

STREETSBORO PARKS AND RECREATION

2009 Division 4 Basketball Rules

The Streetsboro Parks and Recreation Department has designed the Youth Basketball Program as a recreational program rather than a competitive program. Coaches should **stress the recreational and sportsmanship aspect of the game of basketball.** It is your responsibility as coaches to set a good example, to conduct yourselves beyond question and to exhibit the kind behavior we expect from your players!

Player Eligibility

1. Only those players on the Master Roster from the Recreation Department shall be eligible for participation in the league.
2. Any player on your team who drops out of our league must be reported immediately to the Recreation Department. Any additions to a team **MUST** come from the Recreation Department.
3. Once teams are formed no players will be moved to any other team.

Equipment

The Streetsboro Parks & Recreation Department shall furnish the following:

1. All players, in order to play, must wear the appropriate uniform: jersey, gym shoes, and mouth guards will not be mandatory, but recommended. Exposed jewelry such as wrist watches, bracelets including the colored rubber or yarn bracelets, no earrings of any type, barrettes, and neck chains, or any other item judged dangerous by the coaches, may not be worn during practices or games.
2. All equipment must be turned in at the end of the season. All equipment is the responsibility of the coaches. Normal wear and tear is to be expected, however, coaches are urged to take good care of all equipment.
3. Players should bring bottle water to practices and games.

Coaches Responsibilities

The Coaches shall:

1. Pledge to place the emotional and physical well being of his/her players ahead of a personal desire to win.
2. Set an example of good sportsmanship.
3. Be responsible for the conduct and safety of his/her players.
4. Attempt to control unruly behavior of parents and spectators to the extent possible.
5. Discourage and prohibit all harassment between coaches, players and spectators.
6. Exude positive behavior at all times.
7. Report all game-related injuries to the Recreation Department within 24 hours of its occurrence. Please fill out an accident report form that is provided.
8. Give all players a fair and equal amount of playing time regardless of skill level or ability and will treat all players equally.
9. Do his/her best to organize practices that are fun and challenging for all his/her players.
10. Be knowledgeable in the rules of the sport that he/she coaches, and will teach these rules to the players.
11. Remember negative comments and behavior leaves negative impressions on the players not only on his/her team, but the other teams as well.
12. Remember that referees are human and make mistakes, and will teach his/her players to respect them and everyone else involved in the program, and lead by example.
13. Remember that winning and the score are not important, that the important part of the program is that the children learn and have fun.
14. Remember that he/she is a youth sports coach, and that the game is for children and not the adults.

Division 4 Rules:

- Teams will "Jump Ball" to begin the first period
- Games will be played with 5 players on the court. Games may be played with 4 players if one team does not have a sufficient amount of players .
- **Games consist of 4; 6-minute periods with a 5-minute break at half time.**
- **It is mandatory for each player to play two full periods each game.** Players who injure themselves or become exhausted should notify the coach immediately. If a player is ejected from the game due to fouls or behavior the two period rule does not apply any longer.
- No player will be permitted to play 4 periods in any game unless all other players have played three full periods. If the situation occurs in more than one game, the player that plays 4 periods must rotate, no player may repeat until all players have a turn.
- The privilege of playing more than 2 full periods must rotate to different players each week. The Parks and Recreation Department will keep track of these statistics to make sure all players have the same playing opportunity. No player will be permitted to play 3 periods a second time until all players on the team have had a turn. If the player that that needs to play 3 periods is not present, they will be placed first on the list for the next scheduled game.
- **Substitutions may only be made in the event of illness or injury** of a player and must be done during a time out and reported to the score table and opposing team. No free substituting.
- The coach has the right to discipline a player for behavioral problems as long as it has been discussed with the Program Coordinator.
- Each team will be given two, one minute, time outs per each half of the game. Time out for injury will be an official's time out.
- Teams will be given no more than one minute between periods to organize players.
- **Defense will be man to man defense in the 1st, 2nd, and 3rd periods, the 4th period will be optional either man to man, full press, or zone defense. In the 4th period only, you may use a full court press.**
- **Illegal picks will be called throughout the entire game.**
- If the referee decides that one player is totally dominating a team's offense, and/or has played more than two periods, the referee or score table, may require a substitution for this player.
- Players and coaches will display good sportsmanship throughout the program. We are here to teach and enjoy the game of basketball. Poor manners will not be tolerated.
- A player has 5 seconds to bring the ball into play and 10 seconds to take the ball across half court.
- A player will be ejected from the game on his/her fifth individual foul. On a seventh team foul the opposing team will receive a one and one free throw opportunity, after the tenth foul the opposing team will receive two foul shot opportunities per half.
- A technical foul against a player will result in one free throw and possession for the other team. A second offense on any player will result in ejection from the game.
- A technical foul against a coach will result in two free throws and possession for the other team. A second offense on any coach will result in ejection from the gymnasium.
- During practices the Recreation Department is asking that you keep the gym and building clean, siblings must be with parents or an adult, and there is absolutely no running around the building, you must stay in the area of practice.

Recreation Programmer

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