



**SPORTS OF ALL SORTS YOUTH
 ASSOCIATION / NKGCAO
 10094 INVESTMENT WAY
 FLORENCE, KY 41042
 (859) 760-7466 or (859) 372-7754
 SCHOOL LEAGUE BASKETBALL
 COACH/TEAM INFORMATION SHEET**

SCHOOL NAME _____

HEAD COACH NAME _____

ADDRESS _____

CITY _____ ST _____ ZIP _____

PHONE (H) _____ (C) _____

EMAIL _____

PLEASE CHECK YOUR TEAM'S GRADE LEVEL

BOYS

GIRLS

2nd ___

2nd ___

3rd ___

3rd ___

4th ___

4th ___

5th ___

5th ___

6th ___

6th ___

7th ___

7th ___

8th ___

8th ___

9th ___

9th ___

JV ___

JV ___

Varsity ___

Varsity ___

ASSISTANT COACHES NAMES AND PHONE NUMBERS:

_____ / _____

_____ / _____

IS YOUR TEAM'S SKILL LEVEL _____ UPPER _____ LOWER

ADMINISTRATIVE

Division Structure

2nd Grade, 3rd Grade, 4th Grade, 5th Grade, 6th Grade, 7th Grade, 8th Grade

Grade / Age Verification

Must receive Roster before first game. If you also supply uniform numbers, all information will be provided in the score book for each game so that coaches will only need to mark the starters.

Season Duration

Regular playing season will consist of a 10 game Regular season schedule
a post season one and out tournament will be held.

NO GAMES WILL BE PLAYED THE WEEK OF DECEMBER 21 – 25 AND ON DECEMBER 31.

Admission

Admission for each game will be charged
\$4.00 for adults over the age of 18 years of age
\$1.00 for students, 18 years of age and under.
* Subject to change without notice

Equipment / Uniform

Follow KHSAA Rules

Restricted Areas

NO one is permitted to coach from the spectator sidelines.

Coaches MUST stay within the confines of their designated coaching area as defined by KHSAA rules.

Awards

Awards for 1st and 2nd place in the tournament will be given for each grade

SOASYA Director / Assistant Director

The Administration has the authority to suspend any manager, coach, or player for additional games if situation warrants.

All ejection's and forfeitures will be reported to the Administration by the referee. All ejection's and forfeitures will be reviewed by the Administration to determine if additional action is necessary. If a player or coach is ejected, they must sit out the next scheduled game. In cases where multiple games are played on the same day, they are removed from all remaining games for that day as well as the next game per KHSAA rules.

Once the first game of the season has been played, no games will be rescheduled without a \$40 fee being paid to the league administration in order to cover referee fees. However, if your game is the first game of the day on that court or the last game of the day on that court and a 24 hour change notice has been received by league administration, the \$40 forfeit fee will not be used.

Discipline –

REFER to KHSAA Policies and Rules

Weather Hotline

Coaches may contact Sports of All Sorts at 372-7754 or check the web site at: www.sportsofallsortsky.com to see if any game has been canceled due to weather conditions. The Administration in the interest of safety reserves the right to cancel games when weather conditions may place parents, coaches and players at risk when in route to or from the facility.

2nd Grade / 3rd Grade

- 1). Uniform and Playing time
 - A). All players must have a numbered shirt, unique in number
 - B). All players must report in to the scorer's table before the start of each quarter.
 - C). Substitutions can be made at anytime a dead ball occurs. Subs must also report to the scorer's table before being permitted to enter the game.
 - D). All players are required to play at least One (1) quarter of each basketball game.

- 2). Game Procedure
 - A). Warm-ups, Each team will have at least five (5) minutes before a game.
 - B). Quarters will be eight (8) minutes running clock.
 - C). The last two (2) minutes of a game, the clock will stop on all whistles except when a team is ahead by 10 points or more.
 - D). Four (4) one minute time-outs per team, per game.
 - E). Half-time will be no longer than five (5) minutes.
 - F). Player and coaches are to leave the floor immediately to allow the cheerleaders their time on the floor if applicable.
 - G). Only coaches and players may sit in the designated team area.
 - H). Three point baskets are NOT awarded in this division.
 - I). Basketball Rims are set to 10 feet.

- 3). Defense
 - A). Man-to-man defense only (half court only – must allow team to cross mid court line)
 - B). Defense may pick up Offense once they cross the mid court line. (Must allow at least 1 step into front court before being guarded)
 - C). Defenders must be within closely guarded length per KHSAA rules by the time the offensive player reaches the 3 point arc or the top of the key. When players separate due to picks, they can be picked up by another defensive player.
 - D). Double-teaming in the foul lane is permitted. NO double-teaming outside the foul lane.
 - E). Illegal defense calls will get two warnings, then a technical against the bench. Three technical's against the bench and the coach is ejected from that game only.
 - F). Full court press is allowed by a team when they are trailing by FOURTEEN (14) or more points any time during THE SECOND HALF OF THE GAME. During the last two (2) minutes of the game both teams are permitted to Press unless one team is ahead by FOURTEEN (14) or more points then ONLY THE TEAM DOWN by FOURTEEN (14) may Press.

- 4). Overtime
 - A). One (1) two (2) minute overtime will be played, if needed.
 - B). Only one (1) minute time-out per team during this period. Overtime will begin with a jump ball.

- 5). Violations
 - *Closely Guarded - NONE
 - *Backcourt violation - NONE
 - However, in the referee's judgment if excessive time is used One Warning will be issued to the Coach For delay of game. Subsequent delay will result in a turnover to the other team for possession.
 - *Lane violation - YES (5 second)
 - *Throw-in violation - YES (5 second)
 - *Over and Back violation - YES (mid court)

- 6). Free throws will be attempted from 10 feet (or as marked).

- 7). Woman's/NCAA, 28.5" circumference, size ball will be used for this division.

- 8). Home team provides an official book-keeper; visiting team provides score clock operator every game. If these responsibilities have not been met, there will not be a game. No questions. Please have your workers ready before game time.

- 9). Coaches PLEASE submit your lineup to the scorer's table before each game.

- 10). Good sportsmanship is necessary at all times.
(KENTUCKY HIGH SCHOOL ATHLETIC ASSOCIATION RULES APPLY)
After each game - All players and coaches will meet at half court and shake hands and say "Good Game", "Congratulations", etc. All players and coaches will refrain from derogatory remarks. Coaches - if a negative situation Arises, you are expected to handle it at once.

- 11). Discipline –REFER to KHSAA Policies and Rules

- 12). This Division will have a Tournament at the end of regulation play. The regular season standings will dictate team seeding for The tournament. Awards will be given for 1st, 2nd place ONLY for the tournament and not for regular season standings.

- 13). Kentucky High School Athletic Association rules will govern with the above exceptions only!

4th Grade / 5th Grade

- 1). Uniform and Playing time
 - A). All players must have a numbered shirt, unique in number
 - B). All players must report in to the scorer's table before the start of each quarter.
 - C). Substitutions can be made at anytime a dead ball occurs. Subs must also report to the scorer's table before being permitted to enter the game.
 - D). All players are required to play at least One (1) quarter of each basketball game.
- 2). Game Procedure
 - A). Warm-ups, Each team will have at least five (5) minutes before a game.
 - B). Quarters will be eight (8) minutes running clock.
 - C). the last two (2) minutes of a game, the clock will stop on all whistles except when a team is ahead by FOURTEEN (14) or more.
 - D). Four (4) one minute time-outs per team, per game.
 - E). Half-time will be no longer than five (5) minutes.
 - F). Player and coaches are to leave the floor immediately to allow the cheerleaders their time on the floor if applicable.
 - G). Only coaches and players may sit in the designated team area.
 - H). Three point baskets are awarded in this division.
 - I). Basketball Rims are set to 10 feet. (BOYS & GIRLS)
- 3). Defense
 - A). 1st half – Man to man or zone defense can be played, However, Defense can only pick up Offense once they cross the mid court line. (Must allow at least 1 step into front court before being guarded)
 - B). 2nd half – Any type of defense allowed, no restrictions
 - C). Illegal defense calls will get two warnings, then a technical against the bench. Three technical's against the bench and the coach is ejected from that game only.
 - D). Full court press is allowed anytime during the 2nd half of the game EXCEPT when a team is down by FOURTEEN (14) or more points, then only the TEAM DOWN by FOURTEEN (14) may press.
- 4). ALL COUNTS will follow Kentucky High School Athletic Association rules.
- 5). Woman's/NCAA, 28.5" circumference, size ball will be used for this division.
- 6). Overtime
 - A). One (1) two (2) minute overtime will be played, if needed.
 - B). Only one (1) minute time-out per team during this period. Overtime will begin with a jump ball.
- 7). ALL COUNTS WILL FOLLOW KHSAA rules.
- 8). Free throws will be from: Regulation Free Throw Line - (BOYS)
13 feet (GIRLS)
- 9). Home team provides an official book-keeper; visiting team provides score clock operator every game. If these responsibilities Have not been met, there will not be a game. No questions. Please have your workers ready before game time.
- 10). Coaches PLEASE submit your lineup to the scorer's table before each game.
- 11). Good sportsmanship is necessary at all times.
(KENTUCKY HIGH SCHOOL ATHLETIC ASSOCIATION RULES APPLY)
After each game - All players and coaches will meet at half court and shake hands and say "Good Game", "Congratulations", etc. All players and coaches will refrain from derogatory remarks. Coaches - if a negative situation Arises, you are expected to handle it at once.
- 12). Discipline – REFER to KHSAA Policies and Rules
- 13). This Division will have a Tournament at the end of regulation play. The regular season standings will dictate team seeding for The tournament. Awards will be given for 1st, 2nd place ONLY for the tournament and not for regular season Standings.

6th, - 8th Grade

- 1). Uniform and playing time
 - A). All players must have a numbered shirt, unique in number
 - B). All players must report in to the scorer's table before the start of each quarter.
 - C). Substitutions may be made at anytime a dead ball occurs. Subs must also report to the scorer's table before being permitted to enter the game
 - D). All players are required to play at least One (1) quarter of each basketball game.

- 2). Game Procedure
 - A). Warm-ups, Each team will have at least five (5) minutes before a game.
 - B). Quarters will be six (6) minutes, stopped clock.
 - C). Timeouts follow KHSAA rules (3 Full, 2 (30))
 - D). Half-time will be no longer than five (5) minutes.
 - E). Only coaches and players may sit in the designated team area.
 - I). Basketball Rims are set to 10 feet. (BOYS & GIRLS)

- 3). Overtime
Follows KHSAA Rules

- 4). ALL COUNTS WILL FOLLOW KHSAA rules.

- 5). Men's / NCAA, 29.5 circumference, size ball will be used for the (BOYS) division
Woman's/NCAA, 28.5" circumference, size ball will be used for the (GIRLS) division.

- 6). Home team provides an official book-keeper; visiting team provides score clock operator every game. If these responsibilities Have not been met, there will not be a game. No questions. Please have your workers ready before game time.

- 7). Coaches MUST submit your lineup to the scorer's table before each game.

- 8). Good sportsmanship is necessary at all times.
(KENTUCKY HIGH SCHOOL ATHLETIC ASSOCIATION RULES APPLY)
After each game - All players and coaches will meet at half court and shake hands and say "Good Game", "Congratulations", etc. All players and coaches will refrain from derogatory remarks. Coaches - if a negative situation Arises, you are expected to handle it at once.

- 9). Discipline –
REFER to KHSAA Policies and Rules

- 10). This Division will have a Tournament at the end of regulation play. The regular season standings will dictate team seeding for The tournament. Awards will be given for 1st, 2nd place ONLY for the tournament and not for regular season Standings.

- 11). Kentucky High School Athletic Association rules will govern with the above exceptions only!

THE MOST MISUNDERSTOOD BASKETBALL RULES

It is important to know the intent and purpose of a rule so that it may be intelligently applied in each play situation. A player of a team should not be permitted an advantage which is not intended by a rule. Neither should play be permitted to develop which may lead to placing a player at a disadvantage not intended by a rule.

* A player cannot touch the ball, ring, or net while the ball is on the ring or within the basket. A player cannot touch the ball if it is in the imaginary cylinder above the ring. These are examples of basket interference. It is legal to touch the ring or the net if the ball is above the ring and not touching the ring, even if the ball is in the imaginary cylinder above the ring. It is legal to hang on the ring if a player is avoiding an injury to himself or herself or another player.

* The backboard has nothing to do with goaltending. Goaltending is contacting the ball on its downward flight, above the level of the rim, with a chance to go in. On most layups, the ball is going up after it contacts the backboard. It is legal to pin the ball against the backboard if it still on the way up and not in the imaginary cylinder above the basket. Slapping the backboard is neither basket interference nor is it goaltending and points cannot be awarded. A player who strikes a backboard, during a tap, or a try, so forcefully that it cannot be ignored because it is an attempt to draw attention to the player, or a means of venting frustration, may be assessed a technical foul. When a player simply attempts to block a shot and accidentally slaps the backboard it is neither a violation nor is it a technical foul.

* The front, top, sides, and bottom of the backboard are all in play. The ball cannot pass over a rectangular backboard from either direction. The back of a backboard is out of bounds as well as the supporting structures.

* The traveling rule is one of the most misunderstood rules in basketball. To start a dribble, the ball must be released before the pivot foot is lifted. On a pass or a shot, the pivot foot may be lifted, but may not return to the floor before the ball is released. A player may slide on the floor while trying to secure a loose ball until that player's momentum stops. At that point that player cannot attempt to get up or rollover. A player securing a ball while on the floor cannot attempt to stand up unless that player starts a dribble. A player in this situation may also pass, shoot, or request a timeout. If the player is flat on his or her back, that player may sit up without violating.

* During a fumble the player is not in control of the ball, and therefore, cannot be called for a traveling violation. A fumble is the accidental loss of player control when the ball is unintentionally dropped or slips from a player's grasp. After a player has ended a dribble and fumbled the ball, that player may recover the ball without violating. Any steps taken during the recovery of a fumble are not traveling, regardless of how far the ball goes and the amount of advantage that is gained. It is always legal to recover a fumble, even at the end of a dribble, however that player cannot begin a new dribble, which would be an illegal dribble violation. A player who fumbles the ball when receiving a pass may legally start a dribble.

* The shooter can retrieve his or her own airball, if the referee considers it to be a shot attempt. The release ends team control. It is not a violation for that player to start another dribble at that point. When an airborne player keeps control of an attempted shot that is blocked and is unable to release the ball and returns to the floor with it, that player has not traveled; it is a held ball. If, in this situation, the shooter releases the ball, then this is simply a blocked shot and play continues. When an airborne player tries for goal, sees that the try will be blocked, purposely drops the ball, and picks up the ball after it hits the floor, that player has traveled by starting a dribble with the pivot foot off the floor, whether, or not, the defensive player touches the ball in the block attempt.

* Palming or carrying is when a player gains an advantage when the ball comes to rest in the player's hand, and the player either travels with the ball, or dribbles a second time. There is no restriction as to how high a player may bounce the ball, provided the ball does not come to rest in a player's hand. Steps taken during a dribble are not traveling, including several that are sometimes taken when a high dribble takes place. It is not possible for a player to travel during a dribble.

* A player inbounding the ball may step on, but not over the line. During a designated spot throw-in, the player inbounding the ball must keep one foot on or over the three-foot wide designated spot. An inbounding player is allowed to jump or move one or both feet. A player inbounding the ball may move backward as far as the five-second time limit or space allows. If player moves outside the three-foot wide designated spot it is a violation, not travelling. In gymnasiums with limited space outside the sidelines and endlines, a defensive player may be asked to step back no more than three feet. A player inbounding the ball may bounce the ball on the out-of-bounds area prior to making a throw-in. After a goal, or awarded goal, the team not credited with the score shall make the throw-in from any point outside the end line. A team retains this "run the endline" privilege if a timeout is called during the dead ball period after the goal. Any player of the team may make a direct throw-in or may pass the ball along the end line to a teammate outside the boundary line.

* The defender may not break the imaginary plane during a throw-in until the ball has been released on a throw-in pass. If the defender breaks the imaginary plane during a throw-in before the ball has been released on a throw-in pass, the defender's team will receive a team warning, or if the team has already been warned for one of the four delay situations, this action would result in a team technical foul. If the defender contacts the ball after breaking the imaginary plane, it is a player technical foul and a team warning will be recorded. If the defender fouls the inbounding player after breaking the imaginary plane, it is an intentional personal foul, and a team warning will be recorded.

* The inbounding player does not have a plane restriction, but has five seconds to release the ball and it must come directly onto the court. The ball can always be passed into the backcourt during a throw-in. This situation is not a backcourt violation.

* If a player's momentum carries him or her off the court, he or she can be the first player to touch the ball after returning inbounds. That player must not have left the court voluntarily and must immediately return inbounds. That player must have something in and nothing out. It is not necessary to have both feet back inbounds. It is a violation for a player to intentionally leave the court for an unauthorized reason.

* A moving screen is not in and of itself a foul, contact must occur for a foul to be called. If a blind screen is set on a stationary defender, the defender must be given one normal step to change direction and attempt to avoid contact. If a screen is set on a moving defender, the defender gets a minimum of one step and a maximum of two steps, depending on the speed and distance of the defender.

* It is legal use of hands to accidentally hit the hand of the opponent when it is in contact with the ball. This includes holding, dribbling, passing, or even during a shot attempt. Striking a ball handler or a shooter on that player's hand that is incidental to an attempt to play the ball is not a foul, no matter how loud it sounds or how much it hurts.

* Reaching in is not a foul. There must be contact to have a foul. The mere act of reaching in, by itself, is nothing. If contact does occur, it's either a holding foul or an illegal use of hands foul. When a player, in order to stop the clock, does not make a legitimate play for the ball, holds, pushes or grabs away from the ball, or uses undue roughness, the foul is an intentional foul.

* Over the back is not a foul. The term is nowhere to be found in any rulebook. There must be contact to have a foul. A taller player may often be able to get a rebound over a shorter player, even if the shorter player has good rebounding position. If the shorter player is displaced, then a pushing foul must be called. A rebounding player, with an inside position, while boxing out, is not allowed to push back or displace an opponent, which is a pushing foul.

* A defensive player does not have to remain stationary to take a charge. A defender may turn away or duck to absorb contact, provided he or she has already established legal guarding position, which is both feet on the playing court and facing the opponent. The defender can always move backwards or sideways to maintain a legal guarding position and may even have one or both feet off the playing court when contact occurs. That player may legally rise vertically. If the defender is moving forward, then the contact is caused by the defender, which is a blocking foul.

* The mere fact that contact occurs does not constitute a foul. Incidental contact is contact with an opponent which is permitted and does not constitute a foul. Contact, which occurs unintentionally in an effort by an opponent to reach a loose ball, or contact which may result when opponents are in equally favorable positions to perform normal defensive or offensive moves, should not be considered illegal, even though the contact may be severe. Contact which does not hinder an opponent from participating in normal defensive or offensive movements should be considered incidental.

* A ten-second count continues when the defense deflects or bats the ball in the backcourt. When a dribbler is advancing the ball into the frontcourt, the ball maintains backcourt status until both feet and the ball touch entirely in the frontcourt.

* During a throw-in, even under a team's own basket, if the throw-in is deflected, tipped, or batted by an offensive player in the frontcourt to an offensive player in the backcourt; or after a missed field goal attempt or a missed foul shot attempt, if the ball is deflected, tipped, or batted by an offensive player in the frontcourt to an offensive player in the backcourt; these are not a backcourt violations. In both cases team control, a player holding or dribbling the ball, has not yet been established.

* During a throw-in, or jump ball, any player; or a defensive player, in making a steal; may legally jump from his or her frontcourt, secure control of the ball with both feet off the floor, and return to the floor with one or both feet in the backcourt. The player may make a normal landing and it makes no difference whether the first foot down is in the frontcourt or the backcourt. These three situations are not backcourt violations.

* The closely guarded rule is in effect in frontcourt only, when a defender is within six feet of the ball handler. Up to three separate five-second counts may occur on the same ball handler, holding, dribbling, and holding. The count continues even if defenders switch. The five-second count ends when a dribbler gets his or her head and shoulders ahead of the defender.

* The intent of the three-second rule is to not allow an offensive player to gain an advantage. There is no three-second count between the release of a shot and the control of a rebound, at which time a new count starts. There is no three-second count during a throw-in. There is no three-second count while the ball is in the backcourt. There is a three-second count during an interrupted dribble. Allowance shall be made for a player who, having been in the restricted area for less than three seconds, dribbles in or moves immediately to try for goal.

* The head coach may request and be granted a timeout if his or her player is holding or dribbling the ball, or during a dead ball period. A player saving the ball in the air can ask for and be granted a timeout even if that player is going out of bounds. The key is whether or not the player has control of the ball.

* On free throws, there is a maximum of two offensive players and four defensive players in the six marked lane spaces. The defense must be in the first marked lane spaces, above the neutral zone marks, on all free throws. The offense must not occupy the first marked lane spaces, above the neutral zone marks. The shooter and all the players in the designated lane spaces must wait until the ball hits rim or backboard before entering the lane.

* During a free throw, no opponent, including bench personnel, may disconcert the free thrower. For free throws when there are no rebounders in the marked lane spaces, i.e. technical fouls, the nine non-shooters shall remain behind the free throw line extended and behind the three point arc.

* During technical foul and intentional foul free throws, it is NOT a requirement that the front court be "cleared". The only requirements are that the marked lane spaces need to be cleared, and everyone except the free throw shooter must be behind the free throw line extended, and behind the three point arc.

* Kicking the ball is intentionally striking it with any part of the leg or foot. An unintentionally kicked ball is never illegal, regardless of how far the ball goes and who recovers it. It is also illegal to hit the ball with a fist.

* Players may not participate while wearing jewelry. Religious medals or medical alert medals are not considered jewelry. A religious medal must be taped and worn under the uniform. A medical alert medal must be taped and may be visible. Headbands and wristbands must be white, black, beige, or a single solid color similar to the torso of the jersey. When wearing headbands and/or wristbands, all players must wear the same color and wear the items as intended. Only a single item may be worn on the head and/or on each wrist. Sweatbands must be worn below the elbow and be a maximum of four inches. A single headband, if worn, must be no wider than two inches. Rubber or cloth elastic bands may be used to control hair. Undershirts must be similar in color to the jersey and shall not have frayed or ragged edges. State associations may, on an individual basis, allow a player to participate while wearing a head covering, if it is worn for medical or religious reasons, provided that the covering is not abrasive, hard, or dangerous, and is attached in such a way that it is highly unlikely to come off during play. Written documentation should be available.

* Officials are not required to explain judgment calls, but they may explain some calls if approached by the head coach in a respectful manner. Officials have been instructed to call technical fouls for profanity, unsporting acts and excessive complaints or verbal abuse.

* Officials do not make calls that decide the outcome of a game. Players commit fouls and violations; officials view those infractions, judge the action, and then apply the rules of the game to what they had viewed. The rules then determine the penalty. Officials are on the court to be the only unbiased arbiters of the game. Officials are not concerned with who wins or loses, but only fairness and safety. Everyone else in that gym cares about winning, and therefore cannot look at the game objectively.