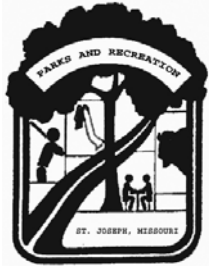


ST. JOSEPH PARKS & RECREATION YOUTH BASKETBALL HANDBOOK 2011-2012 SEASON



PHILOSOPHY OF THE PROGRAM:

This program is designed to enable all young people who want to play basketball have the chance to do so. This is the utmost importance to remember while gathering the teams, in practice and in games. It has been proven, repeatedly, that a child may not begin play as an adept player, but may become one of the best.

This philosophy does require that a coach take the time and effort to train the child in skills and rules. Winning is important, but not the point and certainly not everything at this age. With this in mind, the program strongly suggests that coaches play all players an equal amount of time. This is a recreational program intended for all team members, both for their enjoyment and education in the game of basketball. **REMEMBER** ... the program is for the kids, so let them play and enjoy the game.

Please go to the City of St. Joseph's web site for forms, schedules and information:

www.stjoemo.info/parks/youthbb.cfm

I. GENERAL YOUTH BASKETBALL INFORMATION

A. Divisions of Play (for boys/girls)

1. 4th grade, 5th grade, 6th grade, 7th grade
2. No player will be permitted to play down. (If a player is in the 6th grade, he will not be able to play on a 5th grade team.) If a player is caught playing down, that team will forfeit all games that the illegal player participated in.
3. No player can play in more than one division.
4. Players may play up one division (i.e. 3rd with 4th, 4th with 5th, 5th with 6th). 3rd graders can play on a 4th grade team or on a dedicated 3rd grade team in a 4th grade league. No 3rd grade league will be available. A player cannot play up two grades unless given permission by the Parks & Recreation Department.

B. Teams Based on School

1. Teams are to be made up of students from one school. In the event a school with low enrollment cannot field a team, then the student(s) can move to another school that is in the same position. This can only occur when the Parks & Recreation Department reviews a request in writing. The team will receive a decision from the Parks & recreation Department in writing. When requesting this permission, the coach will need to include the grade, student(s) involved, and the schools involved.
2. Teams from outside of the city limits must consist of only students from that school. No combinations will be permitted. **NO EXCEPTIONS!**

C. Game Days and Times

1. All 4th and 5th grade teams will play on Saturday. Several of the 6th grade teams will participate on Saturday as well. The remaining 6th grade teams, along with the 7th grade will play on Monday, Tuesday, or Thursday evenings. Specifics on when the older divisions will play will not be set until the close of registration.

2. Game times on Saturday will be 8:30am, 9:20am, 10:10am, 11:00am, and 11:50am. Evening games will be played at 6:20pm, 7:10pm and 8:00pm. Fourth grade games on Saturday mornings will be at 8:30am, 9:15am, 10:00am, 10:45am, 11:30am and 12:15pm.
3. If your team has specific needs as far as dates, days, or times, please make the Parks & Recreation Department aware of the needs at the time you register. Each team will play seven, regular season games.
4. If the schedule has been completed and released, the Parks & Recreation Department **will not** reschedule your game if there are conflicts. Please make sure you make the Parks & Recreation office aware of conflicts when you register your team.

D. Miscellaneous Program Information

1. No participant on a school-sponsored team will be allowed to participate in the program. This rule applies to all students, no matter when the school program takes place.
2. All coaches must be at least 18 years old. No “Coaches in Absentia” will be allowed. No Exceptions!
3. Any team dropping from the league, must notify the Parks & Recreation Department immediately.
4. Addition of players must be done by January 6, 2012. A student may be added prior to deadline if they move into the school area.
5. Switching of players will be allowed only with permission from the Parks & Recreation Department. Any addition or omission of players must be reported to the Parks & Recreation Department.

II. YOUTH BASKETBALL PLAYING RULES: This program will follow the National Federation of State High Schools Rules as written in the 2011-2012 Basketball Rule Book. Except for the following policies.

A. Time

1. A game will consist of four eight-minute quarters for all grades except 4th, which will play six-minute quarters.

2. The clock will run continuously, except for the last minute of each half. The clock will be stopped for all dead balls during the last minute of both halves.
3. There shall be a one-minute break between the 1st and 2nd quarters and between the 3rd and 4th quarters; and a five-minute half-time.
4. Each team will be given two (2) time-outs per half, they will not carry over if not used. Each team will be given one (1) time out for each overtime.
5. In the case of a tie, there will be up to two (2) one-minute overtimes. If after two overtimes the score is still tied, the game will go to “sudden death” (first team to score wins). Clock will stop for all normal violations and/or dead balls, during the overtime periods.
6. In any game, if a team leads by 20-points at anytime during the last two minutes of the game, the game will be stopped. At this point the game will be considered final. If a team leads by 20 or more when the two-minute mark arrives, or realize a 20-point lead during the last two minutes, the game will be stopped.

B. Forfeits

1. Team is late for a scheduled game (scheduled game time is forfeit time).
2. Each team must have five players to start each game.
3. Team violates rules set by the Parks & Recreation Department.
4. If a team forfeits two times without a good excuse, the team will be dropped from league play.

C. Ejections

1. Players who direct harmful or abusive language at officials, supervisors, or scorekeepers; and for unsportsmanlike conduct of any kind.
2. If officials and supervisors feel that a player, coach, or team is uncontrollable, they have the authority to eject that player, coach or team. If a team is ejected, the game will be forfeited to the opposing squad. A team may not continue to play if the coach has

been ejected, unless there is an assistant coach or parent who can continue.

3. Continual negative or unsportsmanlike actions will result in the banning of that player, coach or team for the season by the Parks & Recreation Department.
4. A team, along with the coach, is also responsible for, and will be penalized for, the action of its fans (i.e. technical foul).

D. Protest Procedure

1. Protest must be made prior to the end of the game in question, and filed no later than 48 hours following the game in the Parks & Recreation Office.
2. Protests on judgement calls will not be allowed.
3. Protests concerning ineligible players will result in a forfeit; if the following procedure is followed and the protest is approved:
 - a) Player has returned after being ejected or suspended from play.
 - b) An individual who is not eligible to participate in the divisions he/she is participating in.
4. Protests concerning the misapplication or misinterpretation of a rule or rules must be made immediately along with notification to the officials and scorer. The protesting team and coach should follow the following procedures.
 - a) Protest must be made before the next play and the coach must notify game officials at that time.
 - b) Officials shall notify the opposing team.
 - c) Coach should ask the scorer or supervisor for a protest form, this must be completed and filed with the Parks & Recreation Department within 48 hours of the game.
 - d) The game officials (referees/scorer) shall file a protest report, which completely describes all actions, specifics and details of the protest. This employee report should be filed by the Parks & Recreation Department in a timely fashion.

E. Jump Ball & Alternating Possession

1. As per the National Federation Rule Book, this program will use the alternating possession rules on jump balls.

- a) At the start of the game there will be a jump ball, the team not controlling the ball after the tip will take possession on the next jump ball or end of quarter situation.
- b) Teams will continue to alternate throughout the game. If the game goes to overtime, there will be another jump ball.

F. Full Court Press, Foul Lines & 3-point Lines

1. No full court press in the 4th grade divisions. Following a warning, the offending team will be assessed a technical foul.
2. In the 5th grade divisions, if a team has a 10 point lead or greater over their opponent, they may not press.
3. In the 6th & 7th grade divisions, if a team has a 20 point lead or greater over their opponent, they may not press.
4. Free throw distances:
 - a) 4th grade – 10 feet
 - b) 5th grade – 12 feet
 - c) 6th & 7th grade – 15 feet (regulation)
5. 7th Grade division games played in facilities with properly marked 3-point arc's, will use the 3-point field goal. NO 3-point lines/goals will be used in 4th, 5th or 6th grade divisions.

G. Balls

1. All girls teams will use a 6# ball – Dimensions 28 ½” – 29” with a weight of 18-20 ounces.
2. 4th, 5th, 6th grade boys – Same as girls (see above).
3. 7th grade boys use regulation 8# ball – Dimensions 29 ½” – 30”, with a weight of 20-22 ounces.
4. Each team is responsible for their own warm-up balls. Only a game ball will be provided.

H. Shirt Numbers/Uniforms

1. Uniforms are not a necessity for play, although like colored shirts with a number on each is required.

2. Players must have numbers, no duplicate numbers will be allowed. Number can be made with a marker, pencil, colored tape, etc....., but must always stay on the shirt.

I. Roster/Waivers

1. Each team must have a roster on file with the Parks & Recreation Department, prior to the beginning of play. This roster must be complete.
2. Along with the roster, each child must have a waiver on file with the Parks & Recreation Department.
3. If there are specific days and/or dates, which a team can't play, please make this note on the roster prior to the registration deadline.
4. The entry fee must accompany the roster/waivers prior to the registration deadline.

J. Entry Fee

1. Entry fees must be paid either with cash, credit card (MasterCard, VISA or Discover) or with one check. We will no longer accept payment from checks made out to the coach or checks from each player for their portion.

K. Weather Policy

1. When games are scheduled on Monday, Tuesday or Thursday evenings and the St. Joseph Public School District has canceled classes for the day or let out early due to weather conditions our games are automatically canceled for that evening.
2. Games that are scheduled for Saturday, if the St. Joseph Public School District has canceled classes for the day or let out early due to weather conditions on Friday our games are automatically canceled as well on Saturday.
3. If the St. Joseph School District has not been let out early or canceled and the weather starts to deteriorate either on a weeknight or overnight for Saturday's games a determination will be made at that time. If games need to be canceled notifications will be placed on our web site: <http://www.stjoemo.info/parks/youthbb.cfm> , emails will be sent to coaches and a recording will be placed on phone line #: **816-271-5503**, prior to the scheduled game times.

L. Background Checks

- **Parks, Recreation & Civic Facilities Department is instituting a required background check on the head coach/manager only of each team in our youth basketball program.**
- **Cost is \$7.**
- **All background checks will be accepted electronically this year through the Amateur Softball Association. Go to the following website, www.registerasa.com, click on “create profile,” and complete the required information. Once you have created a profile, you will be able to request a background check, which will be submitted electronically. The entire process should take less than five minutes.**
- **You will receive confirmation that the background check has been submitted. The Parks, Recreation & Civic Facilities Department will receive a copy of this confirmation.**

SUPPLEMENTARY PROGRAM INFORMATION:

The School District of St. Joseph has generously consented to allow all of us to play the majority of this program in the schools. The School District is not responsible for accidents or injuries that may occur during practice or games. This would naturally hold true if you were playing at one of the other sites (i.e. Muchenberger Center, Wesley Center or Bartlett Center). The school and site officials would appreciate it if you do not use their equipment. Each team should have their own ball(s) and the supervisor will have the game equipment. If you have a chance to thank any of these people for their generous offer of facilities, please do so.

As the program progresses, there are several dates which must need your attention. Below you will find a listing of all of these important dates:

Monday, October 3	Team Registration Begins Parks & Recreation Administration Building 1920 Grand Ave – M-F, 8:00am – 5:00pm
Tuesday, October 11	St. Joseph Youth Basketball Organizational Meeting 6:00pm – Parks & Recreation Administration Building 1920 Grand Avenue
Friday, November 4	Team Registration Deadline
November 21 - 23	Schedules are to be picked up Park & Recreation Administration 1920 Grand Ave – M-F, 8:00am – 5:00pm
Monday, November 28	Youth Basketball Play Begins
Thursday, January 5	Youth Basketball Play Resumes

Cost Information: The cost for the season (7 games) will be \$175.00 per team for in-town teams, while the out-of-town team's fee will be \$200.00. This year will remain a 7-game regular season, with NO post-season tourney. Our program is to provide all participants the opportunity to experience the game to the fullest.

If you have any questions or concerns during the season, please feel free to call us at 271-5500, Monday thru Friday between 8:00am – 5:00pm. Best of Luck with the season. Thank you so much for taking your time to assist the children in the Youth Basketball Program. Obviously, it couldn't be done without you. THANK YOU & GOOD LUCK!