



RECREATIONAL BASKETBALL COACHES PACKET



What is Recreational Basketball?

It's the Player's Game

Now what does "recreational basketball" mean?

So you have heard the term before, but do you really know what "recreational basketball" is? There are no legal definitions, no special basketball rules, policies or regulations. One of the most often used terms is one of the least defined. We have created a new meaning for the word recreation and the word recreational.

A partial definition could mean:

"**recreational league**" means an intraclub league in which—

a. the use of tryouts to roster players to any team on the basis of talent or ability is prohibited; We form teams based on 4 items, coach request, player request, geographical location and blind draft

b. The organization administering the league accepts as participants in the league any eligible youths (subject to reasonable terms on registration) regardless of age, gender, or ability.

c. a system or rostering players is used to establish a fair or balanced distribution of playing talent among all teams participating; such as allowing parents at the registration process to indicate the level their players is at with his or hers skills. Again however, we accept coach request, player request, geographical location and blind draft procedures to be the main driver in team formation. Our recreational league is about allowing parents and coaches to form bonds as well as players. We view this as creating a fun, fitness and fellowship environment. Its not about winning.

d. league rules require that each player must play at least one-half of each game except for reasons of injury, illness, or discipline. "**recreational team**" means a team that participates in a recreational league. However the section head note states that "... the ... definitions are suggested for use by associations to facilitate communication and understanding among them..." Each association has its own definition and implementation but there are common perceptions of what people mean when they refer to recreational basketball.

Let us look at those perceptions.

Some common perceptions of recreational basketball are:

- Made up of players assigned to team in a random manner such as coach request, player request, geographical location and blind draft with consideration of player/team ability. The teams must not hold tryouts such as AAU or school based teams.
- "Less competitive" than "travel" teams
- "Lower intensity" for training and practices.
- "fewer games" or game format different then competitive leagues
- "a combination of Less skilled and more skilled" players. Recreational is open to ALL players who just want to play basketball.
- "Less experienced" coaches.
- And there are a lot more perceptions.

Recreational basketball is defined in the common mind by what it is not and not what it is. A similar situation exists in the definition of amateur versus professional athletes.

Recreational Basketball: Is that program that is primarily devoted to the enjoyment and development of players without the emphasis on travel or high level competition. The purpose of recreational basketball is to provide an opportunity for the participants to have fun, learn the sport and develop life skills including a life long love of the game.

Recreational Player – a player who is assigned to a team without regard to his/her abilities and skills.

Recreational Team – teams formed by the association's system.

Recreational League – league composed of teams formed in a random manner such as coach request, player request, geographical location and blind draft as well as skill level indicated during the registration process.



SPORTS of All SORTS



Youth Association

“TEAM PARTY”

Everyone's a winner with a team party at SPORTS OF ALL SORTS.

\$40.00 per team

Includes:

2 large pizzas

3 pitchers of Soft Drinks

\$2.50 in arcade credits per person (limit 10)

Add 1 game of BOWLING for your team for only \$20 more!

**Additional Pizza can be purchased for \$12 each*

Policy for Complaints on (COACHES)

- A. Complaints from coaches about a coach/parent** (this lets us know if we have a problematic situation with a particular coach that we need to address)
EXAMPLE: We have had several scenarios in which complaints have been received on what others feel are abusive or unsporting coaches and felt that the issue needed to be addressed with the coach. These issues could be related to his conduct in addressing his players, officials, parents or the other team's coaches, players or parents. This also pertains to showing overall good sportsmanship towards the game itself. All complaints received on a coach will be kept on file for proper tracking.

- B. Complaints from officials about a coach/parent**
Follows the procedures listed below. However, it is expected that if an official has game related mis-conduct from a coach that the rules pertaining to the issuing of a technical foul be given. If a coach receives a technical foul either directly or indirectly then all coaches must remain seated on the bench for the remainder of the game. If any other technicals are issued against the bench then the head coach will receive either a direct or indirect technical foul. If a coach receives 3 indirect or 2 direct or 2 indirect and 1 direct, then the coach is removed from the current game and receives an additional 1 game suspension. This follows the standard rules for all basketball leagues. If a coach is ejected from a game, they must leave the immediate area of the game (out of sight and sound of the court).

ANY COACH, PARENT OR PLAYER THAT CONFRONTS AN OFFICIAL, THREATENS AN OFFICIAL OR ANOTHER COACH/PARENT BEFORE, DURING OR AFTER THE GAME WILL BE REMOVED FROM THE FACILITY, AND SUSPENDED. THE NUMBER OF GAMES WILL BE DETERMINED BY THE DIRECTOR AND IF NECESSARY, COULD BE SUSPENDED FROM LEAGUE PLAY FOR THE REST OF THE SEASON.

When complaints are received, the following procedures are used to address the situation. (ALL COMPLAINTS ON COACHES MUST BE SUBMITTED THROUGH THE HEAD COACH OF THE TEAM ISSUING THE COMPLAINT. ALL COMPLAINTS FROM PARENTS WILL BE KEPT ON FILE) this administration WILL NOT communicate with a teams parents individually on these issues, any response from this administration will go to the Head Coach ONLY!

1. If a coach receives a written complaint from another coach then the director will discuss the matter with the coach either verbally or in written form. The complaint will remain on file for the remainder of the current season.
2. If a coach receives a second complaint occurring on a different day/game, then the director will send a written correspondence with details from the written correspondence from the coach issuing the complaint and then allowing them to provide a rebuttal to the statements. I will then share those with the initial coach. A warning will be issued to the coach in question that their conduct must reflect the proper sportsmanship that follows the codes of conduct of this organization as well as AAU or the KHSAA.
3. If a coach receives a third complaint occurring on a different day/game bringing the total complaints during the season to 3, the coach will be suspended for 1 game by this administration for failure to follow the standards of the organization.
4. Further complaints may result in the coach/team being removed from the current league as well as possible future leagues.

Policy for Complaints on (OFFICIALS) (FILL OUT THE ONLINE EVALUATION FORM)

JUDGEMENT CALLS WILL NOT BE ADDRESSED BY THIS ADMINISTRATION

A. Complaints about an official (this lets us know if we have an official that needs more training, or simply should not be used). EXAMPLE: We had an official that started experiencing frequent complaints. After noticing the trend, the assignor talked to this official and discovered that he was having some personal problems that caused him to be a bit uptight. We requested that he take some time off from officiating until his personal life was back in order to avoid the additional stress.

B. Complaints FROM a coach/parent (this lets us know if that complaints are simply from someone whose team may not be doing well, or is simply more proan to complaining.) We have had these scenarios in the past; however, we take into consideration when complaints are filed by this type of coach that we do not hold it against the coach, league or the officials.

When complaints are received, the following procedures are used to address the situation. (ALL COMPLAINTS ON OFFICIALS MUST BE SUBMITTED THROUGH THE HEAD COACH OF THE TEAM ISSUING THE COMPLAINT. ALL COMPLAINTS FROM PARENTS WILL BE KEPT ON FILE) this administration WILL NOT communicate with a teams parents individually on these issues, any response from this administration will go through the Head Coach ONLY!

5. If an official receives a written complaint then the director will discuss the matter with the assignor either verbally or in written form. The complaint will remain on file for the remainder of the current season. The assignor, under his/her discretion, may investigate to determine if any issues are involved or if training is needed.
6. If an official receives a second complaint occurring on a different day/game, then the director will send a written correspondence with details from the written correspondence from the coach issuing the complaint to the assignor. From that point the assignor will handle any correspondence and action needed to resolve any issues if found with the official directly. There will not be any additional information supplied back to the coach unless it pertains to a rules question/issue. The officials, although are individual contractors, are considered a part of this administrations extended staff and therefore, any action taken will be handled on a professional level within the organization.

SPORTS OF ALL SORTS YOUTH ASSOCIATION

COACH CODE OF CONDUCT

COACHES HAVE A RESPONSIBILITY TO:

- Have knowledge/understand the Laws/Rules of the game and the Spirit of how the Laws/Rules are enforced.
- Develop team respect for the ability of opponents, and for the judgment of referees and opposing coaches.
- Concentrate on coaching rather than on the accuracy of referee's decisions.
- Be a role model of fair play. Set a good example and be generous with your praise when it is deserved.
- Use of alcohol, tobacco products or illegal drugs is strictly prohibited when in the presence of his/her players or any SOASYA sponsored event.
- Be positive; avoid confrontation with any official, coach or parent.
- Refrain from the use of profane, insulting, harassing or otherwise offensive language in the conduct of his/her duties.
- Support and Practice "Everyone plays" and "Positive Coaching" philosophies
- Be reasonable in your demands on the young players' time, energy, enthusiasm and their performance on the field/court.
- Impress on your players that they must abide by the rules/laws of the game at all times.
- Attend coaching classes to learn the most effective ways to conduct practices and to keep informed about sound principles of coaching, growth and development principles relating to your players.
- Give good guidelines to parents.
- Enlist the support of your team's parents in your efforts to instill the proper attitudes and values in the players.
- Ensure that your players' experience is one of fun and enjoyment (winning is only part of it). Players should never be yelled at or ridiculed for making mistakes or losing a game.

COACHES MUST:

- Allow only those players assigned to your team and appear on your team roster to play within the league. If a team is found in violation of this rule prior to the game, the illegal player(s) will not be permitted to play. If a team is found in violation during or after the game, the offending team will forfeit that game(s) in which the illegal player(s) played. Also, the coach will be suspended for one game for violating this rule.
- Discuss with each player the “Player Code of Conduct” **Attached**
- Discuss with each Parent the “Parent Code of Conduct” **Attached**
- Ensure the safety of the players with whom they work.
- Respect athletes dignity; verbal or physical behavior’s that constitute harassment or abuse are unacceptable.
- Never advocate or condone the use of drugs or other banned performance enhancing substances.
- Never provide under age players with alcohol; never encourage its use.
- Coordinate the team pictures as related to your team (when applicable).
ALL coaches must use the same Photographer assigned by Sports Of All Sorts Youth Association
- Keep track of and maintain all equipment and facilities issued to you for your use (when applicable). Insist that players keep facilities clean and litter in garbage cans.
- Collect all equipment issued and return to league officials immediately at season’s end along with an inventory sheet (when applicable).
- Work with officials. Report problems to the SOASYA Administration or head official as quickly as possible.
- You are responsible for controlling the conduct of players, parents, and other spectators.
- Officials have the authority to remove coaches, players or spectators from the game and/or premises due to unsportsmen-like conduct. It is their discretion to define unsportsmen-like conduct.
- You or a team representative are to attend the awards ceremony at the end of the season (when applicable).

Coaches Penalty:

- If a coach is ejected from a game for any reason an additional one game suspension will be automatically enforced. If a coach is found to be in violation of the code of conduct outside the confines of the playing field/game the standard one game suspension will be enforced. Also, the SOASYA Administration may in his/her judgement issue up to an additional 2 game suspension for that violation. The SOASYA Administration in cooperation with the Official(s) has the authority to take control of a game in the event of problems. This may include ejection of a coach, player, or spectator as well as possible termination of the game. The result of such conditions may result in forfeiture of the game by either one or both teams. Repeatedly and/or intentionally violating this code of conduct will result in the coach being removed from his/her position for the remainder of the season.. In cases of illegal conduct the local authorities will be notified and the coach will be removed immediately from his/her position.

SPORTS OF ALL SORTS YOUTH ASSOCIATION

COACH CODE OF CONDUCT

I have read and understand the “Coach Code of Conduct” and agree to conduct myself in a manner that demonstrates the standards established in the “Coach Code of Conduct” and as a representative of the Sports Of All Sorts Youth Association. I also certify that I have never been convicted of a crime of violence or a crime against a child. My signature below gives the SOASYA permission to verify all information listed and complete a background check.

*** Any convictions will be grounds for non-acceptance.

PLEASE PRINT CLEARLY

Name _____ Home Phone _____

Street Address _____ Work Phone _____

City _____ State _____ Cell Phone _____

Zip Code _____ SSN _____ Date of Birth _____

Email Address _____ Fax # _____

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Street Address _____ City _____

State _____ Zip Code _____ Yrs. At this Address _____

Baseball Softball Cheerleading Bowling

Soccer Basketball Volleyball Flag Football

Head Coach **Division Coaching (i.e. U-10 Soccer)** _____

Assistant Coach * **Must list Head Coaches Name** _____

Signature _____ Date _____

*Return to Administration

SOASYA Administration _____ Date Checked _____
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- Concentrate on coaching rather than on the accuracy of referee's decisions.
- Be a role model of fair play. Set a good example and be generous with your praise when it is deserved.
- Use of alcohol, tobacco products or illegal drugs is strictly prohibited when in the presence of his/her players or any SOASYA sponsored event.
- Be positive; avoid confrontation with any official, coach or parent.
- Refrain from the use of profane, insulting, harassing or otherwise offensive language in the conduct of his/her duties.
- Support and Practice "Everyone plays" and "Positive Coaching" philosophies
- Be reasonable in your demands on the young players' time, energy, enthusiasm and their performance on the field/court.
- Impress on your players that they must abide by the rules/laws of the game at all times.
- Attend coaching classes to learn the most effective ways to conduct practices and to keep informed about sound principles of coaching, growth and development principles relating to your players.
- Give good guidelines to parents.
- Enlist the support of your team's parents in your efforts to instill the proper attitudes and values in the players.
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Assistant Coach * **Must list Head Coaches Name** _____

Signature _____ Date _____

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- Collect all equipment issued and return to league officials immediately at season’s end along with an inventory sheet (when applicable).
- Work with officials. Report problems to the SOASYA Administration or head official as quickly as possible.
- You are responsible for controlling the conduct of players, parents, and other spectators.
- Officials have the authority to remove coaches, players or spectators from the game and/or premises due to unsportsmen-like conduct. It is their discretion to define unsportsmen-like conduct.
- You or a team representative are to attend the awards ceremony at the end of the season (when applicable).

Coaches Penalty:

- If a coach is ejected from a game for any reason an additional one game suspension will be automatically enforced. If a coach is found to be in violation of the code of conduct outside the confines of the playing field/game the standard one game suspension will be enforced. Also, the SOASYA Administration may in his/her judgement issue up to an additional 2 game suspension for that violation. The SOASYA Administration in cooperation with the Official(s) has the authority to take control of a game in the event of problems. This may include ejection of a coach, player, or spectator as well as possible termination of the game. The result of such conditions may result in forfeiture of the game by either one or both teams. Repeatedly and/or intentionally violating this code of conduct will result in the coach being removed from his/her position for the remainder of the season.. In cases of illegal conduct the local authorities will be notified and the coach will be removed immediately from his/her position.

SPORTS OF ALL SORTS YOUTH ASSOCIATION

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Assistant Coach * **Must list Head Coaches Name** _____

Signature _____ Date _____

*Return to Administration

SOASYA Administration _____ Date Checked _____
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SPORTS OF ALL SORTS YOUTH ASSOCIATION

PLAYER CODE OF CONDUCT

- Have knowledge/understand the Rules/Laws of the game. Help fellow players do the same.
- Show respect to officials, players, coaches, parents and spectators before, during and after any game or practice.
- Play for the fun of it, not just to please your parents or coach.
- Be positive; avoid confrontation with any official, coach or parent before, during or after any game or practice.
- Refrain from criticism of other players, coaches or officials before, during or after any game or practice.
- Control your temper and most of all, resist the temptation to retaliate when you feel you have been wronged.
- Use of alcohol, tobacco products, or illegal drugs is strictly prohibited when involved Sports of All Sorts Youth Association functions.
- Stay calm when confronted with emotional reactions from officials, players, coaches and parents.
- Support good sportsmanship.
- Show courage and confidence; avoid arrogance.
- There will be no name calling, taunting, foul language, or arguing

PLAYERS PENALTY:

- If a player is ejected from a game for any reason, that player will return to his/her bench and become the coach's responsibility. If further misconduct occurs, that player will be removed from the area of the playing field and turned over to a parent or guardian if one is present. If none are present then that player(s) will be turned over to the administration until either that game is over or the parent or guardian is contacted and arrangements made for pickup. Also, an automatic one game suspension will be enforced. In cases of fighting the offender(s) will be suspended for the rest of the season and NO REFUNDS / CREDITS will be given.

- If a player is ejected while being a spectator, they must leave the immediate area of the playing field immediately

(i.e. indoor – they must leave the building, outdoor – they must go to the parking lot). If a parent or guardian is present, that player/spectator will be released to them and will assume full responsibility. If none are present then that player(s) will be turned over to the administration until either that game is over or the parent or guardian is contacted and arrangements made for pickup. Also, an automatic one game suspension will be enforced. In cases of fighting the offender(s) will be suspended for the rest of the season and NO REFUNDS / CREDITS will be given.

This Code of Conduct remains in force at all times. Repeatedly and intentionally violating this code of conduct will result in suspension from league play for the remainder of the current season and NO REFUNDS / CREDITS will be given. Also, further action could result in a one-year to permanent suspension. In cases of illegal conduct the local authorities will be notified.

SPORTS OF ALL SORTS YOUTH ASSOCIATION

PARENT/SPECTATOR CODE OF CONDUCT

CODE

As a parent/spectator, you play a special role in contributing to the needs and development of youngsters. Through your encouragement and good example, you can help assure that all the boys and girls learn good sportsmanship and self-discipline. In Sports of All Sorts Youth Association, young people learn to work together, to sacrifice for the good of the team, to enjoy winning and deal appropriately with defeat - all while becoming physically fit and healthy. *Best of all, they have fun.*

Parents/Spectators are subject to the same laws of conduct and good sportsmanship as the coaches. No vulgar language, heated discussions, use of alcohol, any controlled substance, physical abuse (contact) or any other acts detrimental to the purpose of the organization will be tolerated.

SUPPORT YOUR CHILD

Supporting your child by giving encouragement and showing interest in their team is very important. Help your child work toward skill improvement and good sportsmanship in every game. Teach your child that hard work and an honest effort are often more important than victory - *that way your child will always be a winner despite the outcome of the game!*

ALWAYS BE POSITIVE

Parents serve as role models for their children. Become aware of this and work to be a positive role model. Applaud good plays by your child's team *as well as* good plays by the opposing team. Support all efforts to remove verbal and physical abuse from youth sports activities. Avoid confrontation and criticism of/with any official, coach, parent or player. Use of alcohol or illegal drugs is strictly prohibited when involved in Sports of All Sorts Youth Association functions.

REMEMBER: YOUR CHILD WANTS TO HAVE FUN

Remember that your *child* is the one playing, not you. It's very important to let children establish their own goals - to play the game for themselves. Take care not to impose your own standards and goals on them. Don't put too heavy a burden on your child to win games. Surveys reveal that **72% of children would rather play for a losing team than ride the bench for a winning team.** Children play for the fun of playing.

REINFORCE POSITIVE BEHAVIOR

Positive reinforcement is the best way to help your child achieve their goals and their natural fear of failure. Nobody likes to make mistakes. If your child does make one, remember it's all part of learning, so encourage your child's efforts and point out the good things your child accomplished.

DON'T BE A SIDELINE COACH OR OFFICIAL

Coaches and Officials are usually parents or children. They work hard to do the best job they can do and to help make your child's athletic experience a positive one. They need your support too. That means refraining from coaching or officiating from the sidelines.

PARENT/SPECTATOR PENALTY:

If a Parent/Spectator is ejected from a game for any reason they will be required to immediately leave the area of the playing field and/or facilities. If situations allow, A **WARNING** may be issued for UN-sportsmanlike conduct and any infraction of the stated program rules. If a second **WARNING** becomes necessary for any infraction, there will be an automatic ejection from the current game. The offender has two (2) minutes to leave the confines of the playing field (Outdoor = parking lot, Indoor = building). If the offender refuses to leave or returns prior to fifteen (15) minutes after completion of the game, the local authorities will be called. Additional action may be taken by the League Administration and/or Board of Directors in determining if further disciplinary action should occur. Repeated violations of this code of conduct would be subject up to a one-year suspension or further action as deemed necessary by Sports of All Sorts Management. In cases of illegal conduct the local authorities will be notified.

ADMINISTRATIVE

➤ **Divison Structure**

Under 7 (Instructional)	(5 & 6 years old, not 7 before 09/01)
Under 9 (Instructional)	(7 & 8 years old, not 9 before 09/01)
Under 11 (Instructional/Competitive)	(9 & 10 years old, not 11 before 09/01)
Under 13 (Competitive)	(11 & 12 years old, not 13 before 09/01)
Under 15 (Competitive)	(13 - 14 years old, not 15 before 09/01)
Under 18 (Competitive)	(15 – 17 years old, not 18 before 09/01)

**NOTE: All players move up during the FALL Season

➤ **Exceptions**

A player may move up to the next age division at the request of the parent(s), **BUT** only if they are within one (1) year of that division. SOASYA League Director reserves the right to adjust age groups and/or participants based upon abilities and/or total number of participants.

➤ **Participation and Eligibility within Sports of All Sorts Youth Association (SOASYA)**

Participation of a player or manager in SOASYA Basketball program will not be permitted if they or their family have any outstanding obligations to the organization.

Violation of any Codes of Conduct or rules pertaining to participation and or suspension will result in a player or manager being declared ineligible.

➤ **Player Registrations**

Player registrations contain player waivers and are for the current season which starts when the parent signs the agreement and ends when the player's team finishes its regular playing season and is determined not to participate in any post season tournaments representing the SOASYA.

Each player's parent or guardian must have signed this waiver before a player participates in a regular season game.

➤ **Age Verification**

Must have access to a birth certificate. It is recommended that all players have a physical examination and have a Doctor's permission to participate in SOASYA Activities

➤ **Team Formation (Legal Team)**

** Teams will be formed as registrations are received. If requesting a coach or player all requests will be received on a first come basis with returning players being honored first from the previous session. Once a team has reached the maximum number of players, any additional players requesting a coach or a player that plays for a team that is full will be placed in the draft and assigned to a team. The Administration reserves the right to establish a standard number of players per team based upon number of participants.

**ONLY those players assigned to a team and appear on the teams roster are permitted to play. If a team is found in violation of this rule prior to the game then that player will not be permitted to play during that game. If a team is found in violation during or after the game in question then the offending team will forfeit the game. Also, the coach will be suspended for one game for violation of this rule.

➤ **Season Duration**

- Regular playing season will consist of a minimum of a 7 game schedule and maximum of 10 game schedule.
- A post season tournament will be held. Format will be defined as either a one and out or two and out tournament.
- Each team will be assigned 1 hour of practice each week for a specified duration per league guidelines on web sight. If a team chooses to not practice on sight then they must allocate one official night as their practice night in accordance with league administration. If a team chooses to practice more then once a week, a player will only be required to attend 1.

➤ **Equipment / Uniform**

The standard uniform consists of a numbered shirt (SOASYA provides); shorts, socks, and gym shoes (parents provide).

NO JEWELRY of any kind is permitted as well as any item of clothing that the Referee determines unsafe.

Mouth guards may be used by anyone and are recommended for players wearing braces

Kneepads are allowed for female participants only. An Ace bandage type knee brace is allowed with the exception that no clips, tapes, wrapping be used (one piece).

NO loose fitting clothing. (identified as anything that someone could trip, or get caught on and cause injury, i.e. hooded sweatshirts)

Players who wear prescription glasses must wear elastic bands or sports goggles.

Players with long hair must use elastic hair bands when tying hair up. **NO** metal of any kind is to be worn on the hair bands. This would prevent injury when heading the ball or players bumping heads during play.

UNIFORM – **NO PLAYER MAY ALTER THEIR SHIRT PAST THE SEAM AT THE SHOULDER.** We no longer will allow a player to cut the whole side out of his shirt due to safety reasons. If a player's shirt is found to be unsafe by either this administration or the officials, they will **NOT** be permitted to play in the game and **MUST** purchase a replacement shirt from this office before being permitted to play in any additional games. The cost for a replacement will be \$10. In addition, **NO PLAYER WILL BE PERMITTED TO PLAY IN ANY GAME WITHOUT WEARING A SPORTS OF ALL SORTS YOUTH ASSOCIATION PROVIDED SHIRT** issued at the beginning of the season.

➤ **Restricted Areas**

NO one is permitted to coach from the spectator sidelines.

Coaches **MUST** stay within the confines of their designated coaching area..

➤ **Award Presentations**

Award Ceremonies are intended to recognize the achievements of all players and therefore, it is strongly encouraged that each coach, player and parent make every effort to attend.

Refer to Team Schedules for times and locations.

➤ **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.

Once the first game of the season has been played, no games will be rescheduled.

➤ **Discipline –**

If a player is a problem, doesn't come to practice on a regular basis, mouths or taunts during games, etc, you can withhold one quarter of playing time. You must notify the league director when these conditions arise.

If a player arrives after the start of the game the following playing time rules can be enforced by the coach:

- a.) Arrival during the first quarter, they still play two quarters, coach's choice of quarters.
- b.) Arrival before half time, they need to only play one quarter, coach's choice of quarter(s).
- c.) Arrival after half time, the coach does not have to play them at all.
- d.) Regardless of when they arrive, the coach cannot stop the game to substitute them in, no substitutes until the fourth quarter or as the division rules state.

Coaching Staff - REFER to Code of Conduct

Players - REFER to Code of Conduct

Spectators - REFER to Code of Conduct

Sportsmanship - REFER to Codes of Conduct

➤ **Weather Hotline**

Coaches,

PLEASE CHECK THE WEB SITE AT WWW.SPORTSOFALLSORTSKY.COM AND CLICK ON NEWS/WEATHER FOR INFORMATION REGARDING GAMES. PRACTICE INFORMATION IS UP TO THE COACH TO PROVIDE SO IF YOU CANCEL PRACTICE, PLEASE CONTACT YOUR PLAYERS DIRECTLY.

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UNIFORM – NO PLAYER MAY ALTER THEIR SHIRT PAST THE SEAM AT THE SHOULDER. We no longer will allow a player to cut the whole side out of his shirt due to safety reasons. If a player's shirt is found to be unsafe by either this administration or the officials, they will NOT be permitted to wear it in any game and can purchase a replacement shirt from this office for \$10, however until the shirt comes in, a mesh pullover practice jersey can be obtained at the front desk for any game a player does not have his/her shirt without penalty. NO PLAYER WILL BE PERMITTED TO PLAY IN ANY GAME WITHOUT WEARING A SPORTS OF ALL SORTS YOUTH ASSOCIATION PROVIDED SHIRT or MESH pullover provided by this administration.

1). Uniform and Playing time

A). **All players must be in full SOASYA issued uniform**

B). All players must play 50% of each game

All players must play two (2) full quarters during each game. No one can play three (3) quarters until everyone has played two (2) and no one can play four (4) until everyone has played three (3).

Exception: Substitution is allowed in case of player injury but must be approved by the referee.

In this case the substitution player will not be charged for play toward his/her (2) full quarters however, the injured player should return to the game if possible and overtime see Section 3.

C). **If a team has more than 10 players for a game, The coach can substitute / split playing time during the 4th quarter at the 4 minute mark.** There is no splitting of quarters for any other reason.

D). Player participation – Players not attending practice/games on a consistent basic are subject to the following actions:

1st and 2nd offense – no actions towards the player(s) regarding playing time.

3rd offense – Coach, in his judgement, may reduce the player(s) playing time from 50% to 25%

4th offense – Coach, in his judgement, does not have to provide the player(s) in question any playing time for 1 game.

5th offense – Coach will follow the 3rd and 4th offense guidelines in order.

*** BEFORE ANY PLAYER GETS REDUCED OR NO PLAYING TIME, YOU MUST FIRST, NOTIFY THE DIRECTOR WITH PLAYERS NAME, NUMBER OF TARDINESS OR ABSENTISM FROM PRACTICES AND/OR GAMES.**

IT IS A REQUIREMENT THAT COMMON SENSE IS USED SO THAT WE DO NOT PUNISH A CHILD DUE TO A PARENTS CONFLICT(S).

2). Game Procedure

A). Quarters will be **EIGHT (8) minutes running clock.**

B). The clock **will not stop unless the referee deems it necessary.**

C). Score will not be kept (no winners, no losers).

D). No overtime needed.

E). Four (4) one minute time-outs per team, per game.

F). Half-time will be five (5) minutes.

G). Player and coaches are to leave the floor immediately to allow the cheerleaders (if present) their time on the floor.

H). Only coaches and players may sit in the designated team area.

I). Basketball Rims are set to 8 feet.

3). Defense

A). Man-to-man defense only! (MUST BE WITHIN AN ARMS LENGTH OF MAN BEING GUARDED).

This will be enforced through the use of colored wristbands. If the coaches disagree on who shall guard who, the referee will decide. There will be no switching of wristbands during a quarter. Once they are placed they stay.

B). Defenders must be within an arms length of their player 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 in order to allow time for the correct player match up to re-occur.

C). Double-teaming in the foul lane is permitted.

D). NO Full court press is permitted at any time

4). Violations

*Lane violation - **NONE**

*Closely Guarded - **NONE**

*Over and Back violation - **YES** (mid court)

*Backcourt violation - **NONE**

*Throw-in violation - **NONE**

* However, in the referee's judgement 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.

5). Free throws will be attempted from the edge of the circle below the regular foul line 12 feet (or as marked).

6). "Over and Back" will be enforced at the mid-court line.

7). **JUNIOR SIZE** ball will be used for this division.

8). Home team must supply a timekeeper that works the score board...**No timekeeper - No game - No questions.** Please have your workers ready before game time. There is no official scorebook in this Division.

9). Good sportsmanship is necessary at all times:

Adhere to KHSAA Rules (KENTUCKY HIGH SCHOOL ATHLETIC ASSOCIATION)

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.

10). **Discipline** –

Coaching Staff - REFER to Code of Conduct

Players - REFER to Code of Conduct

Spectators - REFER to Code of Conduct

Sportsmanship - REFER to Codes of Conduct

*Awards will be handed out to each coach for each participant after the last game of the season

THE OBJECT OF THIS DIVISION IS TO TEACH THE BASIC SKILLS OF DRIBBLING, PASSING AND SHOOTING AND MOST IMPORTANTLY, HAVING FUN

U9

BENCH CONDUCT AND PROCEDURES

Only the head coach is permitted to stand and address/talk to the officials. If a coach receives a Technical Foul for any reason, they will be required to sit down the remainder of the game. If a coach receives 2 direct Technical Fouls for unsporting behavior they are ejected from the current game as well as one additional game. If the coach received a combination of direct and indirect Technical Fouls, it can be 1 direct and 2 indirect before being legal ejection. HOWEVER, Officials reserve the right to eject a coach if conduct becomes a flagrant act in accordance of referee judgment.

If any coach is ejected from a game, they must leave the immediate area of the game (out of sight and sound of the floor). Any coach, parent, or player that confronts an official, threatens an official or another coach/parent before, during or after the game will be removed from the facility and suspended. It will be automatic 1 GAME suspension however, this administration reserves the right to add additional games based upon the severity of the conduct.

IN ORDER TO HAVE AN OFFICIAL GAME, A TEAM MUST HAVE 5 PLAYERS TO START THE GAME.

UNIFORM – NO PLAYER MAY ALTER THEIR SHIRT PAST THE SEAM AT THE SHOULDER. We no longer will allow a player to cut the whole side out of his shirt due to safety reasons. If a player's shirt is found to be unsafe by either this administration or the officials, they will NOT be permitted to wear it in any game and can purchase a replacement shirt from this office for \$10, however until the shirt comes in, a mesh pullover practice jersey can be obtained at the front desk for any game a player does not have his/her shirt without penalty. NO PLAYER WILL BE PERMITTED TO PLAY IN ANY GAME WITHOUT WEARING A SPORTS OF ALL SORTS YOUTH ASSOCIATION PROVIDED SHIRT or MESH pullover provided by this administration.

1). **Uniform and Playing time**

A). **All players must be in full SOASYA issued uniform**

B). All players must play 50% of each game

All players must play two (2) full quarters during each game. No one can play three (3) quarters until everyone has played two (2) and no one can play four (4) until everyone has played three (3).

Exception: Substitution is allowed in case of player injury but must be approved by the referee.

In this case the substitution player will not be charged for play toward his/her (2) full quarters however, the injured player should return to the game if possible and overtime see Section 3.

C). All players must report in to the scorer's table before the start of each quarter.

D). **If a team has more than 10 players for a game, The coach can substitute / split playing time during the 4th quarter at the 4 minute mark that affects the 11th player to where each game two players would only get 1.5 quarters playing time.** There is no splitting of quarters for any other reason.

E). The penalty for playing time violations caught during a game, correct the problem, issue a warning first, then a bench technical. For violations caught after a game, game will be declared a forfeit, the coach will get one warning first, a second offense will result in a one game suspension.

F). A four corner or spread offense being used to isolate players and promote a simple game of 1 on 1 or any flagrant attempt by a coach to keep a player on his own team away from the action of the game can, at the referees discretion, be declared unsportsmanlike conduct which is subject to one warning then a bench technical will be issued

E). Player participation – Players not attending practice or games on a consistent basic are subject to the following actions:

1st and 2nd offense – no actions towards the player(s) regarding playing time.

3rd offense – Coach, in his judgement, may reduce the player(s) playing time from 50% to 25%

4th offense – Coach, in his judgement, does not have to provide the player(s) in question any playing time for 1 game.

5th offense – Coach will follow the 3rd and 4th offense guidelines in order.

*** BEFORE ANY PLAYER GETS REDUCED OR NO PLAYING TIME, YOU MUST FIRST, NOTIFY THE DIRECTOR WITH PLAYERS NAME, NUMBER OF TARDINESS OR ABSENTISM FROM PRACTICES AND/OR GAMES.**

IT IS A REQUIREMENT THAT COMMON SENSE IS USED SO THAT WE DO NOT PUNISH A CHILD DUE TO A PARENTS CONFLICT(S).

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 14 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.
- 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 9 feet.
- J). THERE ARE NO PROTEST IN THIS DIVISION EXCEPT REGARDING ILLEGAL PLAYER PARTICIPATION PLAYING TIME OR SUCH INFRACTIONS DEEMED DETRIMENTAL TO THE LEAGUE.
- 3). **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.
- C). Players may be changed as if it were a new game providing they have not fouled out.
- D). If necessary, sudden death will apply with no time-outs. This period will also start with a jump ball.
- E). In overtime full court press is permitted. Press must be man-to-man only. NO double-teaming.
- 4). **Defense**
- A). Man-to-man defense only! (MUST BE WITHIN AN ARMS LENGTH OF MAN BEING GUARDED).
At the beginning of each quarter both coaches and players will line up at mid court to do a quick match up. If the coaches disagree on who shall guard who, the referee will decide.
- B). Defenders must be within an arms length of their player 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 in order to allow time for the correct player match up to re-occur.
**** COACHES, BE CAREFUL TO NOT RUN PLAYS THAT ISOLATE OTHER PLAYERS BY CREATING ONE ON ONE SITUATIONS, SUCH AS A FOUR CORNER SPREAD.**
- C). Double-teaming inside the 3 point arc is permitted. NO double-teaming outside the 3 point arc.
- D). Five personal fouls on a player and he is out of the game. Seven team fouls constitutes the bonus 1 & 1, ten team fouls constitutes a double bonus 2 shots.
- E). Illegal defense calls will get two warnings, then a technical against the bench. Three technicals against the bench and the coach is ejected from that game only.
- D). MAN TO MAN Full court press is allowed by a team when they are trailing by TEN (10) 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 TEN (10) or more points then ONLY THE TEAM DOWN by TEN (10) may press.
ANYTIME A TEAM IS UP BY 20 OR MORE POINTS IN THE 4TH QUARTER, THEY WILL NOT BE PERMITTED TO PICK UP THEIR MAN UNTIL THEY CROSS THE 3 POINT LINE
- 5). **Violations**
- *Lane violation - **NONE** *Closely Guarded - **NONE** *Over and Back violation - **YES** (mid court)
- *Backcourt violation - **NONE** *Throw-in violation - **YES** (5 second)
- * However, in the referee's judgement 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.
- 6). Free throws will be attempted from 13 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 **MUST** submit your lineup card to the officials table so it can be entered into the official score book before your team begins warming up.
- 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 Codes of Conduct
- 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 and participation ONLY for the tournament and not for regular season standings.
- 13). Kentucky High School Athletic Association rules will govern with the above exceptions only!

U11

BENCH CONDUCT AND PROCEDURES

Only the head coach is permitted to stand and address/talk to the officials. If a coach receives a Technical Foul for any reason, they will be required to sit down the remainder of the game. If a coach receives 2 direct Technical Fouls for unsporting behavior they are ejected from the current game as well as one additional game. If the coach received a combination of direct and indirect Technical Fouls, it can be 1 direct and 2 indirect before being legal ejection. HOWEVER, Officials reserve the right to eject a coach if conduct becomes a flagrant act in accordance of referee judgment.

If any coach is ejected from a game, they must leave the immediate area of the game (out of sight and sound of the floor). Any coach, parent, or player that confronts an official, threatens an official or another coach/parent before, during or after the game will be removed from the facility and suspended. It will be automatic 1 GAME suspension however, this administration reserves the right to add additional games based upon the severity of the conduct.

IN ORDER TO HAVE AN OFFICIAL GAME, A TEAM MUST HAVE 5 PLAYERS TO START THE GAME.

UNIFORM – NO PLAYER MAY ALTER THEIR SHIRT PAST THE SEAM AT THE SHOULDER. We no longer will allow a player to cut the whole side out of his shirt due to safety reasons. If a player's shirt is found to be unsafe by either this administration or the officials, they will NOT be permitted to wear it in any game and can purchase a replacement shirt from this office for \$10, however until the shirt comes in, a mesh pullover practice jersey can be obtained at the front desk for any game a player does not have his/her shirt without penalty. NO PLAYER WILL BE PERMITTED TO PLAY IN ANY GAME WITHOUT WEARING A SPORTS OF ALL SORTS YOUTH ASSOCIATION PROVIDED SHIRT or MESH pullover provided by this administration.

1). **Uniform and Playing time**

A). **All players must be in full SOASYA issued uniform**

B). All players must play 50% of each game

All players must play two (2) full quarters during each game. No one can play three (3) quarters until everyone has played two (2) and no one can play four (4) until everyone has played three (3).

Exception: Substitution is allowed in case of player injury but must be approved by the referee.

In this case the substitution player will not be charged for play toward his/her (2) full quarters however, the injured player should return to the game if possible and overtime see Section 3.

C. **If a team has more than 10 players for a game, The coach can substitute / split playing time during the 4th quarter at the 4 minute mark that affects the 11th player to where each game two players would only get 1.5 quarters playing time.** There is no splitting of quarters for any other reason.

D). The penalty for playing time violations caught during a game, correct the problem, issue a warning first, then a bench technical. For violations caught after a game, game will be declared a forfeit, the coach will get one warning first, a second offense will result in a one game suspension.

E). Player participation – Players not attending practice or games on a consistent basic are subject to the following actions:

1st and 2nd offense – no actions towards the player(s) regarding playing time.

3rd offense – Coach, in his judgement, may reduce the player(s) playing time from 50% to 25%

4th offense – Coach, in his judgement, does not have to provide the player(s) in question any playing time for 1 game.

5th offense – Coach will follow the 3rd and 4th offense guidelines in order.

*** BEFORE ANY PLAYER GETS REDUCED OR NO PLAYING TIME, YOU MUST FIRST, NOTIFY THE DIRECTOR WITH PLAYERS NAME, NUMBER OF TARDINESS OR ABSENTISM FROM PRACTICES AND/OR GAMES.**

IT IS A REQUIREMENT THAT COMMON SENSE IS USED SO THAT WE DO NOT PUNISH A CHILD DUE TO A PARENTS CONFLICT(S).

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 14 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.
- G). Only coaches and players may sit in the designated team area.
- H). Basketball Rims are set to 10 feet.
- I). THERE ARE NO PROTEST IN THIS DIVISION EXCEPT REGARDING ILLEGAL PLAYER PARTICIPATION PLAYING TIME OR SUCH INFRACTIONS DEEMED DETRIMENTAL TO THE LEAGUE.

3). **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.
- C). Players may be changed as if it were a new game providing they have not fouled out.
- D). If necessary, sudden death will apply with no time-outs. This period will also start with a jump ball.
- E). In overtime full court press is permitted. Press must be man-to-man only. NO double-teaming.

4). **Defense**

- A). 1st and 2nd Quarters **ZONE Defense ONLY!** *you can double team/trap the offense only within the 3 point area. You cannot trap outside the 3 point area. Any type of zone is permitted.*
3rd and 4th Quarters, **ANY TYPE OF DEFENSE ALLOWED, IF YOU PLAY A ZONE THEN YOU FOLLOW THE FIRST HALF RULES.** If you play man to man then no double teaming outside the 3 point area.
- B). Defense can pick up anywhere from the mid-court line AND 3 point arc or the top of the key.
- C.) Illegal defense calls will get two warnings, then a technical against the bench. Three technicals against the bench and the coach is ejected from that game only.
- D). **MAN TO MAN** Full court press is allowed by a team when they are trailing by TEN (10) 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 TEN (10) or more points then **ONLY THE TEAM DOWN** by TEN (10) may press.

5). **ALL COUNTS** will follow Kentucky High School Athletic Association rules.

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

7). 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.

8). Coaches **MUST** submit your lineup card to the officials table so it can be entered into the official score book before each game.

9). Good sportsmanship is an important part of our organization. Please follow these guidelines:

(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.

10). Discipline –REFER to Codes of Conduct

11). 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 and participation **ONLY** for the tournament and not for regular season standings.

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

U13

BENCH CONDUCT AND PROCEDURES

Only the head coach is permitted to stand and address/talk to the officials. If a coach receives a Technical Foul for any reason, they will be required to sit down the remainder of the game. If a coach receives 2 direct Technical Fouls for unsporting behavior they are ejected from the current game as well as one additional game. If the coach received a combination of direct and indirect Technical Fouls, it can be 1 direct and 2 indirect before being legal ejection. HOWEVER, Officials reserve the right to eject a coach if conduct becomes a flagrant act in accordance of referee judgment.

If any coach is ejected from a game, they must leave the immediate area of the game (out of sight and sound of the floor). Any coach, parent, or player that confronts an official, threatens an official or another coach/parent before, during or after the game will be removed from the facility and suspended. It will be automatic 1 GAME suspension however, this administration reserves the right to add additional games based upon the severity of the conduct.

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All players must play two (2) full quarters during each game. No one can play three (3) quarters until everyone has played two (2) and no one can play four (4) until everyone has played three (3).

Exception: Substitution is allowed in case of player injury but must be approved by the referee.

In this case the substitution player will not be charged for play toward his/her (2) full quarters however, the injured player should return to the game if possible and overtime see Section 3.

C). All players must report in to the scorer's table before the start of each quarter.

Substitutions can occur during dead ball periods only and ONLY DURING THE 4th QUARTER.

D). **If a team has more than 10 players for a game, The coach can substitute / split playing time during the 4th quarter at the 4 minute mark that affects the 11th player to where each game two players would only get 1.5 quarters playing time.** There is no splitting of quarters for any other reason.

E). The penalty for playing time violations caught during a game, correct the problem, issue a warning first, then a bench technical. For violations caught after a game, game will be declared a forfeit, the coach will get one warning first, a second offense will result in a one game suspension.

F). Player participation – Players not attending practice or games on a consistent basic are subject to the following actions:

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IT IS A REQUIREMENT THAT COMMON SENSE IS USED SO THAT WE DO NOT PUNISH A CHILD DUE TO A PARENTS CONFLICT(S).

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 clock will **not stop** (even during shooting fouls) with the following exception.
 - All Technical and Intentional fouls
 - **The last two(2) minutes of a game, the clock will stop on all whistles except when a team is ahead by 14 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). Only coaches and players may sit in the designated team area.
- G). Basketball rims set to 10 feet
- H). **Men's regulation basketball will be used for this division. (this includes girls teams playing with boys teams)**
- I). **THERE ARE NO PROTEST IN THIS DIVISION EXCEPT REGARDING ILLEGAL PLAYER PARTICIPATION PLAYING TIME OR SUCH INFRACTIONS DEEMED DETRIMENTAL TO THE LEAGUE.**

3). **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.
- C). Players may be changed as if it were a new game providing they have not fouled out.
- D). If necessary, sudden death will apply with no time-outs. This period will also start with a jump ball.

4). **Defense**

- A). Any type defense allowed.
- B). Full court press is permitted throughout the game. If a team goes AHEAD by TEN (10) or more points Full court press will not be allowed. Once the score falls within TEN (10) points or less then Full court press may be resumed. Failure to do so will result in (1) one WARNING being issued to the Coach. All other occurrences will result in an indirect Technical foul being issued against the bench/coach for unsportsmen-like conduct.
- E). Player participation – Players not attending practice or games on a consistent basic are subject to the following actions:
 - 1st and 2nd offense – no actions towards the player(s) regarding playing time.
 - 3rd offense – Coach, in his judgement, may reduce the player(s) playing time from 50% to 25%
 - 4th offense – Coach, in his judgement, does not have to provide the player(s) in question any playing time for 1 game.
 - 5th offense – Coach will follow the 3rd and 4th offense guidelines in order.

5). ALL COUNTS WILL FOLLOW KHSAA rules.

- 6). Home team provides an official book-keeper, visiting team provides score clock operator every game. This is not a hard job. The workers miss absolutely nothing from the game. In fact, some people find it more rewarding. If these responsibilities have not been met, there will not be a game. **No questions.**

- 7). Coaches **MUST** submit your lineup card to the officials table so it can be entered into the official score book before your team begins warming up.

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). 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 and participation ONLY for the tournament and not for regular season standings.

U15

BENCH CONDUCT AND PROCEDURES

Only the head coach is permitted to stand and address/talk to the officials. If a coach receives a Technical Foul for any reason, they will be required to sit down the remainder of the game. If a coach receives 2 direct Technical Fouls for unsporting behavior they are ejected from the current game as well as one additional game. If the coach received a combination of direct and indirect Technical Fouls, it can be 1 direct and 2 indirect before being legal ejection. HOWEVER, Officials reserve the right to eject a coach if conduct becomes a flagrant act in accordance of referee judgment.

If any coach is ejected from a game, they must leave the immediate area of the game (out of sight and sound of the floor). Any coach, parent, or player that confronts an official, threatens an official or another coach/parent before, during or after the game will be removed from the facility and suspended. It will be automatic 1 GAME suspension however, this administration reserves the right to add additional games based upon the severity of the conduct.

ANY PLAYER WHO FIGHTS, ATTEMPTS TO FIGHT, WILL BE REMOVED FOR THE REST OF THE SEASON. ANY PLAYER OR COACH WHO RECEIVES 3 TECHNICAL FOULS DURING THE COURSE OF THE SEASON WILL BE REMOVED FROM THE LEAGUE FOR THE REMAINDER OF THE SEASON. THE 3 TECHNICAL FOULS MUST BE IN 3 SEPARATE GAMES.

IN THIS DIVISION IF A PLAYER RECEIVES A TECHNICAL FOUL FOR ANY REASON WILL BE REMOVED FROM THE GAME. IN CASES WHERE A TECHNICAL FOUL IS ISSUED WILL RESULT IN THE OTHER TEAM GETTING 2 POINTS AND THE BALL AT MID COURT TO RESTART PLAY.

IN ORDER TO HAVE AN OFFICIAL GAME, A TEAM MUST HAVE 5 PLAYERS TO START THE GAME.

UNIFORM – NO PLAYER MAY ALTER THEIR SHIRT PAST THE SEAM AT THE SHOULDER. We no longer will allow a player to cut the whole side out of his shirt due to safety reasons. If a player's shirt is found to be unsafe by either this administration or the officials, they will NOT be permitted to wear it in any game and can purchase a replacement shirt from this office for \$10, however until the shirt comes in, a mesh pullover practice jersey can be obtained at the front desk for any game a player does not have his/her shirt without penalty. NO PLAYER WILL BE PERMITTED TO PLAY IN ANY GAME WITHOUT WEARING A SPORTS OF ALL SORTS YOUTH ASSOCIATION PROVIDED SHIRT or MESH pullover provided by this administration.

1). Uniform and Playing time

A). All players must be in full SOASYA issued uniform

B). All players must play 50% of each game which equals 16 minutes of game time

C). All players must report in to the scorer's table before the start of each quarter.

Substitutions must occur during dead ball periods only.

D). The penalty for playing time violations caught during a game, correct the problem, issue a warning first, then a bench technical. For violations caught after a game, game will be declared a forfeit, the coach will get one warning first, a second offense will result in a one game suspension.

E). Player participation – Players not attending practice or games on a consistent basic are subject to the following actions:

1st and 2nd offense – no actions towards the player(s) regarding playing time.

3rd offense – Coach, in his judgement, may reduce the player(s) playing time from 50% to 25%

4th offense – Coach, in his judgement, does not have to provide the player(s) in question any playing time for 1 game.

5th offense – Coach will follow the 3rd and 4th offense guidelines in order.

*** BEFORE ANY PLAYER GETS REDUCED OR NO PLAYING TIME, YOU MUST FIRST, NOTIFY THE DIRECTOR WITH PLAYERS NAME, NUMBER OF TARDINESS OR ABSENTISM FROM PRACTICES AND/OR GAMES.**

IT IS A REQUIREMENT THAT COMMON SENSE IS USED SO THAT WE DO NOT PUNISH A CHILD DUE TO A PARENTS CONFLICT(S).

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 clock will **not stop** (even during shooting fouls) with the following exception.
 - All Technical and Intentional fouls
 - The last two(2) minutes of a game, the clock will stop on all whistles except when a team is ahead by 14 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). Only coaches and players may sit in the designated team area.
- G). THERE ARE NO PROTEST IN THIS DIVISION EXCEPT REGARDING ILLEGAL PLAYER PARTICIPATION, PLAYING TIME OR SUCH INFRACTIONS DEEMED DETRIMENTAL TO THE LEAGUE.

3). **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.
- C). Players may be changed as if it were a new game providing they have not fouled out.
- D). If necessary, sudden death will apply with no time-outs. This period will also start with a jump ball.

4). **Defense**

- A). Any type defense allowed.
- B). Full court press is permitted throughout the game. If a team goes AHEAD by TEN (10) or more points Full court press will not be allowed. Once the score falls within TEN (10) points or less then Full court press may be resumed. Failure to do so will result in (1) one WARNING being issued to the Coach. All other occurrences will result in an indirect Technical foul being issued against the bench/coach for unsportsman-like conduct.

5). All counts follow Kentucky High School Athletic Association rules.

6). **REGULATION** size ball will be used for this division.

7). 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**.

8). Coaches **MUST** submit your lineup card to the officials table so it can be entered into the official score book before your team begins warming up.

9). 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.

If a player receives a technical foul during the game, they will be removed from that game and not be permitted to return to play for this game. In cases where a team may have more than 1 game in a day, that player is permitted to return to play in those games. If a player receives 3 technicals during the season, they are removed for all remaining games for that season. The non-violating team will receive 2 points and the ball at mid-court.

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 ONLY for the tournament and not for regular season standings.

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

U19

BENCH CONDUCT

Only the head coach is permitted to stand and address/talk to the officials. If a coach receives a Technical Foul for any reason, they will be required to sit down the remainder of the game. If a coach receives 2 direct Technical Fouls for unsporting behavior they are ejected from the current game as well as one additional game. If the coach received a combination of direct and indirect Technical Fouls, it can be 1 direct and 2 indirect before being legal ejection. HOWEVER, Officials reserve the right to eject a coach if conduct becomes a flagrant act in accordance of referee judgment.

If any coach is ejected from a game, they must leave the immediate area of the game (out of sight and sound of the floor). Any coach, parent, or player that confronts an official, threatens an official or another coach/parent before, during or after the game will be removed from the facility and suspended. It will be automatic 1 GAME suspension however, this administration reserves the right to add additional games based upon the severity of the conduct.

ANY PLAYER WHO FIGHTS, ATTEMPTS TO FIGHT, WILL BE REMOVED FOR THE REST OF THE SEASON. ANY PLAYER OR COACH WHO RECEIVES 3 TECHNICAL FOULS DURING THE COURSE OF THE SEASON WILL BE REMOVED FROM THE LEAGUE FOR THE REMAINDER OF THE SEASON. THE 3 TECHNICAL FOULS MUST BE IN 3 SEPARATE GAMES.

IN THIS DIVISION IF A PLAYER RECEIVES A TECHNICAL FOUL FOR ANY REASON WILL BE REMOVED FROM THE GAME. IN CASES WHERE A TECHNICAL FOUL IS ISSUED WILL RESULT IN THE OTHER TEAM GETTING 2 POINTS AND THE BALL AT MID COURT TO RESTART PLAY.

IN ORDER TO HAVE AN OFFICIAL GAME, A TEAM MUST HAVE 5 PLAYERS TO START THE GAME.

PLAYING TIME – In the recreational league every player listed on the team roster has paid to play in this league. For some, the players paid their own way while for others, mom and dad paid. Therefore, it is our rule that every player gets to play at minimum, 50% of the game. Coaches, this is your responsibility to monitor and adhere to.

SPORTSMANSHIP – This organization follows the codes of conduct clearly found on our web site and discussed during the coaches meeting. These codes are posted on the wall by my office if you would like to read them. Therefore, players, if you display unsporting behavior please expect the officials to remove you from the game by issuing a technical foul to you. Our rules state that if you receive 1 technical foul, you will be removed from that game. If you receive 3 technical fouls over the course of the season then you are removed from the remainder of the league and for up to 6 additional months for this behavior. We follow the KHSAA rules for sportsmanship. If a player receives a technical foul then they are to remain on the player's bench and become the sole responsibility of the coach. Therefore, if a player continues to act unsporting, the coach will then get the technical foul. If a coach receives 2 technical fouls during a game, they are ejected from the game and the next game. If a coach is ejected twice from a game during the season, they are removed for the remainder of the league play.

UNIFORM – NO PLAYER MAY ALTER THEIR SHIRT PAST THE SEAM AT THE SHOULDER. We no longer will allow a player to cut the whole side out of his shirt due to safety reasons. If a player's shirt is found to be unsafe by either this administration or the officials, they will NOT be permitted to wear it in any game and can purchase a replacement shirt from this office for \$10, however until the shirt comes in, a mesh pullover practice jersey can be obtained at the front desk for any game a player does not have his/her shirt without penalty. NO PLAYER WILL BE PERMITTED TO PLAY IN ANY GAME WITHOUT WEARING A SPORTS OF ALL SORTS YOUTH ASSOCIATION PROVIDED SHIRT or MESH pullover provided by this administration.

The last item to be discussed, **ILLEGAL PLAYERS**, if a player does not show up on your roster or printed in the score book at the scorer's table then they are NOT LEGAL and must not be permitted to play in a game or practice. Coaches, you could be held responsible if someone gets hurt by an illegal player or if the illegal player gets hurt. Do not allow players to play if they are not legally registered. If you have any doubts of a player's eligibility, please contact me immediately. If an illegal player is found the coach will be suspended for 1 game the first time and then the remainder of the season if it occurs a second time.

Please understand that these rules are in place to protect everyone and to remain focused on keeping the league safe and fun for you and your child/team.

- 1). **Uniform and Playing time**
 - A). **All players must be in full SOASYA issued uniform**
 - B). All players must play 50% of each game which equals 16 minutes of playing time.**
 - C). All players must report in to the scorer's table before the start of each quarter.
Substitutions must occur during dead ball periods only.
 - D). The penalty for playing time violations caught during a game, correct the problem, issue a warning first, then a bench technical. For violations caught after a game, game will be declared a forfeit, the coach will get one warning first, a second offense will result in a one game suspension.
 - E). Player participation – Players not attending practice or games on a consistent basis are subject to the following actions:
 - 1st and 2nd offense – no actions towards the player(s) regarding playing time.
 - 3rd offense – Coach, in his judgement, may reduce the player(s) playing time from 50% to 25%
 - 4th offense – Coach, in his judgement, does not have to provide the player(s) in question any playing time for 1 game.
 - 5th offense – Coach will follow the 3rd and 4th offense guidelines in order.

*** BEFORE ANY PLAYER GETS REDUCED OR NO PLAYING TIME, YOU MUST FIRST, NOTIFY THE DIRECTOR WITH PLAYERS NAME, NUMBER OF TARDINESS OR ABSENTISM FROM PRACTICES AND/OR GAMES. IT IS A REQUIREMENT THAT COMMON SENSE IS USED SO THAT WE DO NOT PUNISH A CHILD DUE TO A PARENTS CONFLICT(**
- 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 clock will **not stop** even during shooting fouls or when a Technical Foul or Intentional Foul is issued.
In cases of Technical Fouls or intentional fouls, the team will receive 2 points and the ball.
 - In the last two (2) minutes of the game, clock will stop on all whistles except when a team is ahead by 14 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). THERE ARE NO PROTEST IN THIS DIVISION EXCEPT REGARDING ILLEGAL PLAYER PARTICIPATION PLAYING TIME OR SUCH INFRACTIONS DEEMED DETRIMENTAL TO THE LEAGUE.
- 3). **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.
 - C). Players may be changed as if it were a new game providing they have not fouled out.
 - D). If necessary, sudden death will apply with no time-outs. This period will also start with a jump ball.
- 4). **Defense**
 - A). Any type defense allowed.
 - B). Full court press is permitted throughout the game. If a team goes AHEAD by TEN (10) or more points Full court press will not be allowed. Once the score falls within TEN (10) points or less then Full court press may be resumed. Failure to do so will result in (1) one WARNING being issued to the Coach. All other occurrences will result in an indirect Technical foul being issued against the bench/coach for unsportsman-like conduct.
- 5). THIS DIVISION FOLLOWS KHSAA RULES except where noted.
- 6). Home team provides an official book-keeper, visiting team provides score clock operator every game.
This is not a hard job.
The workers miss absolutely nothing from the game. In fact, some people find it more rewarding.
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 card to the officials table so it can be entered into the official score book before your team begins warming up.
- 8). Good sportsmanship is necessary at all times.
(KENTUCKY HIGH SCHOOL ATHLETIC ASSOCIATION RULES APPLY) with the following exception:
If a player receives a technical foul during the game, they will be removed from that game and not be permitted to return to play for this game. In cases where a team may have more then 1 game in a day, that player is permitted to return to play in those games. If a player receives 3 technicals during the season, they are removed for all remaining games for that season. The non-violating team will receive 2 points and the ball at mid-court.
- 9). This Division will have a Tournament at the end of regulation play. The regular season standings after 9 complete games will dictate team seeding for the tournament. Awards will be given for 1st ONLY for the tournament and not for regular season standings.

WHAT DO I NEED TO DO?

- ◆ CALL YOUR PLAYERS AS SOON AS POSSIBLE.
- ◆ IF YOU HAVE A BAD PHONE NUMBER, PLEASE GO TO INTERNET AND CHECK THE WHITE PAGES, IF UNSUCCESSFUL THEN PLEASE SEND AN EMAIL TO ME STATING THAT NUMBER IS BAD.
- ◆ IF YOU HAVE A PARENT THAT STATES THEY REQUESTED ANOTHER COACH OR A PLAYER THAT IS NOT ON YOUR TEAM, PLEASE REFER TO THE COMMENTS FIELD BY THE PLAYERS NAME.
- ◆ FIRST PRACTICE, PLEASE MAKE SURE THAT YOU INTRODUCE YOURSELF TO YOUR PLAYERS AND PARENTS, PROVIDE THEM YOUR NAME, PHONE NUMBER SO THAT THEY CAN NOTIFY YOU IF THEY CANNOT MAKE A PRACTICE OR A GAME.
- ◆ CHECK IN AT THE FRONT DESK (CASHIER) WHEN YOU ARRIVE. YOU WILL CONFIRM YOUR PRACTICE COURT AS WELL AS CHECK OUT PRACTICE BASKETBALLS. YOU WILL NEED TO LEAVE YOUR KEYS OR DRIVERS LICENSE AT THE FRONT DESK.
- ◆ AFTER PRACTICE YOU ARE RESPONSIBLE FOR RETURNING ALL BASKETBALLS INTO THE BAG AND RETURNING AT THE FRONT DESK. YOUR KEYS OR DRIVERS LICENSE WILL BE RETURNED TO YOU AT THAT TIME. IF YOU DO NOT HAVE ALL 3 BASKETBALLS THEN YOU MUST LOCATE IT OR PAY \$25. ALL BASKETBALLS ARE NUMBERED TO MATCH THE NUMBER ON THE BAG.
- ◆ PLAN TO ARRIVE AT LEAST 20 MINUTES EARLY THE DAY OF YOUR FIRST GAME. WHEN YOU ARRIVE, YOU WILL CHECK IN AT THE ADMISSION TABLE AT THE FRONT OF THE BUILDING. YOU MUST STATE YOUR NAME AND IDENTIFY YOURSELF AS A COACH. YOU WILL THEN BE GIVEN A COACHES PASS. YOU MAY HAVE UP TO 2 OTHER ASSISTANT COACHES OF WHICH ONE OF THOSE MUST BE THE PERSON THAT REPRESENTS YOUR TEAM AT THE SCORERS TABLE EACH WEEK. YOU CANNOT GET A PASS FOR ROTATING PEOPLE. ALL PASSES WILL HAVE THEIR NAME ON THEM AND MUST BE SHOWN EVERYTIME THEY ENTER THE BUILDING ON GAME DAYS.
- ◆ IMMEDIATELY TO THE RIGHT OF THE ADMISSION TABLE YOU WILL SEE TABLES FULL OF SHIRTS, THEY WILL BE BROKEN DOWN BY DIVISION AND WILL HAVE A PRINTED COPY OF YOUR ROSTER ON TOP. IF WE HAVE ANY CHANGES TO YOUR ROSTER DURING THE FIRST WEEK OF PRACTICE, THOSE CHANGES WILL BE REFLECTED AT THIS TIME.
- ◆ IF YOUR TEAM STARTED OUT WITH LESS THEN 10 PLAYERS THEN IF NECESSARY, WE WILL ADD PLAYERS TO YOUR TEAM. OUR MISSION IS TO NEVER TURN A CHILD AWAY IF AT ALL POSSIBLE. ALSO YOU MAY ENCOUNTER A PLAYER WHO CANNOT PRACTICE ON YOUR ASSIGNED NIGHT AND MAY BE MOVED TO ANOTHER TEAM OR ADDED TO YOURS.
- ◆ ALL SCORE BOOKS WILL BE PREPRINTED AND READY FOR EACH GAME AT THE SCORERS TABLE. ALL LEGALLY ROSTERED PLAYERS NAMES WILL APPEAR IN THE BOOK. IF YOU SEE A PLAYERS NAME BEING WRITTEN IN OR SCRATCHED OUT, THEN NOTIFY ME IMMEDIATELY TO INVESTIGATE. WE DO NOT ALLOW GUEST PLAYERS OR PLAYERS FROM OTHER TEAMS TO SUB IN ON TEAMS. EVERY PLAYER PRINTED IN THE BOOK HAS PAID TO PLAY AND THEIR PARENTS HAVE SIGNED THE WAIVER. FAILURE TO NOT FOLLOW THESE RULES MAY RESULT IN LEGAL PRECEEDINGS IF SOMEONE GETS HURT OR THE UNOFFICAL PLAYER GETS HURT. A COACH WILL BE SUSPENDED FOR ALLOWING SUCH TO OCCUR.
- ◆ IF A PLAYER WAS ADDED LATE TO YOUR TEAM, THEY WILL NOT HAVE A SHIRT FOR THE GAME. THERE WILL BE A SHIRT ADD-ON SHEET AT THE FRONT BY THE ADMISSIONS TABLE SO THAT YOU CAN WRITE THE COLOR, SIZE AND YOUR NAME SO THAT IT CAN BE ORDERED FOR THE NEXT GAME. IF A PARENT ORDERED THE WRONG SIZE, THEY MUST PAY \$10 TO GET A NEW ONE. MAKE SURE THAT WHEN HANDING OUT SHIRTS, YOU GIVE THE PLAYER THE SIZE THEY INDICATED AND DISPLAYED ON YOUR ROSTER. MAKE SURE THAT YOU INSTRUCT ALL PLAYERS THAT THEY ARE NOT PERMITTED TO CUT OFF THE SLEEVES PAST THE SEAM AND MUST WEAR THE SHIRT GIVEN FOR EVERY GAME. ANY PLAYER WHO DOES NOT FOLLOW THIS RULE WILL BE REQUIRED TO PAY \$10 TO PURCHASE A NEW SHIRT AND WILL NOT BE PERMITTED TO PLAY UNTIL RECEIVED. ALSO, NOT WEARING OUR ASSIGNED SHIRT WILL REQUIRE THE PLAYER TO NOT BE PERMITTED TO PLAY IN THE GAME.

6 Players					
	QTR1	QTR2	QTR3	QTR4	QTRS PLAYED
P1	X		X	X	3
P2	X	X	X	X	4
P3	X	X	X	X	4
P4	X	X	X		3
P5	X	X		X	3
P6		X	X	X	3

7 Players					
	QTR1	QTR2	QTR3	QTR4	QTRS PLAYED
P1	X		X	X	3
P2	X		X	X	3
P3	X	X	X		3
P4	X	X			2
P5	X	X		X	3
P6		X	X	X	3
P7		X	X	X	3

8 Players					
	QTR1	QTR2	QTR3	QTR4	QTRS PLAYED
P1	X	X		X	3
P2	X	X		X	3
P3	X		X		2
P4	X		X		2
P5	X		X		2
P6		X	X	X	3
P7		X	X	X	3
P8		X		X	2

9 Players					
	QTR1	QTR2	QTR3	QTR4	QTRS PLAYED
P1	X		X	X	3
P2	X		X	X	3
P3	X		X		2
P4	X		X		2
P5	X	X			2
P6		X	X		2
P7		X		X	2
P8		X		X	2
P9		X		X	2

10 Players					
	QTR1	QTR2	QTR3	QTR4	QTRS PLAYED
P1	X		X		2
P2	X		X		2
P3	X		X		2
P4	X		X		2
P5	X		X		2
P6		X		X	2
P7		X		X	2
P8		X		X	2
P9		X		X	2
P10		X		X	2

