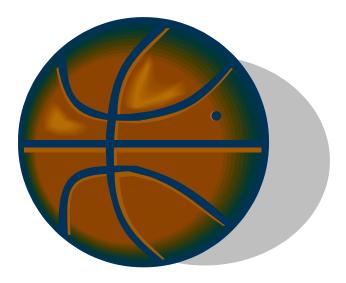


# Winter 2014 In-House Basketball All Girls Grades Parent Manual



Bartlett Park District 700 S. Bartlett Road, Bartlett IL 60103 Tel: (630) 540-4800 Fax: (630) 540-4869 www.bartlettparks.org Dear Parents,

Welcome to the in-house basketball leagues at the Bartlett Park District. Whether you're new to basketball this season or you're a seasoned basketball mom/dad, we hope that this booklet provides some useful information and will answer some of your important questions. If you still have questions please don't hesitate to contact me. We hope your basketball player has fun this season. Good luck!



# **CONTACT INFORMATION**

Scott Falli - Recreation Manager Tel: (630) 540-4831 E-Mail: <u>SFalli@bartlettparks.org</u>

For more youth sports information please visit www.bartlettparks.org

# PARENT EXPECTATIONS

As a parent with a child in our basketball program we have high expectations.

Please note the following:

Parents are responsible for:

- Getting the kids to practice and games on time.
- Communicating with the coach if you can't attend practice or games.
- Respecting the coach, and allowing them to coach.
- Respecting the officials and allowing them to officiate.
- Cheering, not coaching, from the bleachers and creating a positive environment for all the players.

Your team coach will be asking you to read and sign a Parent Code of Conduct.

# **COACHING AND TEAM FORMATION**

With approximately 800-1000 basketball participants between October and May in our entire program and approximately 55 players in  $3^{rd}/4^{th}$  Girls, 40 in  $5^{th}/6^{th}$  and 20 in  $7^{th}/8^{th}$ , we rely heavily on volunteer coaches. Coaches are primarily responsible for holding practices (1 x 1 hour/week) and coaching on game days. Additionally, they should communicate information throughout the season regarding the team's



events and activities. A head coach can request an assistant and the rest of the team is selected using a blind draft procedure following the skill evaluation. The coaches are not allowed to trade after the draft. While we understand your personal requests for coaches, friends and car pools, to be fair to everyone we cannot honor them due to the large number of participants.

If you are interested in a future coaching position in any grade (1<sup>st</sup>-high school) please contact Scott.

# THE LEAGUE

Teams of 10 players are formed.

Teams play a 10 game season, typically with two practices before the first game. Games will be played on Saturdays.

3<sup>rd</sup>/4<sup>th</sup> Grade and 5<sup>th</sup>/6<sup>th</sup> Grade are in-house and all games will be played at the Bartlett Community Center.

7<sup>th</sup>/8<sup>th</sup> Grade is an inter-village league and Bartlett teams will play against Dundee, Streamwood, Hoffman Estates, Barrington, & South Barrington on a home/away schedule.

All players are guaranteed equal playing time.

Please support your child positively throughout the practices and games and work with your coach to create a good learning environment where each player can reach their potential.

# PLAYER CONDUCT FOR PRACTICES & GAMES

Our youth basketball leagues are dependant on the U-46 schools, as well as the Community Center, for practice time and games. We are fortunate to have access to such facilities so with that said please consider the following when practicing or playing at a school or the Community Center:

- Do not attempt to enter the school buildings before 6:15pm each night. Both schools run an after school SAFE program and no-one is permitted to enter until that program is over. Please do not drop your child off early as the school will not be open.
- Please wait for your team/coach outside the gym and enter together as a team. Respect the team who is practicing before you and do not go on the court until they have finished.
- Please arrive at and leave the school promptly before and after your scheduled time. No-one is permitted to stay beyond their scheduled time and should not be in the gym without a gym supervisor.
- Please do not allow your children to run around and bounce balls anywhere except in the gymnasium. Property is very easily damaged with so many people in and around the facilities.
- Drinks should be left outside the gym to avoid spills and potential safety hazards. Food is not permitted in any of the gymnasiums.
- Please ensure your children treat the gymnasiums with respect and ensure that all trash is picked up after practice. Remind them to take home water bottles and everything they arrived with, including balls and clothes!
- Do not allow your children to jump or climb on the colored wall mats. These are easily damaged and should not be touched.
- Please also keep a close eye on siblings in any facility and do not allow them to run around unsupervised.

Not abiding by these guidelines may result in our gymnasium use being restricted and this has a big impact on our programs. Thanks in advance for your help, support and cooperation.

## **OFFICIATING**



All our officials are Illinois High School Association (IHSA) certified and are employees of the Bartlett Park District.

We have a zero tolerance policy as far as official abuse and ask that you respect the officials, let them do their job and not shout or criticize from the bleachers. The officials are instructed to officiate games according to the grade level to help player development and ensure success. Please don't expect every game to officiated like the WNBA! An adult (coach or

parent) who receives a technical and/or is ejected from a game will receive a one game suspension and will not be allowed to coach and/or watch their child's next game. Any concerns about officials should be reported to me.



# PICTURE DAY

Wednesday, January 8th @ BCC Gymnasium Schedule will be available online by 12/31/13.

Your coach will remind you when your teams scheduled time for pictures is. Your child should wear their basketball team t-shirt and black shorts. You should receive ordering information from your coach prior to the date, but extra packets are available at the front desk or on the night of pictures.

# **ONLINE GAME SCHEDULES**

Bartlett Park District will have up-to-date online schedules posted for all divisions.

To view the schedules visit: <u>www.teamsideline.com/bartlettparkdistrict</u>. Select the appropriate age division and view your schedule.

You may also go to our homepage <u>www.bartlettparks.org</u> click on "athletics" followed by "online score and schedules".



### 3<sup>rd</sup>/4<sup>th</sup> Grade & 5<sup>th</sup>/6<sup>th</sup> Grade Girls Basketball League Rules

### I. The League

- A. All league play will be governed by the IHSA (Illinois High School Association) rules unless otherwise stated in these Bartlett Park District rules and regulations.
- B. The official park district representative has the power to issue a technical foul on a coach, player, or fan for unsportsmanlike conduct. Grounds for this action could include such things as verbal criticism or unsportsmanlike gestures. A Technical Foul on a coach results in a minimum of a one game suspension plus the coach will have to sit down during the game it was issued and will not have the right to stand in the coaches boxes.

### II. General Information

- A. Please come no earlier than 20 minutes before your game time. Court 2 may be available for warm up, but is not guaranteed and it will be shared by the next four teams about to play.
- C. Uniforms: Game T-Shirts will be handed out before the first game. All players are required to wear their T-Shirt and black shorts.
- D. No jewelry can be worn. This includes earrings, bracelets, bobby pins or anything hard used to clip hair back.
- E. Each player must check into the game with the official scorekeeper every time they enter the game. All players must report in at the beginning of each quarter, regardless if they played the previous quarter or not.

### III. Playing Time

- A. Every player that shows up for the game must play two full quarters start to finish. There are 3 exceptions:
  I) Illness be sure to tell opposing coach and the score keeper
  - 2) Discipline problems after speaking to the player's parents ahead of time

3) Injury

- B. If a team has 7 players or more, each player must sit out one full quarter start to finish. If either team has 6 players or less, no player from either team has to sit out, but everyone still has to play two full quarters start to finish. If a team starts out with 7 players, and one of them fouls out leaving them with 6, each player must sit out one full quarter.
- C. Substitutions All players must play their full 2 quarters. Substitutions can only be made at the start and end of each quarter. The only other instance is in the case of injury. At this time both players will be charged with playing that quarter.

### IV. Timing

- A. 4 x six minute stop time quarters
- B. 3 x three minute overtimes followed by a sudden death overtime
- C. 2 minutes between quarters and 4 minutes between halves.
- D. 2 x one minute time outs per half
- E. I time out per overtime.

### V. Special Rules – 3<sup>rd</sup>/4<sup>th</sup> Grade

- A. There will be a jump ball to start the game. Afterwards, the ball will alternate possession.
- B. Officials may call time outs to explain violations or problems to the players.
- C. All baskets will be lowered to 9 feet for all games.
- D. Free throws will be shot from a marked line approx. 12 inches in front of the existing foul line.
- E. Players will use a 27" junior size basketball.
- F. Three-point line will be used
- G. An offensive player controlling the basketball must be allowed to cross the yellow line on the court before the defense is allowed to put pressure on them. No full court press. The player with the ball has 5 seconds to cross the yellow line. Once the line is crossed the ball is live and the player cannot go back behind the yellow line expecting another 5 seconds.

- H. If a defensive player fouls or presses, the first time the referee will wave them away and he may add time back on the clock at his discretion. If the infraction occurs again the referee will call a technical foul on the bench. The offensive team will be awarded two free throws and possession of the ball out of bounds. Each successive foul/press of the same nature will result in a bench technical foul.
- I. No zone defenses allowed. Person to person defense must be played no exceptions.
- J. There will be no double-teaming on a player with or without the ball. "Help" defense is permitted. When the defensive player is beaten a player guarding off the ball may step in and help prevent an open shot. When the beaten player catches up, players must go back to their original positions. The officials will distinguish between double teaming, zone defense, and help defense and make the appropriate call.
- K. If a coach encourages players to foul close to the end of the game they must ensure players understand they must go after the ball and not the player. A hard foul on a player may result in an intentional foul.

### VI. Special Rules – 5<sup>th</sup>/6<sup>th</sup> Grade

- A. There will be a jump ball to start the game. Afterwards, the ball will alternate possession.
- B. Players will use a 28.5" intermediate size basketball.
- C. An offensive player controlling the basketball must be allowed to cross the half court line before the defense is allowed to put pressure on them. No full court press.
- D. If a defensive player fouls or presses, the first time the referee will wave them away and he may add time back on the clock at his discretion. If the infraction occurs again the referee will call a technical foul on the bench. The offensive team will be awarded two free throws and possession of the ball out of bounds. Each successive foul/press of the same nature will result in a bench technical foul.
- E. Zone defenses or person-to-person defenses will be allowed.
- F. There will be no double-teaming on a player with or without the ball. "Help" defense is permitted. When the defensive player is beaten a player guarding off the ball may step in and help prevent an open shot. When the beaten player catches up, players must go back to their original positions. The officials will distinguish between double teaming, zone defense and help defense and make the appropriate call.
- G. If a coach encourages players to foul close to the end of the game they must ensure players understand they must go after the ball and not the player. A hard foul on a player may result in an intentional foul.

# Girls Inter-Village Basketball League Rules 2014

Barrington, Bartlett, Dundee, Hanover Park, Hoffman Estates, South Barrington & Streamwood

### All participants will adhere to these Inter-Village League Rules.

### All other rules not defined here will be subject to IHSA/NFHS official Basketball Rulebook.

- 1. Conduct:
  - **a.** The officials may remove any player or coach from a game for unsportsmanlike conduct, including inappropriate language. In severe cases, the League Administrator may remove a player or coach from league play.
  - **b.** Team coaches are responsible for the conduct of their players, parents and spectators. If an official finds their conduct disruptive to the game, the following courses of action may be taken:
    - **1.** First Warning to the team coach.
    - **2.** Second Technical foul against the team.
    - **3.** Third Forfeiture of the game.
  - c. Three (3) technical fouls on a team in a given game shall constitute a forfeit.
  - **d.** Two (2) technical fouls on a coach or player will result in disqualification and the coach/player will be asked to leave the gym and will be suspended from coaching/participating in the next scheduled game.
  - e. If a coach or a parent is removed from a game, their child must leave the game and facility with that parent.

### 2. Length of the game:

- a. 7<sup>th</sup>/8<sup>th</sup> Grade Games 4 x 10 minute quarters Running clock.
  (The clock will stop on all whistles in the last 2 minutes of the 2nd half unless a team is up by 10 points)
- **b.** Overtime will consist of a three-minute period. The first two minutes will be a running clock. If the game is still tied, sudden death overtime will be played. Each team will be allotted one time out in overtime, and sudden death. Time outs do not carry over.
- c. 1 minute break between quarters.
- d. 3 minute break at half time.

### 3. Timeouts:

- **a.** Each team is allowed 2 timeouts per half. An unused 1<sup>st</sup> half timeout does not carry over into the 2<sup>nd</sup> half. A 2<sup>nd</sup> half unused timeout does not carry over into overtime.
- **b.** Each team is allowed 1 timeout for the overtime period.
- 4. Substitutions: Coaches will only be allowed to substitute players:
  - a. At the 1/2 way mark of each quarter or
  - b. At the beginning of each quarter or
  - c. If a player is in foul trouble (It must be at least two fouls in the first quarter, three fouls in the first half, four fouls in the third quarter, five fouls in the fourth quarter.) or
  - d. If a player is hurt or
  - e. If a player receives a technical foul.
- 5. Each player must play at least half the game. Coaches violating this rule will forfeit the game. This decision will be left up to the scorekeepers and the league administrator. (Coaches if you have less than ten players, please do your best to play every player equally.)
- **6.** If a team has less than ten players, then every player is required to sit at least one quarter. (Exception: If a team has 6 players or less it would be impossible to have every player sit at least one quarter.)
- 7. If a player is injured and the coach must go onto the court to tend to the player, then that player must be taken out of the game. The coach may substitute any bench player for the injured. The playing time is still counted as the injured players playing time. The earliest the injured player may

reenter the game for the substitute player is at the next dead ball. A coach cannot make up time for an injured player.

### 8. Defense:

- **a.** 7<sup>th</sup>/8<sup>th</sup> Grade teams:
  - **1.** Can press the entire game, except when they are up by 10+ points.
  - 2. May play zone or person to person defense.
- **b.** When pressing is not allowed, the defensive players must wait behind the extended 3 point line until the offensive player is completely across the half court line (ball & both feet) before they can play defense.

### 9. Free Throws:

**a**. 7<sup>th</sup> / 8<sup>th</sup> Grade Regulation (15 ft.)

### 10. Fast Break Rule:

**a.** 7<sup>th</sup>/8<sup>th</sup> Grade teams are allowed to fast break given the opportunity.

### 11. Offensive Lane Violations:

**a.** 7<sup>th</sup>/8<sup>th</sup> Grade 3 seconds

### 12. 3-point shots:

When there is a 3 point line, 3-point shots will be counted for all grades.

### 13. Equipment

- **a.** 7<sup>th</sup>/8<sup>th</sup> Grade 28.5" Women's basketball
- **b.** No jewelry is to be worn. (Medical alert bracelets, necklaces or religious items are not considered to be jewelry, but must be secured to the body).

### 14. Player Movement

- a. Teams must have a minimum of 5 players to start a game.
- b. If a coach anticipates having less than 6 girls prior to game day, additional players can be pulled from across the division, or from the division below. Coaches can only pull players from within the league. Coaches cannot pull from outside the league. Coaches cannot pull girls if they are committed to another game. Coaches may only contact players until 8 players have confirmed. Coaches must confirm the addition of girls with the opposing coach prior to game day to ensure that penalties are not sustained on game day as a result of ineligible players.

### 15. Roster Challenge

Teams may challenge another team if they feel as though ineligible players are participating. Challenges must always go through the scorekeepers table, and never directly to the opposing coach. Scorekeepers will consult the rosters they have in their site binders. If a player is found to be ineligible, the illegal player and coach will be ejected from the game, and may be subject to additional penalties. If the challenging team loses the challenge, they will be penalized a time-out.

### Mandatory: Visiting team must call home team to confirm each game