

YMCA Youth Basketball Competitive Tournament 2012

PROGRAM PURPOSE AND OBJECTIVES

The purpose and objective of the YMCA Youth Sports Programs is to teach sportsmanship, physical fitness, personal development and skills. These programs are designed to help youngsters learn the basic fundamentals of a sport and to participate in team play under proper supervision.

PLAYER ELIGIBILITY AND REGISTRATION

- A. Participants: Children in grades 4 - 6.
- B. Parents Approval: Each youth must have a signed authorization from a parent or guardian. If the player is from an outside team other than the YMCA, then a copy of a report card is required for grade verification.
- C. **The Roster that is turned in on sign up by the coach will be the finalized copy. A coach can not add another player on their team during the tournament, unless they were already on the roster prior to the tournament.**

TEAM DIVISIONS:

- A. Rebounders: 4th grade
- B. Dribblers: 5th grade
- C. Shooters: 6th grade

TEAM ORGANIZATION:

- A. Coaches are in charge of putting a team together. The YMCA will have no part in making any team for this tournament. As long as every coach follows the rules, then they are able to create a team using kids from wherever they want.
- B. Any player that is younger can play up a division, but no players can play down!

VOLUNTEER LEADERSHIP – COACHES

- A. Each team shall have a volunteer adult layman as a coach who is at least 18 years of age and a **maximum of 2 assistant coaches** who shall be responsible for managing the team at league games and practices. If the coach and/or assistant will not be present, it is his/her responsibility to provide a representative to carry out his/her coaching duties.
- B. The hiring of a coach is prohibited.
- C. Coaches and instructors are requested to familiarize themselves with the changes in the official NCAA Rulebook and YMCA rules.

RESPONSIBILITIES OF COACHES:

- A. There will be a YMCA Supervisor keeping **books and running the clock**.
- B. Contact players to notify them of their membership on the team, practice times and places, game times and locations, etc.
- C. Locate a place for practices and schedule practices.
- D. Have team at site of game **30** minutes before start time.

YMCA COACHING CONDUCT:

- A. Unethical conduct, including verbal abuse and other infractions will result in the following procedure:
 - * 1st complaint may require the coach to appear before the Sports Director “Terrell Lee”.

- * 2nd complaint may be grounds for dismissal.
- ***Complaints must be in writing from a parent or another coach.
- ***Complaints may be verbally made by a YMCA employee.

- B. Conduct during games shall be governed according to the following rules:
- * Improper conduct - referee or gym supervisor will issue one warning.
 - * The next infraction will result in a technical foul and the coach must leave the game.
A second technical is grounds for dismissal if deemed necessary by the Youth Sports Director, "Terrell Lee".

SPECTATOR, COACH AND PLAYER CONDUCT

The YMCA rule book describes fouls as flagrant or intentional and unsportsmanlike as follows:

- A. A flagrant foul may be personal or technical. It is always unsportsmanlike and may or may not be intentional. If personal, it involves violent or savage contact, such as striking with the fist or elbow, kicking, kneeing, running under a player who is in the air, crouching or hopping in a manner which might cause an injury to the opponent. If the ball is dead, a flagrant contact involves extreme, sometimes persistent, vulgar or abusive conduct. A single flagrant foul always carries a penalty of 2 free throws, possession and disqualification of that player.
- B. An intentional foul is a personal or technical foul which, on the basis of observation of the act, appears to be designed or pre-meditated. It is not based upon the severity of the act. Purposely committing a technical foul in order to create a false double foul situation, lightly holding or pushing a player in the back to prevent a score when there is no possibility of getting into position to guard, is equally intentional and unsportsmanlike. An intentional foul always carries a penalty of two free throws and possession of the ball.

TO BE UNSPORTSMAN-LIKE IS TO ACT IN A MANNER UNBECOMING OF YOURSELF OR ANOTHER INDIVIDUAL.

It consists of acts of deceit such as accepting a foul which should be charged to a teammate or faking a foul; or throwing a free throw awarded to another; disrespect such as making a critical remark about or to the official or an opponent; vulgarity such as the use of profanity whether or not directed at someone. The penalty for unsportsmanlike conduct is a technical foul, two free throws, unless unsportsmanlike aspect is flagrant, when two free throws are awarded and the offender is disqualified.

1. A technical foul can, and will, be called on a team's spectator whenever necessary. They should serve to remind us that the team is playing the game, and that the spectator's part is only supportive. The spectators can cause hardship to their team by their unsportsmanlike conduct. A YMCA official can stop the game to remind all participants including spectators to participate fairly.

2. **All coaches are prohibited from addressing any official during the game. (Team Captains Only) Any questions or concerns need to be directed to the gym supervisor. At this time the coach will be charged a time out.**

At the next break in play the gym supervisor may or may not speak to the official regarding the concern. Any outburst by a coach directed at an official will carry the penalty of one time out. Coaches will receive one warning prior to being penalized by the gym supervisor.

RULES PERTAINING TO BASKETBALL EQUIPMENT AND UNIFORMS

1. All players must wear regulation numbers on front and back of jersey. The numbers shall be at least six inches high and at least four inches high on the front.
2. Each player must provide and wear shoes.
3. Head decorations, head wear and/or jewelry are illegal. Equipment that could cut or cause an abrasion to another player is prohibited.
4. Ball sizes per division are as follows:
 - a. Rebounders (4th) - boys and girls-Intermediate sized ball 28.5
 - b. Dribbler (5th) - girls - Intermediate sized ball 28.5
 - c. Dribbler (5th) - boys - Regulation Men's 29.5
 - d. Shooter (6th) - girls - Intermediate sized ball 28.5
 - e. Shooter (6th) - boys - Regulation Men's 29.5

GAME PROCEDURES

NOTE: The game will be conducted under those rules prescribed in National Federation Rulebook with the following exceptions:

1. **Rebounders and Dribblers will play (2) 8 minute periods per half for a total of 32 minutes per game.**

Shooters will play (2) 8 minute periods per half for a total 32 minutes per game

*Yes all divisions will play the same amount of time, which will be 8 minutes per quarter!

*All divisions will play on a regulation 10ft. goal.

2. Pressing
 - A. REBOUNDERS-** A full court press WILL be allowed throughout entire game.
 - D. DRIBBLERS-** A full court press WILL be allowed throughout entire game.
 - E. SHOOTERS-** A full court press WILL be allowed throughout entire game.
3. All games will be played with scheduled officials. Any coach refusing to play because of a certain official will forfeit the game and may face dismissal.

6. The offensive team will have *10 seconds* to take the ball across half-court after an out-of-bounds or goal has been scored. Failure to do so will result in a turn-over.
7. There will be a jump ball at the start of the game only. The possession arrow will be in effect after each period.
8. **No protests will be allowed on judgment calls made by the officials.**
9. A tie game will go to an extended quarter with 4 minutes of play. The fouls from that half will carry over with the team. The overtime period will start with a jump ball. The time outs from that 2nd half will carry over plus one additional one.
10. While closely guarded, a player cannot hold or dribble the ball for more than 5 seconds.

SUBSTITUTIONS

1. Substitutions are made during a dead ball or a time out. Coaches please remember to inform your parents that this is a competitive tournament and their child may not get the same amount of playing time as another player. Substitutions are totally up to the coaches on how they will sub into the game.

TIMER GUIDELINES

1. The clock **does not** stop until the last 2 minutes of the final quarter. (**EXCEPT for on free throws and time outs**)
2. The last two minutes will be a regulation clock and will stop on every whistle.

COACHES PLEASE REMEMBER THIS IS A COMPETITIVE YMCA YOUTH BASKETBALL TOURNAMENT. THE FUNDAMENTALS ARE ALWAYS AN IMPORTANT ASPECT OF THE GAME, BUT NOW IT'S THE TIME TO TEACH THE KIDS THE COMPETITIVE FEATURES OF THE GAME AND WHAT IT IS LIKE TO BE IN COMPETITION. COACHES, YOU ARE ROLE MODELS FOR THESE YOUNG MEN AND WOMEN. THEY HEAR AND SEE EVERYTHING THAT YOU DO DURING PRACTICE AND GAMES.