



jr magic
Youth FUN-damentals
BASKETBALL

RULEBOOK

Orange County Parks and Recreation Division
Jr. Magic Youth Basketball Rulebook
2023

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ORANGE COUNTY PARKS & RECREATION
YOUTH BASKETBALL LEAGUE RULES
2023

Purpose: These rules are intended to help maintain a quality-playing environment for players of all abilities. Although we hope to recognize and encourage outstanding ability, our mission is to include all players as much as possible.

I. GENERAL LEAGUE INFORMATION

A. Registration

A copy of the child's birth certificate or other form of identification with birth date must be provided. Required forms are the Orange County Parks and Recreation Registration/Release Form, Player Sheet and Parent Code of Conduct.

B. Age Divisions Offered-Recreational only

1. 7/8-Co-Ed
2. 9/10-Co-Ed
3. 11/12-Co-Ed
4. 13/14-Co-Ed

5. 15-17-Fall Season only

Our recreational leagues will be composed of individual players placed on teams through a skills assessment/draft. **Please keep in mind that some travel could be required in all divisions since this is a countywide program.**

*** For the 7/8 age division, they must meet the age eligibility date in order to register. Once the that is established, they will be allowed to play up a division. Players may play up an age division, but will not be allowed to play down. Please remember if a player plays up an age division, they must be listed on that roster. Players may only play on ONE team per season*. Skills Assessment and program lead approval needed prior to playing up for all age divisions.**

C. Roster Limits

Team Rosters will be limited to no more than **Ten (10) players**. Five (5) players allowed on the court at one time for each team.

D. Line Up Cards

Each coach will complete a line up sheet prior to each game. This sheet will have each player's name (first & last) and their numbers.

E. Age Eligibility Date

The eligibility date for players is as of **January 1st, 2023 (Winter/Spring Season) and June 1, 2023 (Summer and Fall League)**. The child's age at that time will determine in which age division they will participate.

II. COURTS & EQUIPMENT

- A. **Equipment (Game Balls):** Official game balls will be sized as follows: 7/8 year old division, the “Junior”(27.5) sized ball will be used. In the 9/10, 11/12, the (28.5 inch) will be used. In the 13/14 & 15-17 division will use the “Official” (29.5 inch) sized ball.
- B. **Bench Area & First Aid:** Coaches shall be responsible for their bench and assist with their fan’s area if needed. It will be an Orange County Parks and Recreation staff member’s responsibility to administer first aid to any injured player of the team.

III. COACHES AND PARENT DUTIES

- A. **Coaches Volunteer Background Screening:** All coaches need to be background checked and cleared prior to any contact or involvement with their team or program participants.
- B. **Coaches and Parent Conduct:** Coaches need to remain in their coach’s box during the game. (See 5/6 Specific Rule XII.) Only ONE coach is permitted to be standing when their team is playing. First infraction will be a warning by the official to the coach. Second infraction will be a technical foul. NOTE: Cleared coaches will be the only ones allowed in the bench area-PERIOD!!! **Coaches must wear approved Volunteer Shirt during games. They are not to be altered in any way.** Parent’s must sign the Code of Conduct and abide by it at all time. **NO NOISEMAKERS WILL BE ALLOWED IN THE GYMS DURING ANY GAMES!!!!**
- C. **Coaches Obligations:** If Orange County Parks and Recreation determines that a coach is not reasonably able to uphold his/her coach’s obligations, replacement of the coach during the season may occur. Examples of certain obligations are: good communication with parents and players (games times, practice times, locations, etc...), conducting a minimum of 1 practice per week, distributing information, etc....

IV. PLAYERS & UNIFORMS

- A. **Players Roster:** Any unregistered player will not be allowed to play until all registration requirements (OCPR Registration Form, Player Sheet, Parent Code of Conduct, Birth Certificate & Payment) have been met. **PARTICIPATION OF ANY INELIGIBLE PLAYERS SHALL RESULT IN FORFEITURE BY THE TEAM OF ANY GAMES. Roster limits are ten (10) players.**

- B. **Uniforms- Personal Gear:** The official shall not permit any player to wear equipment, which in their judgment, is dangerous or confusing to other players, or is not appropriate. Exception: A headband no wider than 2 inches and made of non-abrasive unadorned single-colored cloth, elastic, fiber, soft leather or rubber may be worn. Rubber/cloth (elastic) bands may be used to control hair. **No jewelry of any kind will be allowed except for medical alert bracelets/medals and religious medals. Religious medals must be taped and worn under the uniforms. Medical Alert bracelets/medals must be taped and can be visible. No other jewelry is allowed and can not be taped over.** **Junior Magic Jerseys** will be issued only to those team members who are registered. **These jerseys issued by OCPR are the only jerseys allowed to be worn during games. Jerseys from other outside leagues are not permitted. Each player must wear the jersey while participating.** Mouthpieces and Eye Glass Straps are encouraged for safety. Shorts with belt loops or pockets are a safety issue. Players are asked to wear gym shorts at all times.
- C. **Injuries to Players:** The league has clarified this rule as follows: When an official recognizes an injury, it is an OFFICIAL TIME OUT and a OCPR staff member shall determine if the player may be allowed to continue play (if physically able to do so). **Clock will stop during this injury time.**
- D. **Injuries-“Blood Rule”:** A player who is bleeding, or has an open wound, or has an excessive amount of blood on his or her uniform shall be directed to leave the game.” IMPLEMENTATION: When any coach, game official, scorer’s table, or gym director notices any blood on any player’s clothing; any open wound; or any bleeding, the game is to be STOPPED (clock stopped) at the earliest moment and the player shall be directed to leave the game. **Coaches are allowed to call time out, get the player cleaned up for play and place them back in the game before the time out ends. This time out will count against the team total. If the player is not ready for play at the end of the time out, the following applies. The player shall be allowed to return to the game during any regular substitution if, in the opinion of the official(s), the bleeding has stopped, any open wound has been properly covered, or any clothing with blood has been replaced. Any affected number change must be duly noted to the score table and in the game book and shall be permitted without penalty. These guidelines apply to any player contaminated by their own blood or that of another player.**

- V. **PLAYING GUIDELINES:** It is Orange County Parks and Recreation’s goal to have every child to participate during a game. **The following guideline will help accomplish this goal. These guidelines will be monitored by and implemented by all volunteer coaches with our league. If it is noticed that the guideline is not being followed (coach notifies staff when it occurs), the following will be utilized to correct the situation: 1st Offense: Warning 2nd Offense:**

Game stopped and forced to implement guideline 3rd Offense: Game Forfeited. These offenses are within the same game. THIS GUIDELINE IS NOT PROTESTABLE BY COACHES OR PARENTS.

A. Participation Guideline:

Divisions (7/8, 9/10, 11/12, 13/14) Each Game: In order to achieve player participation, the following will be in affect: For the all age groups, there will be rotation breaks **at 15:00, 10:00 & 5:00 minutes** (approximate) of **each half. All coaches are REQUIRED to play each player at least 5 minutes during each half of the game.** If a coach has a problem with a player not wanting to play (i.e.-attitude, discouraged, etc...), they are instructed to make an OCPR staff member, the parents of the player & the opposing coach aware of the situation at that moment. These types of situations will be handled on a case-to-case basis. NOTE: If a coach suspects a player is going to show up to the contest, they should place them on the scoresheet. Penalty for not placing them on the scoresheet is a technical foul. **Besides these scheduled breaks, the blood rule & technical foul rule for division substitutions during the “Participation Guideline” halves will only be allowed for illness or injury. Note: For overtime games, free substitution will be allowed during overtime periods.**

If a player in any age group receives 4 fouls in the first half, the coach will be allowed to modify the mandatory play rule, with the assistance of OC Parks staff, for this player during the half.

If 10 Players in Attendance: (3 times during the first and second half)

1st Half & 2nd Half

#1-5

----- break

#6-10

If 9 Players in Attendance: (3 times during the first and second half)

1st Half & 2nd Half

#1

#2

#3

#4

#5

---- break

#6

#7

#8

#9

#1

If 8 Players in Attendance: (3 times during the first and second half)

1st Half & 2nd Half

#1

#2
 #3
 #4
 #5
 ---- break
 #6
 #7
 #8
 #1
 #2

If 7 Players in Attendance: (3 times during the first and second half)

1st Half & 2nd Half

#1
 #2
 #3
 #4
 #5
 ---- break
 #6
 #7
 #1
 #2
 #3

If 6 Players in Attendance: (3 times during the first and second half)

1st Half & 2nd Half

#1
 #2
 #3
 #4
 #5
 ---- break
 #6
 #1
 #2
 #3
 #4

Note: a player can NOT play an entire half without a break regardless of how many players are present. There must be a break each half for all players

All players must check in with the score table when entering a game. Failure to properly check in (properly worn uniform, etc...) will result in the following consequences: *1st offense: Warning by the official. 2nd offense: Technical Foul- non unsportsmanlike conduct.*

B. Players Needed to Start: There will be a 5 minute grace period for each game for each team to get enough players to start. A minimum of 4 players is required. If your team has the minimum 4 players at

game time, the game must start. Teams can drop to a minimum of 2 players once the game starts.

Teams are asked to report to the gymnasium at scheduled game times. A one (1) hour block of time has been reserved for the teams. If each team has at least 4 players at the scheduled game time-the game will start and proceed with running clock as usual. The one hour time slot can be used for practice or a practice game if a team or both teams do not have enough players to start. This practice or practice game must stop ten (10) minutes before the next scheduled game.

VI. SCORING & TIMING REGULATIONS

A. Game Duration:

7/8, 9/10, 11/12, 13/14 & 15-17 Divisions: Two (2) Twenty (20) minute halves (continual running clock unless injury, timeout and the last 2 minutes of the second half). The last Two (2) minutes of the 2nd half will be regulation clock unless lead is 20 points or greater. In that case, the clock will continue to run.

Mercy Rule: If one team is up by 40 points or more with 5 minutes remaining in the second half, the game will be called at that point. Scorekeeping & Timekeeping: Orange County Parks & Recreation will **utilize contracted staff (if need be-volunteers)** to run the scoreboard and to keep the scorebook each game. **If a contracted staff or volunteer is not available, no official score will be kept.** The team listed FIRST for the game on the schedule shall be the HOME team and wear the LIGHTER uniform color. Official records will be kept in the book. Coaches should keep their own stats for each game if they so desire. The scorer SHALL NOT be used as a statistician for any team. The Head Coach ONLY is allowed to approach the table during dead balls to discuss situations. No one should be at the table during play. Orange County Parks and Recreation staff has the final word regarding problems with the score. Note: If a team's scores in the opponents basket, the points will count towards the opponents score. The officials will then correct the team on the direction they should be going.

Game Schedules, Halftime & Overtime: A FIVE (5) minute halftime will be allowed for all leagues. In the event a game goes into overtime, an overtime period of THREE (3) minutes will be used. This will be running clock. In case of Double Overtime, a 2:00 minute SUDDEN DEATH (First to score) will be played (REGULAR SEASON ONLY). If the game remains tied after the Double Overtime period, a tie will be declared.

- B. Timeouts:** **Teams are allowed Two (2) time outs during the first half and Three (3) for the second half.** These will NOT carry over from each half. **These timeouts will be 30 seconds in duration and the clock will stop.** Overtime: 1 timeout per team per overtime. Timeouts do not carry over into Overtimes from regulation. Both coaches and players

can call timeouts if recognized by the officials. Teams can not call timeout when they do not have possession of the ball.

VII. FREE THROWS

Foul Lines: For the 7/8 age division, the foul line should be shortened to 12ft. (approximate). All other age divisions shoot from the regulation free throw line. Seven (7) team fouls in a half is the one-and-one bonus. Ten (10) team fouls in a half is a two shot bonus. For all age divisions the following will apply: **The clock will not stop during free throws-exception: last two minutes of the second half.** In all leagues, players can enter the lane once the ball is released.

VIII. VIOLATIONS & PENALTIES

A. **Defense-** Back Court Guarding: For the 7/8 division, backcourt guarding is not allowed (see penalty below). This rule is in place to allow teams to at least get the ball across half court each possession.

The offensive team will have 10 seconds to advance the ball across midcourt. We all need to remember that these ages are more for instructional purposes. Officials and coaches are asked to encourage players to get back. Officials will inform teams each time a backcourt guarding occurs. Everyone is encouraged to work with these children concerning this rule and be as lenient as possible within the rules. In the 9/10, 11/12, 13/14 & 15-17 divisions, backcourt guarding is allowed up until one team has a **(Twenty) 20-point** lead.

1. **Penalty for Illegal Guarding:** 7/8 Division: SIX (6) warnings by the official per team. The next offense after these warnings will be administered as ONE (1) shot and the ball. Each additional occurrence shall be administered the same. THESE ARE NOT TECHNICAL FOULS. For the 9/10, 11/12, 13/14 & 15-17, there will be no warnings. If this occurs after a Twenty (20) point lead, the One (1) shot and ball will be imposed.
2. **EXCEPTION:** Continuation of the rebound as pertaining to the illegal press rule shall be up to the Official's Discretion. If the press affects the motion of the offensive player and is to the advantage of the defensive player, then it would be a violation. When the rebound is obtained, the defensive team needs to retreat.

B. **Defensive Styles:** 7/8- see specific rule XII. All other divisions, any defensive style or formation may be used (i.e. 2-1-2 zone, man-to-man, box & 1, trap, etc...)

IX. EJECTIONS & TECHNICAL FOULS-PLAYERS & COACHES

- (1) **7/8 Division:** Whenever a player receives a technical foul, the player shall be benched for four (4) game clock minutes. If this occurs a

substitution will be allowed. A 1 shot penalty will be awarded to the opposing team. No mandatory benching in the older age groups.

PLAYERS: ALL OTHER DIVISIONS PER GAME

1st= Technical foul shots for opposing team-possible ejection depending on situation (i.e. Unsportsmanlike Conduct).

2nd= Technical foul shots for opposing-ejection from game and suspension from next game.

Note: A player may be ejected from the game at the official's discretion without receiving any technical fouls

If a player is ejected from the last game of the season, he or she will serve that suspension during the next available game.

Coaches: A coach shall be ejected with **THREE (3)** indirect technical fouls (pre-game dunk, against assistant or bench) or **TWO (2)** direct technical fouls or at the official's discretion. **A coach who has been ejected from a game for any reason is required to leave the gym. At that time, an assistant coach will oversee the team for the remainder of the game. The coach may not interact in any manner with the game, players or game personnel, or he/she will be required to leave the entire property. The ejected coach will be given the appropriate suspension and shall not be permitted to enter the gym or be in direct eyesight of the team's games as long as the suspension is in effect. If coaching multiple teams, the coach will also be suspended from those games as well and not allowed in attendance at the facility for all applicable games during the duration of the applied suspension.** If a coach is suspended for a game that is not the result of an ejection, he/she MAY attend the game, but MAY NOT interact IN ANY MANNER with the players, coaching staff, or game operation. No communication between the suspended coach and the bench or players is allowed once the suspended coach enters the gym. The officials and Orange County Parks and Recreation Staff will be notified of the coach's suspension and status prior to the game.

If a player or coaches receives 3 direct technical fouls in a season- he or she will be suspended from the league. Illegal participation & indirect technicals will not count towards this rule. Only unsportsmanlike technicals will count.

- (2) Dunking/Hanging on Rim: Hanging on the rim or net of the basketball goal is an AUTOMATIC TECHNICAL FOUL unless the player is preventing injury to him/herself or another player underneath him/her.

Dunking during the pre-game warm up is a TECHNICAL FOUL- not counted as unsportsmanlike.

- (3) Slapping the Backboard: Slapping the backboard during play will be considered a TECHNICAL FOUL. Not when blocking a shot.
- (4) It is at the official's or OCPR Representative's discretion to EJECT an unruly spectator. If he or she fails to cooperate, law enforcement will be called.
- (5) Either official may eject a player or coach from the game for using indecent language, unsportsmanlike conduct or a serious violation of the rules. In case of ejection, the official shall notify the Orange County Parks and Recreation staff that the ejected coach must leave the facility immediately. If this does not occur, a forfeiture of the game may be enforced!! Ejected players will be directed to the end of the bench or to leave the facility by OCPR staff. The official will then submit a written ejection report regarding the facts surrounding the ejection to the Orange County Parks and Recreation staff by the end of the day of the ejection. An ejection letter detailing the penalty will be mailed to the coach. If a player is ejected, it is the coach's responsibility to notify the player of the penalty after the ejection. Orange County Parks and Recreation will NOT notify the player.
- (6) Coaches & players are automatically suspended or reprimanded from the date of ejection. If a hearing is requested, the Athletic Committee will hold it before the coach or player is eligible to compete.
- (7) The Orange County Parks & Recreation Division shall have the authority to administer all penalties. Notification will come from supervisory staff. Suspensions can be appealed in writing within 48 hours of the ejection. An appeal must be turned into the park site office where the coach is affiliated.
- (8) If while on probation, a coach or player commits an infraction of the rules, he/she will be placed on suspension for the appropriate time period.
- (9) ALL PENALTIES ARE MINIMUM AND IF DEEMED NECESSARY, THE LEAGUE DIRECTOR MAY IMPOSE A GREATER PENALTY. NOTE: TECHNICAL FOULS DO NOT COUNT TOWARDS TEAM FOULS.

X. OFFENSES & PENALTIES: These are guidelines-OCPR reserves the right to enforced greater penalties if the incident deems necessary.

A. Major Offense

1. Physically attacking an official, volunteer or county employee.
Penalty: Removal from all leagues-Sheriff's office will be notified.
2. Deliberate act that causes bodily harm to another coach, player or property (i.e. Starting a fight or physically attacking an individual).
Penalty: Minimum of 1year suspension & 1 year probation.
3. Threatening an official, volunteer, participant, spectator or park employee with physical harm. Penalty: Minimum of 1year suspension & 1 year probation.

4. Act of Fraud/Illegal Player (ex. Playing a player under an assumed name). Penalty: Minimum of 1-year suspension & 1 year probation for coach.

B. Minor Offense

1. Any coach or player guilty of using profane language, throwing equipment or violating the coaches code of conduct.

Penalty: Minimum of 1 game suspension.

2. Any unsportsmanlike conduct such as failure of coach, spectator or player to control emotions.

Penalty: Minimum of 1 game suspension.

3. Any unsportsmanlike conduct by the team or majority of the team i.e. such as leaving the bench area during an on court altercation and/or taking uniforms off before the conclusion of the game in anger.

Penalty: Minimum of 1 game suspension for entire team.

*** When a player or coach has completed their imposed suspension after committing an offense, they will be automatically placed on a 1 year probation period. During that probationary period, another violation of any offense may result in the permanent removal from the program. All notification will be made by the Recreation Center Supervisor or Site Supervisor***

When a coach or parent is ejected from a game, they must leave the facility immediately. If they refuse to do so, law enforcement will be called and they will be trespassed from the facility & removed from the program.

XI. PROTESTS

Protests will **NOT** be considered regarding judgment situations. Protests regarding rules and their application must follow these procedures to be valid:

1. Notice of intent to protest must be made to the official and gym supervisor immediately when the situation occurs before the next live ball.
2. A written protest **MUST** be in the site office or given to the league director by close of the next business day. The Orange County Parks & Recreation Athletic Committee will rule on the protest and their decision will be final. The committee will be composed of the activities director or designee, program manager and the assistant division manager.
3. By signing the protest form, officials and the gym supervisor acknowledge the protest but do NOT necessarily agree with the information on the form.
4. **If the approved volunteer head coach does not attend the coaches meeting, they will forfeit the right to file a protest for any reason.**

XII. 7/8 YEAR OLD DIVISION SPECIFIC RULE

1. Coaches will be allowed on the court during play to assist the players. Coaches are allowed to verbally assist players on the offensive and defensive ends of the court without

physically touching or moving them. However, they are not to interfere with play in anyway (catching the ball, passing the ball, dribbling the ball, etc...). They are to direct players as best as possible while allowing the players to learn the game.

2. Altered baskets will be used for the division. Nine (9) feet for the 7/8 division.

3. For 7/8, Defensive scheme will begin at the 3 point line extended. Zone, Man, or combination (ie. Box and 1) defense is allowed. No trap defenses will be allowed. No guarding between the half court line and 3 point line extended will be allowed. No double teams will be allowed. No full court defense will be allowed.

4. Players are still to retreat after loss of possession back to their defensive area as explained on page 9. Double teams will be treated the same as failure to get back on defense. 6 warnings per game then one shot and possession for the opposing team for each occurrence after.

7. Only exception for a player to cross into the prohibited area would be on a loose ball, or to foul to extend the game under 1:00 minute remaining.



XIII. 15-17 YEAR OLD DIVISION SPECIFIC RULE

- 15/17 Age Group offered @ WORC, Meadow Woods and South Econ.
- **15/17 will only play during the Fall seasons each year.**
- 4 teams per site.
- Games will be played on Saturdays from 1:00pm-3:00pm following regular Jr. Magic play.
- **Protecting players will not be allowed for this age group.**
- League will be concerned to part of the Jr. Magic program @ \$60 per player (jersey and ticket to a Magic game included).
- **No skills assessment for 15/17.**
 - *Please contact your site staff regarding any matters pertaining to your team in order to expedite your concerns.*
 - *Plays, Rules or Situations that occur that are not in this rulebook will be handled on a case to case basis at the gym by the officials and Orange County Parks and Recreation staff members. All parties will meet and decide*

the best way to interpret and implement during the situation. After this has occurred, information will be passed on to the Activities Director and a rules modification will be distributed if necessary. Orange County Parks and Recreation reserves the right to change, modify or delete any rule or regulation at any time.

- *Our league is structured in a recreational environment and is strictly for the enjoyment of the children. It is designed to teach the fundamentals of basketball and enable them to showcase their talents. All coaches, parents, fans and players are expected to show good sportsmanship at all times. Orange County Parks and Recreation staff reserves the right to suspend or dismiss any coach, parent, player and fan for unsportsmanlike conduct.*
- *Orange County Parks and Recreation also reserves the right to modify the league, schedules & rules at any time for any reason.*

Orange County Parks & Recreation Division
Attachment A
Scoreboard / Scoresheet Regulations

Scoreboard

- Sound buzzer at least 1 minute prior to start of game. Coaches and players should move off playing court to team bench area at this time.
- All age divisions- Running clock (20 minute Halves)-clock only stops on injuries, time outs and the last 2 minutes of the 2nd half..
- Half-time 5 minutes running clock. Sound buzzer at 1 minute prior to start of 2nd half.
- Remind subs they are not to go on court until after the official acknowledges the player and signals to enter the game.

Scoresheet

- Have coaches write their ENTIRE team roster on our lineup sheets 5 minutes prior to game with jersey #. If player is not at game have coach draw line through player's name.
 - Remind coaches that players must check in at Scorer's Table before entering game.
 - Running score, player fouls, team fouls, time outs, alternate possession will be kept on the scoresheet.
 - Color in or "X" out personal fouls per player at the end of the half. This saves any disputes during the rest of the game. Also mark team fouls in the appropriate box.
 - When a team commits its 7th team foul in a half, the opposing team is in the bonus, shooting one and one foul shots. When a team commits its 10th foul in a half, the bonus is two shots. Please let all officials know when the 6th and 9th team fouls occur, that the next foul will either put the team in a bonus or a double bonus. This helps the officials know where they are in the game.
 - Each team is allowed 2 time outs in the first half and 3 time outs in the second half. These do not carry over. Please mark the time outs taken and let the referee know when a team is taking its last time out of each duration.
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Orange County Parks & Recreation
GYM RULES & REGULATIONS
Attachment B

*** Remember-We expect the upmost care and concern for the facilities from our participants and spectators. It is important that these facilities are kept clean and treated with respect. Thank you for your attention to this matter***

No FOOD or DRINKS allowed inside GYM unless gym rules & regulations allow

No running or climbing on bleachers

No Black Mark Shoes

No bouncing basketballs inside gym during games, or in the gym lobby

No shooting basketball on side goals during games
(This includes half time and time-outs)

No bouncing basketballs on outside gym walls

CHILDREN UNDER 12 MUST HAVE ADULT SUPERVISION

No admittance into back hallways or other rooms-stay in reserved space

No Smoking or Alcohol permitted on premises

Authorized personnel must be on site at all times during gym use. Please do not enter premises without authorized site personnel or directors.

On behalf of the league we thank you for assisting us with these details.

