**Slam Jam Rules.**

**General Regulations**

* **Man-to-man defence should be the only defence played.**
* **4 players will be on court playing.**
* **4 boys will play the first period, 4 girls will play the second DURING THE SAME FIXTURE.**
* **A size 5 ball will be used in line with FIBA regulations for Mixed U11.**
* **The game will comprise of two periods, timings dependent upon entries**
* **The team fouls penalty will apply after 4 fouls in the game.**
* **There will be a 1-minute interval between each period.**
* **Overtime (if required) will be two minutes using the stopping clock rules.**
* **A music power-play will be used during each game where double points can be scored.**

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| **Simple Rules**   * Game duration time can be adjusted to suit the number of games/facility availability. For example, play two periods of 10 minutes with a one-minute half time. First possession is decided by a jump ball. * A game will be started with a jump ball. * Either team may substitute a player whenever the ball is out of play. * At a change of possession e.g. foul, basket, ball out of play, play should restart from the nearest side/ end line or the top of the arc if playing half court. * Any player persistently fouling may be removed from the game by the referee. In the event of a foul the opposing team will receive the ball on the nearest side/ end line. If the player is fouled in the act of shooting one/ two free throws are rewarded; one if the basket is scored and two if the shot is missed. Each free throw is worth one point. * When a team scores, the other team gain possession of the ball on the end line or outside the arc if playing half a court. * Swearing/ abuse to other players/referees/coaches will result in the player being sent from the court and ruled ineligible to participate for the rest of the competition.   **Scoring**   * Points will be awarded at 3 points for a win, 2 points for a draw and 1 for a loss. * When teams are tired on points the game played between the two teams will decide their placing in the league. If this does not produce a result the balance of baskets scored to baskets conceded will decide the result. |

**Rules for Slam Jam**

1. When teams are not playing they will be required to complete 1 skills based drill – inclusive of dribbling around cones with alternate hands and shooting
2. Points will be awarded to each individual completing the task – a score will be created by timing how long it takes for the Participant to dribble around the cones, shoot and dribble back. The quicker they do it the more points they score. If they shoot and get it in the net bonus points will be awarded.
3. This score will be added to the overall point total from the pool matches to create the Dacorum Winner.
4. School Games Values Competition will also be used during the event