. Short Stacks, Minor 2<sup>nd</sup> and 3<sup>rd</sup> Grade Divisions will use the youth size 27 inches in circumference rubber basketball.
  15. The "alternating" out of bounds procedure shall apply on all jump ball situations, except at the beginning of the game and each extra period.

16. Team members are required to remain on the bench or designated bench area while the clock is running, except to spontaneously react to an outstanding play by their team or to report to the scorekeeper's table. Only players on the team roster are permitted to sit on the bench.
17. Coaches may be seated on the bench or stand at their discretion. Referees will consider anyone seated on the bench or standing to be associated with the team's Coaches and therefore, subject to technical fouls in the event of verbal outbursts.
18. Three point shots will be allowed if the court has a permanent three point shot line.

**E. MINOR DIVISION-SPECIFIC RULES**

1. The defensive team shall not press in the opponent's backcourt. If the rule is violated, the official shall assess a technical foul on the offending team for each infraction (exception: Minor 4<sup>th</sup>, 5<sup>th</sup> and 6<sup>th</sup> Grade Divisions).
2. It is a violation for the offensive team with the initial possession of the ball to remain in their backcourt for more than ten (10) seconds after they have gained the ball.
3. Referee's ten- (10) second count in back court will continue after a time out by the offensive team from the point the play was stopped (e.g., if time-out was called when the referee's count was three, then the count would begin from three once the ball was inbound back in play).
4. The defensive team cannot touch the ball until it crosses the vertical plane of the division/midcourt line (on a controlled dribble or pass) (exception: Minor 4<sup>th</sup>, 5<sup>th</sup> and 6<sup>th</sup> Grade Divisions). If the ball is in play in the front court, a time-out or foul is called and the ball is in-bounded into the backcourt, the defensive team can go after the ball.
5. Minor 4<sup>th</sup> and 5<sup>th</sup> Grade Division free thrower may cross the free throw line only after the ball is in flight as a follow through action.
6. If the ball has not left the thrower's hand when she breaks the free throw line plane, this action shall be considered a violation.
7. In the official's opinion, if after crossing the free throw line, the thrower advances to an advantageous rebounding position, this action shall be considered a violation.
8. If a violation has been declared on the free thrower, no points can be scored and the opponent shall receive the ball for a throw-in at the free throw line extended.
9. Minor 2<sup>nd</sup> and 3<sup>rd</sup> Grade Divisions free throws are shot from the bottom dotted circle in front of the free throw line. Free throwers may not cross dotted line.

## **F. UNIFORMS**

1. It is NOT the intention of JAO to have teams purchase uniforms. Teams are asked to have numbers on the front and back for identification of the players. Using digits higher than 5 on dual numbered jerseys are prohibited. Corrections will be required by the 3rd week of the season or a technical foul will be assessed each half.
2. It is the policy of JAO that a commercial sponsor's name or outside league/high school names shall not be allowed on the uniforms. A technical will be assessed for each violation per half played per player.
3. Organizations may print their names on the uniforms.
4. All players are required to have both organization colored uniforms (dark) & white / off white colored uniforms (light) tops (jerseys) and must have their numbers visible on the back and front of their uniforms.
5. Color coordinated (similar) undergarment t-shirts are required if worn, a technical violation will be assessed if the optional undergarment t-shirt worn is not color coordinated (similar). A technical violation will be assessed per half the jersey worn is not from your respective organization.
6. Uniforms displaying trademark logos exceeding 6 square inches are prohibited without prior approval of the league.
7. Basketball shoes must have rubber / gum based soles. Tie on shoes only (Short Stacks, Minor 2<sup>nd</sup> and 3<sup>rd</sup> Grade Division exception – Velcro Straps may be permitted). Flashing lights on shoes are not permitted.
8. Players shall not be permitted to wear any jewelry (earrings, bracelets, necklaces, rings, etc.) or long fingernails. Tape over earrings or posts are not permitted. Body piercing embellishment are not permitted.
9. The length of playing shorts cannot extend below the bottom of the kneecap. One technical foul per game shall be assessed each offending player upon entering the game.
10. Girls wearing any jewelry or long fingernails will not be allowed to participate.

## **G. TEAM FORMATION**

1. All girls on the previous year's basketball roster are frozen on that team unless there is written authorization for a release by an authorized representative(s) of their organization. Girls desiring to switch teams outside their organizations (i.e. Bruins, Hollywood Dodgers, Jetts, Mustangs, South Bay FOR, Saberettes, San Fernando, Tigers, Venice, Wanjettes, West LA.) must have written authorization from the Coach and/or organization to do so. If a girl does not obtain a release, she must sit out one (1) year before she will be allowed to participate with another team. If a team disbands of their own accord, a release is not required for all players to move to another team. If a

player(s) leave a team, and the remaining team does not have enough players to continue, those player(s) are not allowed to join another team until their old team has enough players to continue. The authorized representative shall submit written **authorization** to the JAO Executive Board.

2. During the Prep & Summer Basketball Season, girls will be allowed to play for other teams without a release with the understanding that they are still bound to the team they played basketball for the previous season.
3. Short Stacks team formation refer to JAO 14 month modified guidelines.
4. Sanctions imposed on players / Coaches from other leagues / programs may be recognized by JAO on a case by case basis. This applies to players / Coaches / Parents / Relatives / Guests, etc.

#### **IV. SIMPLIFIED GIRLS BASKETBALL RULES FOR JAO PROGRAM**

1. There is no penetration rule.
2. A 30-second clock is available upon request in the Minor 5<sup>th</sup> Grade Division and above. When a Coach requests the 30-second clock, the official shall notify the opposing Coach that the game is being played under the 30-second shooting time limit. The 30-second clock may be called into effect at any time during a dead ball by either Coach. Once the 30-second clock has been requested, the game shall continue under the shooting time limit to the end of the contest. The 30-second clock will be operated by team requesting 30-second clock, or a game official.
  - (a) The 30-second clock starts when a team gains possession. The 30-second clock stops when a team loses possession. Touching the ball by an opponent does not stop the 30-second clock.
  - (b) 30-second clock shall be stopped when a team loses possession and a new count begins when possession is gained:
    - (i) After a foul, violation or jump ball becomes alive.
    - (ii) After a goal, the ball becomes alive.
  - (c) The 30-second clock is continued after:
    - (i) A team takes time out.
    - (ii) The game is stopped because of an injury or a displaced contact lens.
    - (iii) A defensive player deflects ball out of bounds.
3. All double violations result in going to the possession arrow.
4. For the Minor 2<sup>nd</sup> and 3<sup>rd</sup> Grade Divisions, the two (2) spaces adjacent to the basket will

be occupied. For all other divisions, the two (2) spaces adjacent to the basket will not be occupied.

5. Free throws are shot as per boys' rules. One-and-one bonus foul shots are shot beginning with the seventh (7th) team foul. Fouls in the act of shooting are shot at any time. Any non-player control foul by the team in possession of the ball is termed a Team Control foul and no free throw is awarded. Double bonus is on the 10th team foul. Player will shoot 2 free throws.
6. Girls wearing any jewelry or long fingernails will not be allowed to participate.
7. Players can cross into the lane on free throws upon release by shooter. Shooter may not enter lane until the ball has hit the backboard/rim.
8. Due to health and safety concerns, a participant may be asked to leave the game should the referees note a continued pattern of kicking, biting, pinching or licking opposing players.

#### **V. FACILITY OWNER / OPERATOR RULES, REGULATIONS AND POLICIES**

In connection with the permits obtained by JAO for the facility locations, each player, Coach and parent agrees to abide by and to enforce the rules, regulations and policies of the respective facility owner / operator (e.g., Budokan, or Alhambra / Los Angeles / Montebello / San Marino / Torrance Board of Education) governing the use of the respective facility. Such rules, regulations and policies may include, among others, policies to protect the health and safety of players, Coaches, parents and other attendees at games, including to prevent the spread of COVID-19 and other viral and bacterial diseases.

The rules of the Budokan shall be distributed to each organization prior to each season in which JAO League games are held at the Budokan, and such rules and guidelines shall be observed by each player, Coach and parent participating in or attending each game at the Budokan. Neither JAO nor the Budokan assumes any responsibility for injuries that may occur in the facility or premises

The following rules shall govern the use of any facility in the Alhambra / Los Angeles / Montebello / San Marino / Torrance School Districts by outside individuals or groups unless otherwise authorized by the respective Board of Education:

1. Complete control of facilities is under the jurisdiction of the Alhambra / Los Angeles / Montebello / San Marino / Torrance School's employee assigned to duty (administrator, instructor, recreational director, custodian, etc.) and will be the immediate authority on all matters of conduct.
2. The following shall not be allowed: No Smoking on school grounds, profanity, possession of or use of alcohol/drugs, quarreling or fighting, betting or other forms of gambling, or other unseemly conduct. This applies to spectators as well as to players and others connected with the activity.
3. No street shoes shall be permitted on the gym floor when participating in basketball program. Only rubber soled shoes are allowed in the gym.



4. All spectators must be seated in designated areas to watch activities.
5. None of JAO nor the Alhambra / Los Angeles / Montebello / San Marino / Torrance Boards of Education assumes any responsibility for injuries that may occur in the facility or premises.
6. Violations of any of the conditions stated above shall be deemed cause for depriving the group involved of further use of facilities.

## **ANNEX A**

### **JAO INVITATIONAL BASKETBALL LEAGUE GYM MONITOR GUIDELINES**

**Check in at Scorekeeper Table**

**Assist in games start timely and things in the gym run smoothly.**

**Assist in preservation of our gym permits, ask our guests to help keep it clean.**

**Enforce the no eating or drinking rule in the gym.**

**Players are allowed plastic water at the bench, hydro flasks behind bench only.**

**Enforce no dogs in gym (unless Service Animals). No Comfort Animals.**

**Enforce no skateboards, hoverboards, heelys, roller blades, scooters, skates in gym.**

*Your help will give the League an extra set of eyes and ears at the games. Though we have never had any issues (other than excited parents), we do have visitors that may not follow the same ideas. Let us preserve our uniqueness that others seek to emulate.*