

## OC Magic Divisional Rules and Regulations

### **SECTION 1 - CONDUCT**

- 1.1 SAFETY FIRST - The safety of our players is always NJB's main concern. Referees may stop the game at any time to investigate the condition of a player who may be hurt and shall resume play as soon as the situation allows. Coaches on the court for injuries are not required to remove the player. The player may remain in the game at the discretion of their coach and the referees (exception: concussions). The player's safety is the determining factor.
- 1.2 COACH CONDUCT - Each OC Magic coach shall be fully responsible for the conduct of their assistant coaches, players, and fans. Absolutely NO abusive or vulgar language, taunting or criticism towards players or game officials will be tolerated. Smoking will not be permitted on the playing courts. No alcoholic beverages or illegal drugs will be allowed at any OC Magic functions.
- 1.3 SPECTATOR CONDUCT - It is imperative that proper conduct be a requirement of parents and all spectators at all times. Neither swearing or harassment of game referees will be permitted. Spectators shall at no time use signs, gestures, noise makers, degrading comments toward opposing coaches, players, other spectators, or game referees. Fighting will not be tolerated. Fighting (NFHS) will result in a minimum two (2) game suspension. Penalty - The Head Coach of the offending team shall be issued a Technical Foul for the misconduct of any of the team's spectators. Any OC Magic official may request that the offending spectator vacate the facility immediately. If the offending spectator refuses to leave the facility, the game shall be suspended until the spectator vacates the premises. OC Magic officials have the authority to summon law enforcement agencies for assistance. In addition, a two game suspension shall be enforced.
- 1.4 PLAYER CONDUCT - Poor sportsmanship, fighting, or disrespect for the opposing team and game referees will not be tolerated. Players will refrain at all times from arguing with the referees. The game referees are instructed to eject any player for any infraction. Penalty - If a player is ejected from a contest, that player will receive, minimum a one game suspension. If an action occurs a 2nd time during the season with the player will be dismissed and lose the privilege of playing OC Magic. Any player that physically assaults/fights with another player or game official shall receive a mandatory two game suspension. Reinstatement

of suspended player to participate for the remainder of the season shall be at the discretion of The OC Magic.

## **SECTION 2 - LENGTH OF PLAYING PERIODS**

- 2.1 DIVISIONAL GAMES will consist of five (4) Ten-minute periods with a running clock.
- 2.1.1 Running clock stops only for: a) Time-outs - Head coach or player on the court may request a time-out. b) Shooting Fouls - Clock stops when referee indicates a shooting foul. Clock operator may stop the clock on the whistle. Clock restarts when the ball is touched on a missed attempt or on the inbound after an attempt that is made. The clock will stop the last Two minutes of the 4th Quarter if the score is less than 10 points.
- 2.1.2 One (1) minute is allowed between periods. This is not a time-out. Coaches may instruct players while they line up at the score table.
- 2.2 HALF TIME Half time shall be two (2) minutes in duration for all divisions.
- 2.3 OVERTIME The first overtime period shall be two (2) minutes in duration. The first minute shall be a running clock and the last minute shall be a regulation (stop) clock. Additional overtime periods shall be one (1) minute regulation clock. Teams are limited to one time-out in each overtime period. Time-outs do not accumulate.
- 2.4 TIME-OUTS Time-outs will be 45 seconds in duration. Each team will be allowed one (1) time-out in 1st half and two (2) time-outs in 2nd half and one (1) for each overtime period. Unused time-outs cannot be carried over to the second half or into overtime. They must be used or they will be lost.

## **SECTION 4 - PLAYER PARTICIPATION**

Every player who is in attendance at the start of the game must play one full continuous period in each half. Time can be split up over two periods to satisfy that requirement.. All player participation must be fulfilled by the end of the 4th period. **The Score Keeper will notify the official at the 5 minute mark per quarter to get substitutes into the game.**

- In the event a team does not have enough players, that team may borrow a player from the opposing team or another player in that division. A player may not play down a division, but a player can play up.
- FOULS, FOUL OUTS AND EJECTIONS - Personal Fouls will be tracked during the game. Each player will have 5 personal fouls. Once they have reached 5 fouls, they must come out of the game. The goal is not to foul any player out, but at the same time, players must show self control in regards to their physicality. This is something that will be stressed this year.
- If a player is ejected from a game, they must sit the next game. Ejections could be a result in multiple technical fouls (2 will get you ejected), fighting or other player miss-conduct.

## **SECTION 5 - DIVISION SPECIFIC RULES**

### **5.1 2nd Grade:**

- DEFENSE - Teams may only play man defense.
- Transition Rule - Once a team secures the rebound or inbounds the ball and is advancing in transition, defensive players may not play defense until they have retreated below (or inside) the 3 point arc. All defensive players must stay below the arc until the ball crosses the attack line (the attack line shall be designated by site director and game referees; example: volleyball line) for the first time of that possession.
- Half Court Press - Allowed after the 4th period in the last two minutes if the game is under 10 points. Defense must allow dribbler to cross the half court line with both feet and the ball before applying pressure. A loose ball or pass in flight must cross the half-court line before the defense may apply pressure.
- Full-Court Press- Allowed during the last four (2) minutes of the 4th period if the score is under 10 points and in overtime.
- FREE THROWS - The free throw line will be ten (10) feet from the face of the backboard. A shooter's foot may touch but not completely cross over the line. A maximum of six (6) players, four (4) defensive and two (2) offensive may occupy the free throw lane. The space below block on either side shall be occupied.

- MISC: 2nd Grade Rim Height will be set at 9ft. Free Throw line will be 10ft from the rim. Ball Size is 27.5.

### **5.2 3/4th Grade Girls:**

- DEFENSE - Teams may only play man defense.
- Transition Rule - Once a team secures the rebound or inbounds the ball and is advancing in transition, defensive players may not play defense until they have retreated below (or inside) the 3 point arc. All defensive players must stay below the arc until the ball crosses the attack line (the attack line shall be designated by site director and game referees; example: volleyball line) for the first time of that possession.
- Half Court Press - Allowed after the 4th period in the last two minutes if the game is under 10 points. Defense must allow dribbler to cross the half court line with both feet and the ball before applying pressure. A loose ball or pass in flight must cross the half-court line before the defense may apply pressure.
- Full-Court Press- Allowed during the last four (2) minutes of the 4th period if the score is under 10 points and in overtime.
- FREE THROWS - The free throw line will be ten (10) feet from the face of the backboard. A shooter's foot may touch but not completely cross over the line. A maximum of six (6) players, four (4) defensive and two (2) offensive may occupy the free throw lane. The space below block on either side shall be occupied.
- MISC: 2nd Grade Rim Height will be set at 9ft. Free Throw line will be 10ft from the rim. Ball Size is 27.5.

### **5.3 3/4th Grade Boys:**

- Transition Rule - Once a team secures the rebound or inbounds the ball and is advancing in transition, defensive players may not play defense until they have retreated below (or inside) the 3 point arc. All defensive players must stay below the arc until the ball crosses the attack line (the attack line shall be designated by site director and game referees; example: volleyball line) for the first time of that possession.

- Half Court Press - Allowed after the 4th period in the last two minutes if the game is under 10 points. Defense must allow dribbler to cross the half court line with both feet and the ball before applying pressure. A loose ball or pass in flight must cross the half-court line before the defense may apply pressure.
- Full-Court Press- Allowed during the last four (2) minutes of the 4th period if the score is under 10 points and in overtime.
- FREE THROWS - The free throw line will be ten (10) feet from the face of the backboard. A shooter's foot may touch but not completely cross over the line. A maximum of six (6) players, four (4) defensive and two (2) offensive may occupy the free throw lane. The space below block on either side shall be occupied.
- MISC: 2nd Grade Rim Height will be set at 10ft. Free Throw line will be 12ft from the rim. Ball Size is 27.5.

### **5.3 5/6th Grade Boys/Girls:**

- DEFENSE- Teams must play man-to-man.
- Transition Rule - Once a team secures the rebound or inbounds the ball and is advancing in transition, defensive players may not play defense until they have retreated below (or inside) the 3 point arc. All defensive players must stay below the arc until the ball crosses the attack line (the attack line shall be designated by site director and game referees; example: volleyball line) for the first time of that possession.
- Man-to-Man Defense - A defensive player must be within a six (6) foot guarding position of an offensive player with the ball. All other defensive players may be in a help side defense position and are not required to be closely guarding an offensive player. a) Help side defense is defined as a defender playing at a midpoint position between his assigned player and the player with the ball. A help side defender must recover and be within a six (6) foot guarding position of his assigned player if that player receives the ball. Help-side defenders are allowed to be in the key area.
- Defensive players may double-team a player with the ball but may not double-team a player without the ball. Double-team is defined as two or more

players defending an opposing player. This may be done the last two minutes of the game if the score is under 10 pts.

- Half Court Press - Allowed after the 4th period in the last two minutes if the game is under 10 points. Defense must allow dribbler to cross the half court line with both feet and the ball before applying pressure. A loose ball or pass in flight must cross the half-court line before the defense may apply pressure.
- Full-Court Press- Allowed during the last (2) minutes of the 4th period if the score is under 10 points and in overtime.
- FREE THROWS - The free throw line will be twelve (12) feet from the face of the backboard. A shooter's foot may touch but not completely cross over the free-throw line. A maximum of six (6) players, four (4) defensive and two (2) offensive may occupy the free throw lane. The space below the block on either side shall be occupied. The shooters feet cannot cross the free-throw line until the ball hits the rim.
- MISC: Rim Height 10ft. Ball size 28.5.