

KSHSAA BASKETBALL JAMBOREE

A jamboree is an opportunity for member high schools to participate in a controlled playing environment providing a meaningful learning and training experience for players, coaches, officials and spectators per the following conditions:

- Only KSHSAA member high schools may participate in a jamboree.
- Participation in a jamboree is optional for member school teams (not required).
- Each student athlete is limited to one jamboree date.
- The jamboree must be conducted prior to the first regular season competition.
- It is recommended member schools develop contracts between participating schools to confirm details of location, date, time, format, etc.
- Supervision of the jamboree event is the responsibility of participating school administration.
- Participating schools determine admission policies and procedures.
- NFHS playing rules apply, with the following exceptions:
 - Time may be modified within constraints detailed below.
 - Time-outs may be modified/extended in order to provide additional coaching/learning for participants.
 - Coaches may enter the competition area for teaching/learning opportunities.
- Teams may wear school uniforms.
- The jamboree must be officiated by KSHSAA registered officials.
- It is strongly encouraged to use jamborees as training opportunities for officials.
- It is strongly encouraged to have officials review rule changes, points of emphasis and sportsmanship expectations with players and coaches.
- During the jamboree, teams may have time off the field/court. This time is for education, rest, hydration, and not for conditioning or on field/court drills.

Basketball Jamboree - Additional details

1. A jamboree consists of three (3) or four (4) member school teams.
2. Each school may only play a maximum of six four-minute periods using regular NFHS timing plus game situations as described in following:

3-Team Format

A vs. B = 4:00 4:00 4:00

B vs. C = 4:00 4:00 4:00 (5:00 running)

A vs. C = 4:00 4:00 4:00 (5:00 running)

4-Team Format

A vs. B = 4:00 4:00

C vs. D = 4:00 4:00

A vs. C = 4:00 4:00

B vs. D = 4:00 4:00

A vs. D = 4:00 4:00 (5:00 running)

B vs. C = 4:00 4:00 (5:00 running)

At the end of the final 4:00 period of the day for each team, one 5:00 running clock period between the two teams that just completed their final 4:00 period will be timed for coaches to work on situations at their discretion. At the end of this 5:00 running clock period, the jamboree concludes for those teams. In a three-team format, one team will participate in two 5:00 running clock periods (team C in the example above). There is to be 1:00 between periods with the same two teams competing, similar to the end of a quarter in a real game. When two teams complete their time against each other and other team(s) are brought on the court, the transition should be completed as quickly as possible, but will not be timed. Each team receives one :30 time out per opponent and does not carry over to the following opponent.