

# **Wheatland Athletic Association Recreational Basketball Rules**



**2019**

TABLE OF CONTENTS

- 1. Wheatland Athletic Association Philosophy ..... 3
- 2. General Program and Game Information ..... 3
  - 2.1 Schedule ..... 3
  - 2.2 Competition Week ..... 3
  - 2.3 Practices ..... 5
  - 2.4 Basketball Size(s)..... 5
  - 2.5 Player Uniforms and Equipment Requirements ..... 6
  - 2.6 Duration of the Game ..... 6
  - 2.7 Substitutions ..... 7
  - 2.8 Number of Players ..... 7
  - 2.9 Defense and Double Teaming ..... 7
  - 2.10 Offense ..... 8
  - 2.11 Offense Misc Rules..... 9
  - 2.12 Violations and Consequences ..... 9
- 3. Coach, Parents, and Player Responsibilities ..... 10
  - 3.1 Referee Respect and Individual Behavior ..... 10
  - 3.2 Facility Usage Requirements..... 11
  - 3.3 Parent Hallway Monitor Responsibilities and Supervision Requirements ..... 12
  - 3.4 Participant Conduct ..... 12
  - 3.5 Coaching Conduct and Responsibility ..... 12
  - 3.6 Social Media Responsibilities ..... 14
- 4. Game Site Configuration ..... 14
  - 4.1 Timekeeper Information (Home Team Member) ..... 14
  - 4.2 Scorekeeper Information (Away Team Member) ..... 15

## 1. Wheatland Athletic Association Philosophy

### Wheatland Athletic Association Philosophy

Welcome to the Basketball Program of Wheatland Athletic Association and thank you for your time in helping the kids of our program. WAA is a non-profit organization that relies on parent volunteers. The WAA Recreational Basketball program was designed to prepare our youth for basketball action in an atmosphere of fun and good sportsmanship. The program is open to boys and girls who reside in District 204 and surrounding communities from grades K through 12.

## 2. General Program and Game Information

The goals of the WAA Recreational Basketball Program are to (1) provide kids with an opportunity to learn and develop the basic and essential skills of basketball in a non-threatening environment and (2) to create an atmosphere of fun and good sportsmanship for all players. The primary emphasis is to teach basic skills to all players and enhance the skills of the more experienced players. All players are to participate equally, and winning is not intended to be the primary intent of the program. Our coaches, referees, volunteers, and parents are expected to take active roles in promoting these goals and priorities and demonstrating good sportsmanship.

Our recreational program for grades 9<sup>th</sup> – 12<sup>th</sup> will NOT be open to high school team players.

Coaches and player clinics are offered for both sessions.

Page 2: Teams will be filled upon grade level and neighborhood while honoring requests where possible. This is a recreational league and **the sports director will take appropriate actions to maintain the balance of teams in relation to players from competitive and/or travel teams who sign up to participate.** These actions may include, but not be limited to, limiting the number of competitive and/or travel players on a particular team or moving teams up a grade bracket. These actions will be at the discretion of the sports director and will be communicated to the coach and affected player(s) and are meant to preserve the recreational aspects of the league.

### 2.1 Schedule

Schedules will be distributed at the coaches meeting and posted online at the WAA website, [waasports.org](http://waasports.org). Completed Competition Week schedules for weeks 7 and 8 as described in Section 2.2. will be sent out after week 6.

### 2.2 Competition Week

The last two weeks of the season will host “competition games” that are intended to provide additional excitement and **FAIR COMPETITION** for the program participants. To the extent possible, the teams with better records will play one another, while those that have worse records will play one another.

Competition weeks will **only apply** to participants in grades 3 – 12. [Standings will not be kept for K – 2<sup>nd</sup> grade games.]

**Reporting of Wins:** Coaches of the winning team each week are to notify the WAA of their win using the following account – [wheatlandhoops@gmail.com](mailto:wheatlandhoops@gmail.com). Be sure to include your team number/name when submitting wins. Scores **are not to be supplied and have no bearing** on the scheduling or seeding for the Competition week scheduling. WAA staff **will not** be reaching out to coaches for wins--games without reported wins will not be factored into the standings. WAA staff will keep track of the standings.

### Other key considerations:

- Byes - For leagues with odd numbers of teams, scheduled bye weeks for the last two weeks will remain. Competition week scheduling will be adjusted by the Program Director to factor in these byes.
- Scheduling - Considering the format of the competition week, game times for the last two weeks will be dependent on the standings after the week 6 games. See the Proposed Competition weeks scheduling section below.
- Ties - Ties will be broken in the following order: 1. Head-to-head and 2. Coin flips by the Program Director. Scores and/or score differential WILL NOT be considered.

**Proposed Competition weeks scheduling:** The following is a general guide that will be used to schedule games during the competition weeks. Adjustments can be made by the Program Director as needed and will be communicated to the coaches of affected teams.

- 8 team league: The Week 7 games would be 1 vs. 4; 2 vs. 3; 5 vs. 8; and 6 vs. 7; and the Week 8 games would be:
  - Winner of 1 vs. 4 vs. Winner of 2 vs. 3;
  - Loser of those games against one another;
  - Winner of 5 vs. 8 vs. Winner of 6 vs. 7;
  - Loser of those games against one another.
- 9 team league: Dependent on byes, but will try to follow the 8 team league schedule to the greatest extent possible.
- 10 team league: The Week 7 games would be 1 vs. 4; 2 vs. 3; 5 vs. 9; 6 vs. 8; and 7 vs. 10. The Week 8 games would be:
  - Winner of 1 vs. 4 vs. Winner of 2 vs. 3;
  - Loser of those games against one another;
  - 5 vs. 6
  - 7 vs. 8
  - 9 vs. 10

At the end of week 6, the WAA office will send out scheduling for weeks 7 and 8.

### 2.3 Practices

WAA will attempt to provide each team with a one hour practice per week. This will be subject to occasional blackouts due to previously scheduled school activities. Every attempt shall be made to reschedule practice sessions canceled due to conflicts with the school. There will be no practice during Christmas break.

Please contact the WAA office to resolve any schedule conflicts.

### 2.4 Basketball Size(s)

<u>Grade</u>	<u>Basketball Size Boys</u>	<u>Basketball Size Girls</u>
K through 2 <sup>nd</sup>	27.5	27.5
3 <sup>rd</sup> through 5 <sup>th</sup>	28.5	28.5
6 <sup>th</sup> through 12 <sup>th</sup>	Regulation Size	28.5

## 2.5 Player Uniforms and Equipment Requirements

**BLACK gym shorts, without pockets,** and WAA provided game jerseys will comprise the players uniform. The black shorts can be purchased in the WAA office if you are unable to locate them at a clothing or sporting goods store. Gym shoes are required for practice and games, and should be free of all mud or dirt. Players will not be allowed to participate at games unless they are in proper uniform. This rule will be strictly enforced.

Each player is responsible for supplying his/her own ball for practice. Ball size must be appropriate with the players' grade level. Participation in some drills will be limited if a player does not bring a ball. WAA cannot provide basketballs for practice sessions. Balls used outdoors should be damp wiped clean before bringing to practice or games.

Players are not to wear any object that is dangerous or could cause injury to other participants at practices or games. All personal jewelry and watches must be removed prior to participation. No type of headwear will be allowed including headbands or bandannas.

## 2.6 Duration of the Game

In order to ensure the games stay on schedule all games need to start on time and no games will extend past the 55 min mark of the hour.

Grade	Quarter Length	Running Clock	Clock Stops...
K	6 min	Yes	At the 3 min mark of each quarter to allow for substitution and match up of players
1 <sup>st</sup> through 5 <sup>th</sup>	8 min	Yes	Clock only stops for quarters, 4 minute substitutions, injuries, and time-outs. (Each team is allowed 1 time-out per half.)
6 <sup>th</sup> through 12 <sup>th</sup>	8 min	Yes	Clock will only stop for free throws, injuries, time-outs, and end of the quarters. If the score difference is <u>under</u> 10 points with under 2 minutes to go in the game, the clock will stop at all dead ball situations. If the game goes past the 50 minute mark of the hour, the <u>under</u> 10 point rule will not continue to be in effect. There will no 4 minute substitution break. Teams will have 3 time outs per game.

There shall be a one minute time-out between quarters and a two minute time-out at the half.

## 2.7 Substitutions

### **For boys and girls grades K – 5<sup>th</sup>,**

Players should line up at mid-court before play begins for the quarter, the 4 minute substitution break, or after a time-out (if a coach has made a substitution during the timeout). Coaches should then tell each player who their defensive assignment is during the line up. Defensive match-ups do not have to be opposite each other. The team with possession of the ball before the 4 minute substitution break will maintain possession after the 4 minute substitution break. Substitutions are allowed only at quarters, 4 minute substitution breaks, or at a time-out, or due to extreme fatigue or injury. Please remember that all players get equal playing time.

**For boys and girls grades 6<sup>th</sup> – 12<sup>th</sup>** There are no 4 minute substitution breaks. Substitutions can be made on all dead ball situations throughout the game. Please remember that all players get equal playing time.

## 2.8 Number of Players

A maximum of five and a minimum of four players from each team will be permitted to start or continue a game. If one team has only four players, then both teams must play with the same number of players. Also, if a player injury results in fewer than four players, the game will be suspended.

## 2.9 Defense and Double Teaming

### **For boys and girls in Kindergarten**

Kindergarten players will play defense by continuously staying physically in contact with the lane, with at least one foot fully within. This allows the offensive team an easier time to pass the ball and to encourage all offensive players to become actively involved.

### **For boys and girls grades 1<sup>st</sup> – 3<sup>rd</sup>**

Defenses may not extend past the 3 pt arc. Any defensive move that results in a player crossing the defensive line to gain control of the ball is not allowed. Once a defensive player gets a rebound or a turn over, neither their movement nor their pass can be defended or impeded by the opposing team until they reach the top of the defensive zone.

Man to man defense will be used. Switching off on pick plays or picking up another player in the open court is allowed. Each player must make an honest attempt to guard his/her player. Defensive players may also guard the player in possession of the ball if their offensive assignment is in close proximity to the ball handler. Defensive players may not leave their defensive assignment or fail to follow their defensive assignment to create a double team situation.

Double teaming will be allowed by the defense when an offensive player with the ball moves into the free throw lane. The offensive players assigned to the defensive players must be in the lane or moving into the lane for the defensive players to double team. Defensive players cannot plant themselves in the lane in a situation resembling a zone defense. If a referee spots this situation, personal fouls will be assessed to the defensive players if they continue to exhibit this behavior after a verbal warning from the referee.

### **For boys and girls grades 4<sup>rd</sup> through 6<sup>th</sup>**

Defenses may not extend past the mid court line. Any defensive move that results in a player crossing the defensive line to gain control of the ball is not allowed. Once a defensive player gets a rebound or turn over, neither their movement nor their pass can be defended or impeded by the opposing team until they reach the top of the defensive zone.

Man to man defense will be used. Switching off on pick plays or picking up another player in the open court is allowed. Each player must make an honest attempt to guard their player. Defensive players may not leave their defensive assignment or fail to follow their defensive assignment to create a double team situation.

Double teaming will be allowed by the defense when an offensive player with the ball moves into the free throw lane. The offensive players assigned to the defensive players must be in the lane or moving into the lane for the defensive players to double team. Defensive players cannot plant themselves in the lane in a situation resembling a zone defense. If a referee spots this situation, personal fouls will be assessed to the defensive players if they continue to exhibit this behavior after a verbal warning from the referee.

### **For boys and girls grades 7<sup>th</sup> through 12<sup>th</sup>**

Full court pressure is allowed unless the defensive team has a scoring lead of more than 10 points. In this case, no back court pressure is allowed. Man to man or zone defenses can be used with no restriction.

### **Fouls**

For all age groups, a player will be fouled out of the game on their 5<sup>th</sup> foul.

## **2.10 Offense**

### **For boys and girls grades K through 5<sup>th</sup>**

Scoring can be done in the following ways:

1. A Made basket = TWO POINTS.
2. No free throws will be shot. Instead any defensive foul committed on an attempted shot:
  - If the shot is made, the basket will count for TWO POINTS PLUS ONE POINT FOR THE FOUL. The ball is then awarded to the defensive team.
  - If the shot is missed, the offensive team is awarded ONE POINT and will retain possession of the ball. The ball will be in-bounded in the immediate region in which the foul was committed.
  - A point will be awarded for all fouls starting with the 7<sup>th</sup> team foul of the half (shooting and non-shooting), and the offensive team will retain possession of the ball out of bounds.
3. School gyms with three point lines will allow those games to score THREE POINTS for such shots. The player's feet must be behind the three point line during the shot, but their feet can land in front of the line after the release of the shot. Only gyms with the three point lines installed by the school district will be valid for scoring three point shots.

### **For boys and girls grades 6<sup>th</sup> through 12<sup>th</sup>**

Free throws will be shot for shooting fouls and a 1+1 bonus for non-shooting fouls will take effect on the 7<sup>th</sup> team foul of the half. A player will be awarded two shots, starting with the 10<sup>th</sup> team foul of the half. Clock will stop on free throws.

## 2.11 Offense Misc Rules

Inbound plays must be completed in ten seconds at the K – 5 grade levels, and in five seconds for grades 6 through 12. Defensive players must stay three feet away from an offensive player in-bounding the ball at all times for all recreational games.

Back court violations – Players have ten seconds to carry the ball over the mid court line at all grade levels. The referee will use their discretion on all in bound plays and in awarding the ball to the opposing team. If the ball is not advanced into the defensive zone after 10 seconds, the referee will stop play and turn over the ball to the defensive team.

The offensive direction of each team will change at the half for all grade levels.

Start of game Play – For all grades, the game will begin with a jump ball. The possession arrow will be used to restart play at quarters and the half.

The Three pass rule – Any team with a 10 point scoring lead must pass the ball three times before shooting. Failure to comply will result in immediate turnover of the ball to the opposing team. The three passes must take place after crossing past an imaginary line across the court intersecting the top of the key and must be made between different players on the offensive team. Two offensive players cannot simply stand still and pass the ball back and forth. The passes must be active and viable passes.

In addition any team with a 10 point lead must play defense inside the 3 point arc. If you are on a court without a 3 point arc, defense must stay behind the free throw line extended to the sides of the court. **High school mercy rule is 15 points not 10 points.**

## 2.12 Violations and Consequences

- On screen or pick plays – the offensive player must be stationary. Movement by the offensive player to impede the path of the defensive player will result in a personal foul.
- Excessive hand checking by either an offensive or defensive player will result in a foul. Only one hand can be used during the checking process and the hand cannot continuously be laid on the body of the opposing player. Any violation of this rule will result in an immediate foul.
- Any player grabbing any part of an opposing players' uniform will be immediately charged with a foul and possibly a technical foul depending upon the degree of contact.
- Any coach receiving a technical foul will be required to leave the gym area. Any spectator who is abusive or otherwise out of control will be requested to leave the gym area. Failure to leave the gym area when requested will result in termination of the game.

- Any player receiving a technical foul will sit out the balance of a game. Upon receipt of a technical foul by a player, the opposing team will be allowed to shoot two consecutive free throws by any player selected by the opposing coach. In addition, the opposing team will then retain possession of the ball and will be allowed to in-bound the ball at mid-court.
- Any player receiving three technical fouls over the course of the season will be banned from playing the balance of the season.
- For boys and girls grades **K through 5<sup>th</sup>** any offensive player standing (any part of their feet) in the lane for more than **five** seconds will be called for a lane violation. For boys and girls grades **6<sup>th</sup> through 12<sup>th</sup>** will continue to be **three** seconds.
- Moving violations such as traveling and double dribbling will be called at all age levels.
- Carrying or palming the ball will not be allowed. This will result in an immediate turnover to the opposing team. Over-and-back will be called at all grade levels. This will result in an immediate turnover of the ball to the opposing team.
- Fouls that are flagrant, in the opinion of the referee, will result in the offending player sitting out the remainder of the game.

### 3. Coach, Parents, and Player Responsibilities

WAA works in partnership with the schools and you the families of the district and surrounding communities. Only together we can make this a fun positive experience for the kids. So with that in mind here are the expectations and responsibilities of all of us.

#### 3.1 Referee Respect and Individual Behavior

Many of our basketball referees are subjected to verbal abuse that is unfair and often presented at improper times. Occasionally, a bad call may be made. As a coach or player you have a right to question a call. **THIS HAS TO BE DONE, HOWEVER, IN A PROPER MANNER AND AT THE PROPER TIME—BETWEEN QUARTERS OR AT THE END OF A GAME.** As a WAA participant, you must set an example for fellow coaches, players, and parents. If you have further concerns, please contact the WAA office.

Harassment of referees will not be tolerated. Such behavior can lead to the loss of coaching or playing privileges with Wheatland Athletic Association. Abusive behavior by parents can lead to your son or daughter being dismissed from the basketball program. Parents and all family members will exhibit self-control and respect at all games. Abusive or derogatory behavior or language toward any player, coach or referee will not be tolerated. If an individual continues to exhibit such behavior after warning by a coach, referee, or WAA official the individual will be required to leave the gymnasium. If the individual refuses to leave, the game will immediately be suspended. Act responsibly and let the players play.

### 3.2 Facility Usage Requirements

Occasionally, school facilities may not be available for your practice session. WAA may not be notified of the conflict. If you find yourself present in this situation, the school has priority use of their facilities. Your practice session will have to be rescheduled. Contact the WAA office at 978-2855. Do not argue with school district employees or harass them. Failure to comply and cooperate with District 204 officials can lead to loss of coaching privileges with WAA.

Any food, beverages, coffee, or post game refreshments are prohibited in all school buildings. These items are not allowed in the hallways or gyms. Distribute refreshments in the hallways or outside, weather permitting.

Smoking within all school buildings is strictly prohibited. The presence or consumption of any alcoholic beverages while on any school property is strictly prohibited.

Coaches, players, parents, or siblings must not abuse any school equipment or facilities. This includes hanging from any basket rims, kicking balls inside gym area, climbing onto stage areas, attempting to open locked doors to hall lockers or otherwise abusing school facilities or displays. All washroom facilities should be treated with respect and left clean. Any damage to school property by players, parents, siblings or family members while attending a WAA game will be responsible for reimbursement to School District 204 and/or WAA.

There is to be **NO** dribbling basketballs in the hallways. Any child or adult found damaging school property, abusing emergency phone numbers or playing with the fire alarms will be held responsible for any and all costs levied as a result of their actions. Players will be suspended from the program if they are found damaging school property or abusing school equipment in any form. **THIS COULD RESULT IN WAA LOSING PRIVILEGES TO USE DISTRICT 204 FACILITIES.**

Coaches, players, parents or siblings are specifically limited to the gym and immediate hallway areas of the school building. Access to any other areas of the school building by adults or children is prohibited. It is not the responsibility of coaches to baby sit siblings at practices or games. Act responsibly and watch your family members.

As required by the school district, a parent monitor must be present in the school hallway area at any time a member of their team is present in the school building for practice. If there is no parent monitor, there will not be a practice.

School officials and custodial personnel are supporting our program. Everyone must follow their instructions and directions completely. Please give all school officials and custodial personnel your highest respect and cooperation.

**Players from the next hour's practice should not be in the gym until it is time for the next hour's practice to start.** The clock in the gym will be used to determine the next practice start/stop. When the last hour of practice is over, leave the school immediately. Pre or post practice meetings should be held in the hall instead of the gym in order to maximize the gym time that can be used for drills, instructions, etc. Players will not be allowed to dribble basketballs in the hallways at any time. Players must also refrain from dribbling balls in the gyms during another teams practice session. Parents should drop off players within 10 minutes of their practice starting times. Coaches are responsible for players' conduct at all times while inside the school and on school property. Parents must insure that the coach is present in the school before leaving school property.

### **3.3 Parent Hallway Monitor Responsibilities and Supervision Requirements**

Parents are required to participate in supervision of the school hallway area while players from their team are in the building for practice. There are no exceptions to this program requirement. This requirement is necessary to protect the integrity of the program from inappropriate behavior by unsupervised participants. The failure to provide monitors during practice sessions can result in the loss of our privileges to utilize school facilities.

Telephone usage at the school by youths is prohibited at any time except under close adult supervision.

All non-participating youths are restricted to the seating or sideline areas of the gym while the practice or games are in progress. Players are not allowed to warm up in the school hallway areas by dribbling or passing balls prior to games or practices.

Unsupervised siblings are not allowed at practice sites or in adjoining gyms or basketball courts during Saturday games. Parents who will not be attending games must make prior arrangements with one of the team coaches to assume the supervisory responsibility of the player while at the school site.

It is not the coach's job to become a team babysitter. Parents must confirm that there is adult coaching supervision of the player on site for games or practices before they leave the school site. Do not leave your children without confirming that a coach or team official are present.

### **FAILURE TO FOLLOW ONE OF THESE SUPERVISION RULES MAY RESULT IN DISMISSAL FROM THE PROGRAM WITH NO REFUND.**

### **3.4 Participant Conduct**

Never argue or criticize the referee's calls. Question of a rule interpretation should be made in a calm, intelligent fashion during time-out or after the game.

Any misconduct by players, coaches, spectators or other program representatives may result in immediate dismissal from the program after review by the sports director.

Coaches have the prerogative to discipline a player for conduct or play detrimental to the team or injurious to other players. Examples include: players who do not inform the coach that they will be missing practices or games, players who fight with each other during practice or games, and players who try to intentionally hurt another player. Disciplinary action may take form in reduced playing time. Coaches should use this action only in rare circumstances and should try to work out problems with parents before action is taken. Contact the WAA basketball director to resolve any difficult situations.

### **3.5 Coaching Conduct and Responsibility**

New rules implemented will continue to be enforced to prevent coaching behavior from getting out of hand. Continuing this season, coaches only will be allowed to step out on to the court during game time to assist an injured player. Any coach arguing, raising his/her voice in a rude or abusive manner or using profanity will receive a technical foul and will be immediately removed to the spectator area. Such coach will be banned from the balance of that game and will not be allowed to coach the next additional game. Such coach can attend the game, but will be restricted to the spectator area and will abide by all rules governing parental behavior.

Any coach receiving a second technical foul during the same season will be banned from coaching the balance of the season. Such coach will only be allowed to coach the following season after a thorough review process conducted by the Basketball Director.

Upon receipt of a technical foul by a coach, the opposing team will be allowed to shoot two consecutive free throws by any player selected by the opposing coach. In addition, the opposing team will then retain possession of the ball and will be allowed to in-bound the ball at mid-court. If a technical foul occurs at a grade level where free throws are not taken, the opposing team will automatically be awarded two points and then allowed to retain possession of the ball and in-bound the ball at mid-court.

Instruct your team players in the skills, discipline and sportsmanship of basketball at the youth level. Always make sure that your players are having FUN.

All players must be given equal game playing time and should be integrated into the team offense regardless of the player's skill or the game score. In the boys and girls competitive levels, each player must play a minimum of two quarters.

Instruct players about the game rules appropriate for their level.

Work with the other coaches on the team in a cooperative effort to instruct your team players. Coaching is a collaborate effort.

Set a good example for your players by displaying good sportsmanship at all times. Emphasize displays of skill and team play at games, not the score.

Communicate information to your teams' parents regarding the facility usage and youth supervision requirements, practice schedule, game schedule, picture session, equipment requirements, time / scorekeeper assignment, player expectations and any other program activities.

Assign a parent to monitor the school hallway during the team practice as defined in the Facility Usage Requirements.

Assign parent time/scorekeeper to each game. Timekeepers and scorekeepers must be at least 16 years old.

Refrain from constantly calling plays from the bench. Coach your players before the game and during timeouts, not during the game. Encourage your players to call and run plays on their own. For the younger ages, help match up players at the start of each quarter. Coaches must control their behavior on the sidelines and refrain from constantly screaming or raising their voices during games.

Coaches are also responsible for the conduct of their team parents on the sidelines during games. Parents should refrain from all screaming and hollering. All encouragement should be done in a positive manner and aimed at the players on their respective team. Abusive parents **will not be tolerated** by the referees or the league.

Our program will emphasize skill development and teamwork, not hard physical play. Over aggressive physical play will not be tolerated by the referees.

Coaches must call and inform the school and the WAA office in advance if they intend to cancel a practice session.

If a game needs to be canceled, one of the coaches from the team which cannot play must do the following at least 24 hours before the game:

- a. Call one of the coaches on the other team (not an answering machine) and let them know the game is canceled.
- b. Call the WAA office regarding the game cancellation.

Do not permit players to engage in any warm-up or practice drills which are unsafe or could cause injury.

### **3.6 Social Media Responsibilities**

We recognize and support that program participants—players, coaches, and parents—use social media to communicate accomplishments and actions that occurred as part of the Wheatland Recreational Basketball program. When making and/or commenting on these recreational basketball-related postings, however, we expect they are done in an appropriate and respectable manner. Instances of inappropriate and disrespectful postings should be reported to the WAA office, and could result in reprimand or dismissal from the program after review by the Program Director.

## **4. Game Site Configuration**

Viewing the team seating area from mid-court, the home team will be seated on the left and the away team on the right, as shown in the diagram below. At all grade school and middle school small gyms, parents will be seated opposite of the team benches. No parents or siblings should be allowed in the team seating areas. At the middle school large gyms, the team benches will be in the first bleacher row.

The time/scorekeeper will normally be seated between the two team areas except at Wheatland and the Hill West gym (upstairs).

Timekeepers and scorekeepers must be at least 16 years of age. Timekeepers and scorekeepers must refrain from screaming or demonstrating abusive behavior during games. Volunteers who spend more time coaching or screaming than performing their duties may be replaced at discretion of referees.

- Baskets will be at 8 ft. for Kindergarten through 2<sup>nd</sup> Grade
- Baskets will be at 9 ft. for 3<sup>rd</sup> Grade
- Baskets will be at 10 ft. for 4<sup>th</sup> - 12<sup>th</sup> Grade

### **4.1 Timekeeper Information (Home Team Member)**

***TIMEKEEPER RESPONSIBILITIES ARE HELD BY AN ADULT FROM THE HOME TEAM.***

#### **TIME**

1. Set the time clock at the beginning of each quarter.
2. Start time on inbound play after a time-out or at the start of the game.
3. Stop time only on injury, any time-out or at the direction of the referee.

## **POSSESSION ARROW**

1. For all grades, the possession arrow is set to indicate the team which lost the jump ball at the beginning of the game.
2. The arrow will be flipped after the ball is in bounded from a jump ball or change in possession situation.
3. The possession arrow will indicate the team receiving the next jump ball or possession.
4. The quarters and half will be started by the team receiving the next possession arrow. The arrow does not point in the offensive direction of the team taking the ball. The arrow points in the direction of the bench receiving the next jump ball or possession.

## **4.2 Scorekeeper Information (Away Team Member)**

***SCOREKEEPER RESPONSIBILITIES ARE HELD BY AN ADULT FROM THE AWAY TEAM.***

## **GAME SCORE**

1. For grades K - 12<sup>th</sup>, tally points for each team on flip cards and game score sheet.

## **FOULS**

1. Keep track of personal fouls on score sheet. Inform the referee if a player is approaching fouling out or has fouled out.
2. Keep track of technical fouls on game score sheet.

**THE SCOREKEEPER AND TIMEKEEPER SHOULD DOUBLE CHECK EACH OTHER IN ORDER TO AVOID POTENTIAL CONTROVERSIES. ALL SCOREKEEPERS AND TIMEKEEPERS SHOULD REFRAIN FROM HOLLERING OR SCREAMING DURING GAMES. POSITIVE ENCOURAGEMENT OF ALL PLAYERS IS ALLOWED.**