

# New Smyrna Beach



## Jr NBA Rules and Regulations



# New Smyrna Beach Jr. NBA Youth Basketball Rules and Regulations



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# **I. General League Information**

## **A. Registration**

### **City of New Smyrna Beach Athletics**

## **B. Age Divisions**

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1. 5-6
  2. 7-8
  3. 9-11
  4. 12-14

Our recreational leagues will be composed of individual players placed on teams through a skills assessment and draft. If a player does not attend the skills assessment they will be put as a hat pick (where at the end of the draft which ever coaches are next to receive and player, they will pick a name out of a hat). Players will be allowed to play up a division but will not be able to play down a division.

## **C. Roster Limits**

Teams will be limited to 8 players on a roster with 5 players on the court at a time.

## **D. Line Up Cards**

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

### **E. Age Eligibility**

The eligibility date for players will be the age they are as of January 1<sup>st</sup> of 2025.

## **II. Courts and Equipment**

### **A. Equipment**

The official game ball size will be as follows:

5-6 Division will use a size 5 ball (27.5)

7-8 Division will use a size 5 ball (27.5)

9 -11 Division will use a size 6 ball (28.5)

12-14 Division will use an official size (29.5)

### **B. Bench Area**

Coaches will be responsible for their bench and assist with their fans area if needed.

### **C. Locations**

Practices and games will be held at either:

**Babe James Community Center** (201 N Myrtle Ave,  
New Smyrna Beach, FL 32168)

Or

**New Smyrna Beach City Gym** (1000 Live Oak St, New  
Smyrna Beach, FL 32168)

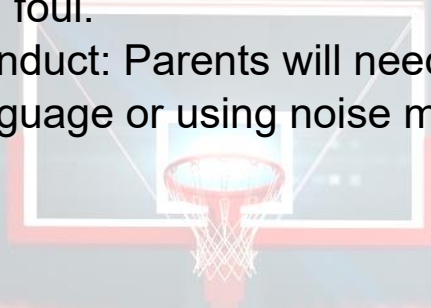
## **III. Coaches and Parents**

A. Coaches Background Check: Each coach will need to pass a background check through the city to be eligible to be a part of the team. Only coaches that have

cleared the background check will be eligible to be in the bench area.

B. Coaches will need to remain in their coach's box during the game. Only one coach is permitted to be standing when their team is playing. The first infraction will be a warning by the official. The second infraction will be a technical foul.

C. Parents Conduct: Parents will need to refrain from using profane language or using noise makers or speakers of any kind.



#### **IV. Players and Uniforms**

A. An official shall not permit any player to wear equipment or apparel, which in their judgment is dangerous or confusing to other players or is not appropriate. No jewelry of any kind will be allowed.

B. Jr NBA jerseys will be issued to the teams and jerseys must be tucked in during game play.

C. Shorts with no pockets must be worn for safety.

D. Mouthpieces are encouraged for safety but not mandatory.

E. Injuries to players: When an official recognizes an injury, it is an official time out and the player must come off the court till the next break. The clock will stop during this time.

F. 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.

#### **V. Playing Guidelines**

At New Smyrna Beach Sports Complex our goal is for every child to participate an equal amount of time during each 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 the guideline is not being followed, the following will utilized to correct the situation: 1<sup>st</sup> offense will be a warning, 2<sup>nd</sup> offense the game will be stopped and the coach will be forced to implement the guideline, 3<sup>rd</sup> offense the game will be forfeited. These offenses are within the game. Coaches or parents cannot protest these guidelines.**

- A. Participation Guideline: To achieve player participation, the following will be in effect: For all age groups, there will be rotation breaks in the middle of each quarter (lasting 30 seconds) and at the end of each quarter. All coaches are REQUIRED to play each player at least half of each quarter. If a coach has an issue with a player not wanting to play, they are to inform a city employee, the opposing team's coach, and the player's parent at that moment. These types of situations will be managed case-to-case basis. If a player is going to show up late the coach should still add the player on the scoresheet. Penalty for not placing them on the scoresheet is a technical foul.
- B. Before each game starts. Each head coach will need to fill out a player's card. Where you place the kid on the card determines when he will enter the game. Once you have filled out the player's card you will place it on the scorer's table. This card cannot be modified once the game has begun.

C. Here is a breakdown on how the rotation will work.

### Beginning of the game

Player 1.  
Player 2.  
Player 3.  
Player 4.  
Player 5.

### Break in 1<sup>st</sup> Quarter

Player 6.  
Player 7.  
Player 8.  
Player 1.  
Player 2.

### End of 1<sup>st</sup> Quarter/Start of 2<sup>nd</sup> Quarter.

Player 3.  
Player 4.  
Player 5.  
Player 6.  
Player 7.

### Break during 2<sup>nd</sup> Quarter.

Player 8.  
Player 1.  
Player 2.  
Player 3.

Player 4.

End of 2<sup>nd</sup> quarter/ Start of 3<sup>rd</sup> Quarter.

Player 5.

Player 6.

Player 7.

Player 8.

Player 1.

Break during 3<sup>rd</sup> quarter.

Player 2.

Player 3.

Player 4.

Player 5.

Player 6.

End of 3<sup>rd</sup> quarter/start of 4<sup>th</sup> quarter.

Player 7.

Player 8.

Player 1.

Player 2.

Player 3.

Break in 4<sup>th</sup> quarter

Player 4.

Player 5.

Player 6.

Player 7.

Player 8.

With this system every kid will have the opportunity to go in each game 5 times. Giving every kid an equal amount of playing time.

All players must check in with the score table when entering the game.

## **VI. Scoring and Timing Regulations**

A. Game Duration: For all age groups there will be 4, 10-minute quarters for each game.

B. Points: 1 point for free throws, 3 points for three pointers (outside the arc) and 2 points for any shot inside the arc.

C. Mercy Rule: If one team is up by 40 points with 5 minutes remaining in the fourth quarter then the game will be called.

D. Breaks in play: The breaks in the middle of the quarter will be 30 second breaks, enough time to get players off the bench. After the 1<sup>st</sup> and 3<sup>rd</sup> quarters there will be a one-minute break in time. After the 2<sup>nd</sup> period (halftime) there will be a 2-minute break.

E. Timeouts: Teams are allowed two timeouts during the first half of play and two in the second half. These will be thirty second time out.

F. Free Throws: For age division 6-8 the free throw line will be shortened to 12 feet from the basket. For ages 9-11 and 12-14 the free throw line will be regulation distance. The clock will not stop for free throws till the last 2 minutes of gameplay. In all leagues, the players can enter the lane once the ball has been released.

## **VII. Violations and Penalties**

- A. All games will be played in accordance with the Florida high school Athletic Association rules, unless otherwise stated in these rules. (<https://www.fhsaa.com>)
- B. Defense: There is no back court guarding for the 5-6 & 7-8 age group. In this age group the team must allow the other team to pass the half court mark before guarding them. **Back court guarding is allowed in all other divisions.**
- C. A team must have at least 4 players to start a game. There is no grace period. Game time is forfeit time.
- D. The offense will have 10 seconds to advance the ball across the half court line.

## **VIII. Officials**

- A. There shall be two officials, if possible, for all leagues, except for 6–8-year-old Division, which may be supervised by just one official.
- B. 5-6- & 7–8-year-old division will have a running clock. Clock will only be stopped for timeouts, injuries, and swapping players out at breaks.
- C. 9-11 and 12-14 divisions will have a running clock for the first three quarters of the game, except for timeouts and breaks to switch players out.
- D. In the event of a tied game, a 3-minute overtime will be played. If the game is still tied after one overtime period, the game will go into sudden death. There will be a jump ball and the first team to score wins the game.
- E. For playoffs: if there is a tied game after regulations, there will be a 3-minute overtime period, if still tied

there will be a second overtime period of 2 minutes.  
Then if it is still tied, we will go into sudden death.

## **IX. Ejections**

### **Tier 1 Ejection:**

- A tier 1 ejection includes an ejection from the current game and a one (1) week suspension.
  - Six (6) months probationary period.
- A. Usage of profane language towards a player, an official, City Staff member, or spectator.
  - B. Any sport-specific ejection (i.e., a basketball player receiving two technical fouls, a softball player being thrown out of a game by a referee, etc.).
  - C. Deliberately throwing equipment, or materials, or other unsportsmanlike conduct.
  - D. Any player ejected from a game AUTOMATICALLY sits out the next scheduled game and may be subject to additional penalties depending on the severity of the action. This is non-contestable!

### **Tier 2 Ejection:**

- A tier 2 ejection includes an ejection from current game and the remainder of the season,
  - one (1) year probationary period.
- A. Verbally threaten a player, an official, city staff member or spectator.
  - B. Excessive use of profane language towards a player, an official, City Staff member, or spectator.

- C. Any player receiving a Tier 1 ejection during any probationary period.
- D. Serious acts such as disrupting the progress of any game, fighting among others involved in programs, etc.
- E. Act of fraud (i.e., playing a player under an assumed name).



### **Tier 3 Ejection:**

- A tier 3 ejection includes an ejection from current game and a one (1) year suspension,
- Two (2) years probationary period.
  - A. Any player receiving a Tier 2 ejection during any probationary period.
  - B. Any combination of a Tier 1 & 2 ejection assessed.
  - C. Physical altercation between multiple parties or a bench clearing brawl.

### **Tier 4 Ejection:**

- A tier 4 ejection includes an ejection from current game and lifetime ban from all City facilities.
  - A. Physically attacking an official, City staff member, or spectator.
  - B. Any combination of a Tier 1-3 ejection assessed.
  - C. Any player receiving a Tier 3 ejection during any probationary period.

*\* Please note that a Tier 1-4 ejection will be served City-wide from all City facilities, including coaching youth leagues, or attending youth practices.*

