

ST. JOSEPH PARKS & RECREATION YOUTH BASKETBALL HANDBOOK 2019-2020 SEASON



PHILOSOPHY OF THE PROGRAM:

This program is designed to enable young people the opportunity to play basketball in a recreational environment. 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 and information:

<http://www.stjoemo.info/index.aspx?nid=457>

Schedules can be found at:

www.stjoeparks.info

I. GENERAL YOUTH BASKETBALL INFORMATION

A. Divisions of Play (for boys/girls)

1. 4th grade, 5th grade, & 6th grade boys
2. 4th grade and 5th-6th grade combined for girls
3. No player will be permitted to play down. (If a player is in the 6th grade, they 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.
4. **NO PLAYER CAN PLAY ON MORE THAN ONE TEAM IN THE LEAGUE, REGARDLESS OF LEVEL OR DIVISION OF PLAY.**
5. Players may play up one division (i.e. 4th with 5th, 5th with 6th). A player cannot play up two grades unless given permission by the Parks & Recreation Department.

B. Game Days and Times

1. Games will begin on Saturday at 9:00 a.m. and will continue throughout the afternoon.
2. 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. No guarantees will be made on days or game times, but we will make an effort to accommodate. Coaches of teams should also have a backup plan in case games don't fit their personal schedules. Each team will play seven, regular season games.
3. 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 Department aware of conflicts when you register your team.

C. 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. Each team will be given a maximum of two (2) coach passes. The passes are for their head and assistant coach to use on game day. These two coaches will need to make sure they are on our coach’s list at the coach’s meeting in order to receive a coach pass.
4. Any team dropping from the league, must notify the Parks & Recreation Department immediately.
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 2019-2020 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. A 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.
5. City employees will not staff forfeitures.

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. Defensive players must stay within the confines of the three-point arc until the

offensive team crosses the half-court timeline. 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. The no-press rule stated above applies.
3. In the 6th grade divisions, if a team has a 20 point lead or greater over their opponent, they may not press. The no-press rule stated above applies.
4. In the 5th-6th grade divisions, if a team has a 20 point lead or greater over their opponent, they may not press. The no-press rule stated above applies.
5. Free throw distances:
 - a) 4th grade – 10 feet
 - b) 5th grade – 12 feet
 - c) 5th-6th grade – 15 feet
 - d) 6th grade – 15 feet (regulation)
6. Three-point shots will be counted in all divisions. Both feet of the shooter must be behind the three-point arc when the shot is initiated to count as a three-point basket.

G. Balls

1. All girls' teams will use a 28 ½" – 29" ball with a weight of 18-20 ounces.
2. 4th, 5th, 6th grade boys – Same as girls (see above).
3. Each team is responsible for their 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.

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 registration form and 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 registration form prior to the registration deadline.
4. The entry fee must accompany the registration forms 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.

K. Weather Policy

1. All weather related cancellations will be decided upon by recreation staff and communicated as early as possible in a variety of ways. Notifications will be placed on the schedule web site: <http://www.stjoeparks.info>, and a recording will be placed on phone line #: **816-271-5503**, prior to the scheduled game times.

SUPPLEMENTARY PROGRAM INFORMATION:

The site officials would appreciate it if you do not use their equipment. Each team should have their own ball(s). If you have a chance to thank any of these people for their generous offer of facilities, please do so.

Below are several dates which need your attention:

Monday, October 7	Registration Begins Parks & Recreation Admin Building 1920 Grand Avenue, St. Joseph, MO 64505 St. Joseph REC Center, 2701 SW Parkway, St. Joseph, MO 64503 during normal business hours
Friday, November 1	Registration Deadline
Tuesday, December 3	Coach's Meeting, Parks & Recreation Administration Building, 1920 Grand Ave, St Joseph, MO 64505
Saturday, December 7	Youth Basketball Play Begins
December 22-January 3	Holiday Break

Cost Information: The cost for the season is \$50 per player. Our program is designed 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 271-5501, 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!

Background Checks: The parks department is requiring background checks for all head coaches of youth recreation teams. The background check will be performed by SSCI. Cost of the background check is covered with the team entry fee. You will need to complete a form with required information necessary to complete the background check. When the information is entered in the SSCI system, the form will be shredded. You can also enter the background check information yourself by going to the following website: https://ssci2000.secure-screening.net/escreening/OApp_LoginEntrance.asp?mode=direct&code=729400

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