JEFFERSON COUNTY PUBLIC SCHOOLS
MIDDLE SCHOOL
BASKETBALL
LEAGUE RULES & POLICIES

Middle school student athletes will build a strong foundation for Academic and Athletic achievement through emotional, social and physical development to foster problem solving skills, teamwork, and resilience.

Revised: 08/18/2026 by Gary Brown, League Coordinator
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Core Values of JCPS Athletics

Below are the core values of JCPS Athletics. They guide our actions, our decision-making, and how we conduct ourselves.

The Student-Athlete Experience—we provide an environment that promotes personal, academic, athletic and social development. Everyone CARES for JCPS student athletes.

Community Involvement

Achievement

Resilience

Engagement through Community and Schools

Sportsmanship

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Links

Registration
Invoice for league fees
Roster
Website
NFHS Basketball Points of Emphasis - 2026-27
JCPS MS Basketball League Guidelines & Tips

Communication

- All information sent out by the league coordinator will be sent to the Athletic Directors, Coaches and Principals.
- All communications to the league coordinator from Coaches should include their School Athletic Director.
- Please go to your athletic director with questions prior to reaching out to the league coordinator.

LEAGUE REGISTRATION & FEES

- Athletic Directors should complete the League Registration form (Google Form) by **10/9/26**.
- The League Fee for each team is $40.00. Print and fill out the MS Basketball Invoice form and give the filled out copy to your bookkeeper. Have your bookkeeper send the completed form along with your check to the JCPS Athletic Office.. Make the check payable to **JCPS Treasurer. Mail to: JCPS Athletics Department, JC Cantrell Gymnasium - Valley high School, ATTN: Leslie Lintelman.** Athletic Directors should have the MS Basketball Invoice turned in by **10/23/26.**
- Assigning Secretary Fee will be submitted and paid through Arbiter at the end of the basketball season. The fee is $45 per team (5 teams = $225.00)
- Referee Fees will be $45.00, per referee.

General Season Schedule

09/21/2026 First Day of Practice/Tryouts

09/23/2026 Coaches Meeting

10/09/2026 Deadline to Declare if having team(s) in League(s).

10/09/2026 Last day for Additions and Subtractions to schedules

10/23/2026 Registration Due

10/30/2026 Rosters Due

11/04/2026 First Regular Season Game

12/11/2026 (Rosters will be locked down) No New players can be added after this date. Players can only be moved from team to team after this date.

02/01/2027 thru 02/20/2027 Postseason Tournament Dates

TBA All Star Games

Tournaments

Teams in the 6th grade boys, JV Girls and Boys leagues must win a minimum of 50% of their regular season games in order to be eligible for postseason tournament play. Games against Non-JCPS schools are not included in your teams record to determine end of the season tournament eligibility.

Only Varsity girls and boys teams can participate in the Jr. King & Queen of the Bluegrass Tournaments. NO JV TEAMS ARE ALLOWED TO PARTICIPATE IN THESE TOURNAMENTS. All Varsity teams will participate in their postseason tournament.

COACHES and Assistant Coaches

The team bench area should consist of the Head Coach and the max number of two (2) Assistant Coaches. Only the Head Coach can be standing up during live game action. All coaches' names for each team must be on your school's roster page.

ROSTERS & Eligibility

- All players must be enrolled in the school the team represents
- Grade Level Requirements:
    - 8th Grade players can only be on the Varsity Roster.
    - 7th Grade players can be on the JV and/or Varsity roster.
    - 6th Grade players can be on the6th Grade Team along with the JV and/or Varsity Roster
- Roster number limit is 15 players per team
- Teams must provide a team roster by 10/30/2026 to be eligible to participate in the first game of the season. As long as a roster for each team is not completed that school's team will have to forfeit that week's game until the roster has been filled out.
- Keep the roster updated on the website and bring a copy to give to the person in charge of the official book upon arrival.
- The Gamebook must be completed 10 minutes prior to game time. Officials will check the book 5 minutes before game time, and it will be technical if the book is incomplete. (names & numbers with starters marked).
- **Players must participate in half of the regular season games (5 games) to be eligible for the postseason tournaments.**
- Any changes after the Google Sheet is locked on 12/11/2026 must be communicated to the League Coordinator and the JCPS Athletic Office.
- Student- athletes must be academically eligible to participate
    - Grades are to be checked on a weekly basis for eligibility.
    - **DO NOT** allow students not cleared by the athletic director due to grades to participate in any type of activity.
    - Students must be in school a minimum of three hours to participate that day.
    - Students must be passing 4 hours of core content (Language Arts, Math, Science and Social Studies instruction to be eligible the next week.

Student/Athlete Play up

- 5th graders are not eligible to play up and participate in middle school sports
- Student- Athletes (7th/8th graders) who have been approved to play up to the high school must fulfill all Middle School Obligations to participate at the High School level

SCHEDULE Guidelines

- Tryouts/Practices may officially begin on 09/21/2026
- Games can be scheduled Monday thru Saturday, from 11/4/26 to 1/28/27. Saturday games must be approved by your school principal and the JCPS Athletic Office.
- Game cancellations must be rescheduled immediately.
    - If JCPS or the league coordinator cancels/postpones the games due to severe weather, the league coordinator will reschedule the games.
    - Host site will provide adequate warm-up time to teams that are traveling and may have been delayed by weather, emergency, traffic or other circumstances that may have legitimately delayed a team.
    - Commissioner and all involved schools must be notified of a game cancellation at least 24 hours prior when possible or the game is a forfeit and the team is required to pay for officials.
    - All games must be rescheduled by the end of the regular season.
- Consideration for academic related events that conflict with schedule will whenever possible be accommodated by the hosts and/or visiting school.
    - School scheduled field trips
    - Music concerts
    - Other events scheduled at or by the school that are directly involved
- Extra Games must be submitted through the extra scrimmage form by the school Athletic Director

Uniforms

Teams will be in appropriate uniforms for the specific athletic competition.

- All uniforms are consistent.
    - All uniforms of one team are of similar style, design, color and appearance.
- Uniform jerseys must be tucked in during competition. (KHSAA)
- Acceptable uniform numbers are: 0, 00, 1, 2, 3, 4, 5, 10, 11, 12, 13, 14, 15, 20, 21, 22, 23, 24, 25, 30, 31, 32, 33, 34, 35, 40, 41, 42, 43, 44, 45, 50, 51, 52, 53, 54, 55. A team can **NOT** have both numbers **0** and **00**. Any uniform numbers that are not previously listed will result in a team technical foul to start the game.

- Additions and uniform adornments. (KHSAA)
    - Undershirt: if visible, shall be similar in color to predominant color of jersey. Undershirt shall be hemmed with no frayed or ragged edges. Sleeves must be of the same length (per player not per team).
    - It is established that all additional uniform and uniform components be free of markings other than one (1) visible manufactured logo or a school logo / mascot.

Home School Responsibilities

It is the responsibility of the Home/Hosting school to ensure all rules are enforced.

- School administration and Athletic Directors are required to supervise all hosted games at school site
    - Emergency Action Plan must be accessible and posted in school gym
- The Home/Hosting Team is responsible for reporting score(s)
- Ensure Facility is safe and playable
    - A clean environment for the visiting team locker room
    - a safe environment for the home and visiting team and their fans.
    - a clean and appropriate area (bench) for the visiting team to utilize during athletic competition.
    - Appropriate area for officials away from fans
    - First Aid Kit and AED
- Pay officials
- Manage Ticket sells
    - Send out ticket link at least 24 hours prior to game
    - Admission prices for regular season games:
        - Parents - $7.00
        - Student and Seniors - $5.00
        -

- Admission prices for all tournament games:
  - Parents - $10.00
  - Student and Seniors - $5.00

Visiting School Responsibilities

It is the responsibility of each Visiting school to ensure compliance of all policies

- Provide a copy of Roster which is accurate
- Visiting schools will pick up areas of the site which they occupied including field, bench area, locker area,
- Provide supervision for team and fans i.e. school administrator or Athletic Director

Sport SPECIFIC RULES

Rules regarding league play will be consistent with those established by the Kentucky High School Athletic Association (KHSAA)and the NFHS with the following clarifications and modifications appropriate for Middle School Participation

Middle School Quarters:

- 5 Minute Quarters for 6th Grade Boys, JV Boys & JV Girls games
- 6 Minute Quarters for Varsity Boys & Girls games
- Overtime = 3 minutes

Timeouts:

- Three (3) full timeouts & two (2) thirty second timeouts per game.
- An additional (1) timeout will be given to both teams for overtime.

Fouls:

- A reminder that once a team gets five fouls in a quarter the opposing team will start shooting a two-shot bonus the rest of that period **ON** the 5th foul. Each period all teams start back at zero team fouls.

Twenty (20) Point Lead Rule

The JCPS MS Twenty (20) Point Lead Rule has two parts: **Defense & Running Clock.**

Defense:

- **Any kind of full court defense must be stopped when you achieve a 20-point lead in a game, regardless of time in the game, in all JCPS MS leagues.** All defenses for the team with the 20-point lead must start at the half court line. If the team with the 20-point lead continues to play full court defense the head coach will first be given a warning and then assessed a technical foul if they continue to play full court defense after the warning. Continuing to play full court defense after the first technical foul has been assessed will result in another technical foul and the head coach being ejected from the game.

Running Clock:

- Once a 20-point lead has been reached at or after halftime the clock will run continuously the rest of the game except for the following:
    - **Injury/blood**
    - **Charged time-outs**
    - **A disqualification of a player, coach or fan**
    - **Immediately following the reporting of a foul if free throws are to be administered.** After reporting a shooting foul, the official will signal the timer to stop the clock. (This will be signaled by the official to the timer after reporting the foul)
    - Once the official signals the timer to stop the clock, it will be started when the free throw ends if the last free throw is missed (when it is certain the try will not be successful or when the try touches the floor or any player, or when the ball is at the disposal of the opponent if the last throw is successful (Available to a player after a goal and the official begins the throw-in count).
    - **The clock will continue to run even if the losing team starts to make a comeback and cuts the lead below 20 points.**