

Jr. Magic Basketball Powered by The National Basketball Academy



Mission Statement

The goal of our Jr. Magic league with the National Basketball Academy is to ensure the quality of play while instructing and educating in a safe and friendly environment. We strive to keep the quality and integrity of a competitive and instructional league while making sure each player has a successful and positive experience.

Divisions (unless modified):

1st-3rd (4 on 4) Division

4th-6th Division

7th + Division

1st - 3rd Grade (4 on 4) Division

Game Length: Two, 14-minute halves with a 3-minute half time.

Running Clock: With the exception of the last two minutes of each half, where the clock will stop upon each referee's whistle. As well it will stop during extended free throws to help get kids lined up properly.

Basket Size: The basket is 9ft and the ball is a 28.5 (women's) size basketball.

Full Court Press: No backcourt pressure is allowed.

Play Time: All players are required to play a minimum of 10 minutes (1/3 of the game).

Any such player violation will result in the following:

- 1. Warning by the administrator to the Coach that the player must play.**
- 2. 2nd violation is a technical foul charged to the Coach**
- 3. 3rd violation is a technical foul charged to the Coach which results in an ejection from the game (and based on our Jr. Magic rules is an ejection for the remainder of the basketball season)**

Time Outs: Each team is allowed two, 30-second time outs per half. **Unused timeouts from the second half do carry over into overtime.** Each team is allotted one time out in overtime.

Overtime: Is two minutes long. Overtime may be shortened in order to start the next game on time.

Forfeit: If a team does not have 4 players dressed and ready to play 5 minutes after the scheduled start time then that team will forfeit the game. **(League Coordinator can make an exception that 3 players can start the game without forfeiting. The general rule will be that we will play the contest.)** An additional 5 minutes can be granted if the opposing coach agrees. Each half will be shortened to keep the games on schedule.

Fouls: Once a player receives his/her fifth foul they will be asked to sit out for 2 minutes. After the fifth foul, any foul committed by that player will result in that player being sat out for one minute.

Technical Foul: Whenever a player receives a technical foul the player shall be benched for a minimum of 5 minutes to teach better sportsmanship. The second technical foul for any unsportsmanlike conduct during the season shall result in a suspension for the remainder of that game, along with a suspension of the next game. The third technical foul for any unsportsmanlike conduct during the season shall result in the automatic termination from the league. In the event a player is ejected from the game, that player is automatically suspended for the next scheduled game. A coach shall be ejected from the gym after two (2) direct technical fouls against him/her, during the same game, or **at the discretion of the referee at any time**. Good sportsmanship must be maintained at all times. If a coach receives two (2) direct technical fouls this will result in a **TWO** game's suspension of the coach.

Player eligibility: Only players properly registered will be allowed to play. If it is determined that a player is not **legally** on your roster, your team will forfeit any matches in which the player who is not registered participated in.

1. Second offense during the course of the season will result in a suspension for one game.
2. Third offense will result in expulsion from the league. (At the league coordinators discretion)

Roster additions: No additions to the roster will be allowed unless cleared by the league coordinator. If a new player wishes to join the team, it must be cleared by league coordinator before the start of the 3rd game.

Mercy Rule: If a team is 20 points ahead the clock will only stop during a timeout as well the score will only be updated in the official book and not on the score board.

Equipment: The referee shall not permit any player to wear equipment, which, in his/her judgment is dangerous or confusing to other players or is not appropriate. (Including arm sleeves.)

Injury Rule: When a referee recognizes an injury it is an Official Time Out and the referee shall determine if the player may be allowed to continue play (if able to do so).

Blood Rule: A player who is bleeding, or has an open wound or has an excessive amount of blood on his/her uniform shall be directed to leave the game.

4th – 6th Grade Division

Game Length: Two, 16-minute halves with a 3-minute half time.

Running Clock: With the exception of the last two minutes of each half, where the clock will stop upon each referee's whistle.

Basket Size: The basket is 10ft and the ball is a 28.5 (women's) size basketball.

Full Court Press: No backcourt pressure is allowed until the 2nd half.

Play Time: All players are required to play a minimum of 10 minutes (1/3 of the game).

Any such player violation will result in the following:

- 1. Warning by the administrator to the Coach that the player must play.**
- 2. 2nd violation is a technical foul charged to the Coach**
- 3. 3rd violation is a technical foul charged to the Coach which results in an ejection from the game (and based on our Jr. Magic rules is an ejection for the remainder of the basketball season)**

Time Outs: Each team is allowed two, 30-second time outs per half. **Unused timeouts from the second half do carry over into overtime.** Each team is allotted one time out in overtime.

Overtime: Is two minutes long. Overtime may be shortened in order to start the next game on time.

Forfeit: If a team does not have 5 players dressed and ready to play 5 minutes after the scheduled start time then that team will forfeit the game. **(League Coordinator can make an exception that 4 players can start the game without forfeiting. The general rule will be that we will play the contest.)** An additional 5 minutes can be granted if the opposing coach agrees. Each half will be shortened to keep the games on schedule.

Fouls: Once a player receives his/her fifth foul they will be asked to sit out for the remainder of the game.

Technical Foul: Whenever a player receives a technical foul the player shall be benched for a minimum of 5 minutes to teach better sportsmanship. The second technical foul for any unsportsmanlike conduct during the season shall result in a suspension for the remainder of that game, along with a suspension of the next game. The third technical foul for any unsportsmanlike conduct during the season shall result in the automatic termination from the league. In the event a player is ejected from the game, that player is

automatically suspended for the next scheduled game. A coach shall be ejected from the gym after two (2) direct technical fouls against him/her, during the same game, or **at the discretion of the referee at any time**. Good sportsmanship must be maintained at all times. If a coach receives two (2) direct technical fouls this will result in a **TWO** game's suspension of the coach.

Player eligibility: Only players properly registered will be allowed to play. If it is determined that a player is not **legally** on your roster, your team will forfeit any matches in which the player who is not registered participated in.

3. Second offense during the course of the season will result in a suspension for one game.
4. Third offense will result in expulsion from the league. (At the league coordinators discretion)

Roster additions: No additions to the roster will be allowed unless cleared by the league coordinator. If a new player wishes to join the team, it must be cleared by league coordinator before the start of the 3rd game.

Mercy Rule: If a team is 20 points ahead **no backcourt pressure is allowed** and the clock will only stop for a timeout. At 30 points lead the score will be kept in the book the clock will remain.

Equipment: The referee shall not permit any player to wear equipment, which, in his/her judgment is dangerous or confusing to other players or is not appropriate.

Injury Rule: When a referee recognizes an injury it is an Official Time Out and the referee shall determine if the player may be allowed to continue play (if able to do so).

Blood Rule: A player who is bleeding, or has an open wound or has an excessive amount of blood on his/her uniform shall be directed to leave the game.

7th + Grade Division

Game Length: Two, 16-minute halves with a 3-minute half time.

Running Clock: With the exception of the last 2 minutes of each half, where the clock will stop upon each referee's whistle.

Basket Size: The basket is 10' and the ball is an adult size basketball.

Full Court Press: Full-court pressure is allowed.

Play Time: All players are required to play a minimum of 1 quarter per game or 12 minutes. **Any such player violation will result in the following:**

- 1. Warning by the administrator to the Coach that the player must play.**
- 2. 2nd violation is a technical foul charged to the Coach**
- 3. 3rd violation is a technical foul charged to the Coach which results in an ejection from the game (and based on Jr. Magic rules is an ejection for the remainder of the basketball season)**

Time Outs: Each team is allowed two, 30-second time outs per half. **Unused timeouts from the second half do carry over into overtime.** Each team is allotted one time out in overtime.

Overtime: Is two minutes long. Overtime may be shortened in order to start the next game on time.

Forfeit: If a team does not have 5 players dressed and ready to play 5 minutes after the scheduled start time then that team will forfeit the game. **(League Coordinator can make an exception that 4 players can start the game without forfeiting. The general rule will be that we will play the contest.)** An additional 5 minutes can be granted if the opposing coach agrees. Each half will be shortened to keep the games on schedule.

Fouls: Once a player receives his/her fifth foul they will be asked to leave the game.

Technical Foul: Whenever a player receives a technical foul the player shall be benched for a minimum of 5 minutes to teach better sportsmanship. The second technical foul for any unsportsmanlike conduct during the season shall result in a suspension for the remainder of that game, along with a suspension of the next game. The third technical foul for any unsportsmanlike conduct during the season shall result in the automatic termination from the league. In the event a player is ejected from the game, that player is automatically suspended for the next scheduled game. A coach shall be ejected from the gym after two (2) direct technical fouls against him/her, during the same game, or **at the discretion of the referee at any time.** Good sportsmanship must be maintained at all

times. If a coach receives two (2) direct technical fouls this will result in a **TWO** game's suspension of the coach.

Player eligibility: Only players properly registered will be allowed to play. If it is determined that a player is not **legally** on your roster, your team will forfeit any matches in which the player who is not registered participated in.

5. Second offense during the course of the season will result in a suspension for one game.
6. Third offense will result in expulsion from the league. (At the league coordinators discretion)

Roster additions: No additions to the roster will be allowed unless cleared by the league coordinator. If a new player wishes to join the team, it must be cleared by league coordinator before the start of the 3rd game.

Mercy Rule: If a team is 20 points ahead **no backcourt pressure is allowed** and the clock will only stop for a timeout. A 30 point lead the score will be kept in the book the clock will remain.

Equipment: The referee shall not permit any player to wear equipment, which, in his/her judgment is dangerous or confusing to other players or is not appropriate.

Injury Rule: When a referee recognizes an injury it is an Official Time Out and the referee shall determine if the player may be allowed to continue play (if able to do so).

Blood Rule: A player who is bleeding, or has an open wound or has an excessive amount of blood on his/her uniform shall be directed to leave the game.

General Information

***All games are played in the Rosen Jewish Community Center.**

Volunteer: These teams are run by parent volunteers or TNBA Staff (20 years of age or older). Please support your coaches as they have volunteered their time for the season. If you wish to help out your child's team, please let one of the National Basketball Academy staff members know. We would love to have you be a part of our league!

Refunds: A parent may request a refund in writing from the league administrators prior to the start of the first game. **No** refunds will be issued once the first game of the season has started.

Coach Eligibility: If the National Basketball Academy Staff determines that a coach is not reasonably able to uphold his/her coach's obligations, the coach may be replaced during the season and any additional action taken that is deemed necessary.

Food/Drink: No smoking, food, or drink (including water) is permitted on the gym floor at any time.

Spectators: must be seated in the designated areas. There is no access to the athletic club. Only players properly registered may be on the court. Parents may not stand on the edge of the court unless they are a designated coach on the coaching sideline.

Behavior: Any aggressive behavior by a parent/spectator/coach/player toward any member of the staff or any other participant will not be tolerated. That person will be immediately ejected from the gym and will not be allowed future access to the gym.

Coaches are responsible for maintaining good sportsmanship with their team, fans, and parents.

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