



Rule Book

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NATIONAL STANDARDS FOR YOUTH SPORTS

Quality Sports Environment

Youth sports programs must be developed and organized to ensure, as well as to enhance, the emotional, physical, social and educational well-being of children.

Sports Participation Should Be Fun and a Portion of a Child's Life

Youth sports are only one portion of a child's life that must be balanced with other social and educational experiences and activities.

Training and Accountability

Adults involved with youth sports must receive training and important information about the program and must be held accountable for their behavior.

Screening Process

To ensure the safety and well being of children in youth sports, individuals with regular, repetitive access or contact with children must complete the screening process.

Parents' Commitment

Parents/guardians must take an active and positive role in their child's youth sports experiences.

Sportsmanship

Everyone involved in youth sports programs should exhibit positive sportsmanship behavior at all times.

Safe Playing Environment

Youth sports programs must provide safe playing facilities and equipment, healthful playing situations, and proper first aid applications, should the need arise.

Equal Play Opportunity

Parents, coaches and league administrators must provide equal play opportunity for all youth regardless of race, creed, sex, economic status or ability.

Drug-, Tobacco-, Alcohol-, & Performance

Enhancer-Free Environment

Parents, coaches, officials, fans, players and administrators must be drug, tobacco, alcohol and performance enhancer-free at youth sports activities.

Source: National Alliance for Youth Sports, 2010

Vision – The Boys & Girls Clubs of the Big Pines intends to encourage the youth of the communities to embrace healthy lifestyles through physical activity, exercise, play and proper nutrition and to carry these lifestyle choices with them through adulthood.

Mission – The Boys & Girls Clubs of the Big Pines will develop, test and field organized sports programs, after school physical activities, and physical and nutritional education programs for the purpose of creating an environment where children can find activities that they choose to participate in rather than other non-physical activities (Video games, TV, etc.).

SECTION I: GENERAL LEAGUE INFORMATION

A. Rulebook Overview

The purpose of this document is to provide all participants in the Jr. NBA youth basketball program with an overview of our rules and regulations. All games are conducted in accordance with the current NFHS rules of the game and decisions as modified by the BGCBP Athletic Staff. Any issues not specifically addressed in these guidelines will be governed by the BGCBP Athletic Staff. The program coordinator reserves the right to modify, adjust or omit any rule in this document that is deemed to enhance the quality of the program. A complete copy of all regulations and guidelines is available by contacting the BGCBP.

B. Division Setup

Each participant is assigned to a division based on their date of birth.

1. The aging date for the Youth Basketball season is Dec 31 of the current year.
2. No player may play in a division other than the one they are assigned to based on their date of birth unless approved by the program coordinator.
3. Divisions shall be broken down into age groups. All players are placed on teams through drafting system

Age	Division	Gender	Max Roster	Game Length
5-6 (Girls up 7)	Southwest	Coed	8	20 min halves
7-8 (Girls up 9)	Southeast	Coed	8	20 min halves
9-10 (Girls to 11)	Northwest	Coed	8	20 min halves
11-13	Northeast	Coed	8	20 min halves
14-18	Pacific	Boys	8	20 min halves

NOTE: Players are allowed to “play up” with the written consent of the parent and the league

C. Season Timeline

1. All practices begin can begin once teams are formed. Only one practice time will be given at the BGCBP facility per team. Unless it is your practice time, all other teams need to stay off the courts. The practice schedule will be provided by the AD at the coach’s meeting.
2. Picture day is tentatively scheduled for _____.
Each team will be assigned a picture time once uniforms are delivered.
3. The first game for all divisions is scheduled to be played in mid-January and ends with the last game played in mid-March with the goal to complete before spring break.
Please note that the timeline may be adjusted due to unforeseen circumstances that alter the availability of allocated court space.

D. Jurisdiction

1. COURTS

Basketball courts are allocated by the BGCBP for their prospective use; therefore, the BGCBP maintains jurisdiction over the courts and surrounding gym during events. All participants of the Jr. NBA youth basketball program will honor the rules and regulations along with employees and officials who are empowered to enforce them.

2. OFFICIALS' AUTHORITY

Coaches, spectators and players are reminded that the official is the authority in control of the game including the surrounding gym, from the time they arrive until the time they leave the facility. The official is authorized to enforce these rules and regulations in addition to National Federation of State High School Associations (NFHS) rules of the game.

E. Team Conduct

1. COACHES' RESPONSIBILITIES

2. Each team must have one coach designated as the head coach, and may have one assistant coach. All other adults need to be on the opposite sideline unless they have Athletic Director approval. In the event that the head coach is ejected from the game, then the assistant coach will be designated as the head coach. A substitute coach may be granted with permission from the AD.
 - a. Coaches must stay off the court and remain on their respective sideline. Coaches must behave responsibly and may not shout at the officials or otherwise interfere with the game.
 - b. Coaches should limit specific instructions during the game and do the majority of their coaching during practice.
 - c. No voice amplification devices will be allowed.
 - d. Officially we are on Marshall ISD property. Alcohol, tobacco and illegal drugs are prohibited on our property.
 - e. Head coaches are responsible for their own conduct as well as the conduct of their assistant coaches, players and spectators affiliated with the team.
 - f. Coaches along with officials should make every effort to ensure the games are safe and fair.
 - g. Both teams must line up for post-game handshakes prior to having a team meeting.

3. SPECTATORS' RESPONSIBILITIES

All individuals who are not coaches, players, officials, or BGCBP employees are considered to be spectators from the time they enter the gym until the time they leave. This league is designed to promote fun and fundamentals. Below are some simple rules that should be observed by spectators:

- a. Shouting at players from the sidelines is not permitted; it is the coach's responsibility to direct the players.
- b. Parents are encouraged to cheer for their child's team. They should refrain from any disparaging or discouraging comments.
- c. Avoid obvious displays of anger.
- d. Practice good sportsmanship.
- e. Do not run up and down the sidelines or behind the baskets. Spectators should remain stationary in the designated area.
- f. Do not shout insults at the official. The official has the authority to stop the game if the crowd becomes discourteous.
- g. Absolutely no alcoholic beverages, smoking and or tobacco is permitted at any game.
- h. All non-playing children must be supervised at all times or penalties will be assessed which could include player suspension.
- i. All posted facility rules for gym use apply.
- j. Note that the AD will have the ability to call technical on the parents from the stands.

3. GYM RULES

There are rules and guidelines that all coaches, parents, players, and spectators must follow within the recreation centers:

- a. Food and drink are permitted in the gym in designated areas.
- b. After each game, all coaches are responsible for cleaning their bench area.
- c. After each game, all snacks for players must be provided outside the gym (snack areas with tables).
- d. Do not leave personal items unattended. BGCBP is not responsible for lost or stolen items.

- e. Appropriate attire must be worn at all times. This includes appropriate shirts, shorts/pants and shoes.
- f. Inappropriate language or gestures will not be tolerated and will result in removal from the gym.

F. Disciplinary Procedures

1. PLAYERS DISCIPLINED BY THE COACH

While the BGCBP recognizes discipline is a key ingredient to the success of a team, no coach can prevent a player from participating in a game without prior approval from the BGCBP. Any coach who feels a player's playing time should be restricted due to tardiness, absenteeism, behavior, or any other reason should discuss the matter with the athletic staff prior to the game. Even with approved disciplinary measures in place, all players are required to play at least one quarter.

2. PLAYERS EJECTED BY THE OFFICIAL

All players ejected from the game by the official cannot participate in the remainder of the game. Such players are allowed to remain on the sidelines, provided they do not in the opinion of the official, further disrupt the game. Any player ejected from the game by the official will be suspended for one or more subsequent games, subject to review by the program coordinator. In all cases where a player is sent off the court, the official must submit a written report to the athletic staff within 24 hours, upon request.

3. EJECTION OF COACHES

The official or league representative may eject any coach from the vicinity of the gym for the remainder of the game if they feel the coach's behavior is inappropriate. The game will not resume until the coach complies with the ejection. If the official or league representative decides to abandon or terminate the game because a coach fails to leave the immediate vicinity after being ejected, the program coordinator will decide the outcome of the game. The official shall verbally inform the head coach of the ejection and all implications that may apply.

Any coach ejected by the official or league representative will be suspended for one or more subsequent games, subject to review by the athletic staff. In all cases where a coach is ejected, the official or league representative must submit a written report to the program coordinator within 24 hours.

4. EJECTION OF SPECTATORS

The official or league representative may eject any spectator from the gym or its immediate vicinity for the remainder of the game if they feel the spectator's behavior is inappropriate. The teams will be removed from the floor and to another part of the Club and the game will not resume until the spectator complies with the ejection. If the official or league representative decides to abandon or terminate the game because a spectator fails to leave the immediate vicinity after being ejected, the athletic staff will decide the outcome of the game. The official shall verbally inform the head coach of the ejection and all implications that may apply.

Any spectator ejected by the official or league representative will be suspended for one or more subsequent games, subject to review by the program coordinator. In all cases where a spectator is ejected, the official or league representative must submit a written report to the program coordinator within 24 hours upon request.

G. Suspended or Postponed Games

In the event a game is not completed in regulation time for any reason (including insufficient players, or abandonment or termination by the official), all relevant facts must be submitted to the athletic staff for review. The athletic staff has the option to:

1. Schedule the game to be replayed, thus nullifying the original game.
2. Continue playing the game at a later date with the score and elapsed time starting as it was when the game was terminated or abandoned.
3. Accept the score of the game at the moment it ended as the final score.
4. Award both teams a tie.
5. Award one team a win and the other a loss.

The athletic staff's decision is final and under no circumstances can a game be protested by a coach, spectator or player.

H. Quality of Officials

All officials have different styles of officiating and different levels of experience. Coaches, spectators and players must make allowance for these differences and realize that officials are part of the game. The final outcome of a game is rarely determined by an official's actions or inactions. Any concerns regarding officiating should be filtered through the head coach of the team and discussed with the BGCBP athletic staff at an appropriate time

I. Equipment

1. COACHES' EQUIPMENT RESPONSIBILITIES

Coaches are responsible for providing their own practice basketballs.

2. PLAYERS' EQUIPMENT RESPONSIBILITIES

- a. Each player must wear the league-issued jersey/shirt which must be tucked in. Shoelaces must be securely tied. Open-toe shoes or hard-soled street shoes are not allowed. Basketball shoes are recommended.
- b. A player may not wear anything that could be dangerous to themselves or to another player, including orthopedic casts (even if cushioned), rings, watches, jewelry, hairclips, etc. Hair ties must be soft in texture. Exception: Prescription eyeglasses that appear to be reasonably safe and secured to the head
- c. Uniforms may not be altered in any way.
- d. A player with blood, even if dried, on their uniform will not be allowed to participate until a new uniform is provided or until the blood is removed from the uniform. If a player is wearing an ineligible uniform, BGCBP reserves the right to allow that player to participate in the game as a legal player if they feel it is safe and fair to do so. Officials, coaches and game monitors should be notified if a player is out of uniform before the player enters the game. A game cannot be protested due to a player being out of uniform. BGCBP and game officials will be the sole determining factor whether a player is deemed eligible or ineligible.

3. Game balls will be provided by the BGCBP Sports office on game days.

Division	Size Basketball
5-6 yrs old	27.5
7-8 yrs old	28.5
9-10 yrs old	28.5
11-13 yrs old	29.5
14-18 yrs old	29.5

SECTION II: GAME-PLAY INFORMATION

A. The Court of Play

Division	Court Size	3 Point Arc	Basket Rim	Free Throw
14+, 11-13, 9-10	50x84 Feet	19 feet, 9 inches	10 feet	15 feet
5-6 & 7-8	50x84 Feet	None	8 feet	12 feet

B. Number of Players and Forfeits

Each player must be listed on the team's official roster to participate. The maximum number of players per one team's roster is 8. A team that cannot supply the minimum number of qualified players (four players) within 10 minutes of the scheduled start time will forfeit the game. Games will be played 5v4 until reserves show up. If necessary Team Minimum numbers are subject to change at the league's discretion. Both teams must finish the game with a minimum of four eligible players.

C. Player Participation Requirements

1. MINIMUM PLAYING TIME

*****Minimum playing time is half of the overall game time unless league-approved disciplinary action has been taken per Section I.F.1***

2. PLAYER SUBSTITUTION GUIDELINES

Player participation is controlled through proper substitution procedures as follows:

- a. All divisions can substitute players at the start of each half.
- b. In overtime, a coach can select any eligible players to play.
- c. Respective coaches of each team may substitute players during breaks in the game (violations).
- e. Substituting players must report to the score table prior to substitution and at the beginning of each period or during breaks in the game before entering the court.

3. SUBSTITUTION PROCEDURES DUE TO PLAYER INJURY

- a. If a player is injured and play has been stopped by the official, the injured player may be substituted for another player.
- b. If the injured player is able to return within the same period, then they may substitute back into the game for the player that replaced them.
- c. This substitution must occur at a natural stoppage in the game, which will temporarily halt the game, and allow for player substitutions to take place.
- d. The player must receive a signal from the official to return to the game.
- e. The official must recognize the player leaving the court.
- f. The player who played the majority of minutes in the period is credited with playing the entire period regardless of who started the period.
- g. The official is the sole authority in awarding the period to the appropriate player.

4. SUBSTITUTION GUIDELINE EXCEPTIONS

The only valid exceptions to these defined substitution procedures are:

- a. If, in the opinion of the coach, parent or official, the player is injured or in jeopardy of injury or could further compound an existing injury by continuing to play.
- b. If the official has sent the player off the court for an ejection due to receiving five fouls in the game or two technical fouls.

D. Length of Playing Periods

1. PLAYING TIME

- a. Youth basketball (5-6) games consist of two 15-minute halves with a running clock until the last 2-minutes of each half. During that time, the clock will stop on free throw attempts only.

- b. Age groups (7-8, 9-10, 11-13, 14+) games consist of two 20-minute halves with a running clock until the last 2-minutes.
- c. There will be no overtime in the regular season and ties are allowed.
 - a. There will be a five-minute overtime period in the post season.

E. Timeouts

Timeouts are 30 seconds in duration. Each team will be allowed three timeouts per game and one timeout for each overtime period (in the post season). Unused timeouts cannot be carried over to overtime.

F. Game Clock

- a. The clock will stop for free throws only during the last 2 minutes of the first and second half. In overtime situations, the clock will stop for all dead ball stoppages during the last 2-minute.
- b. Running clock stops only for:
- c. Timeouts: The head coach or player on court may request timeout, or an injury timeout from the official.
- d. Last 2 minutes of the first and second half during free throws.
- e. In the event that a team is leading by 15 points or more the clock will not stop until the lead drops below 15 points. This includes timeouts.

G. Free-throw Bonus

Penalty free-throw bonus begins on the seventh team foul (1-and-1) and the double bonus begins on the tenth team foul (2-shots). Technical, flagrant or intentional fouls will result in free throws (2-shots) and the ball out at the mid-court.

H. 5-6 & 7-8 Guidelines

1. PLAYING THE GAME: DEFENSE

- a. Teams must play man-to-man defense during the game.
 - 1. Players may switch to defenders, but they may not “chase the ball”.
 - 2. Chasing will result in a three-shot technical and possession.
 - 3. Double-teams will result in a three-shot technical and possession at half court.
 - 4. Double teams are not called when the ball is in the key.
 - 5. Players that do not play man-to-man defense within a reasonable period of time are assessed a personal foul.
- b. No full-court press allowed.
- c. Transition rule: Once a team secures the rebound or inbounds the ball and is in transition, defensive players may not play defense until they have reached the defending time line. All defensive players may play defense once the ball has crossed the defensive time line.
 - If a player has crossed half court and behind the timeline, the defense may engage after five seconds.
- d. Half-court press: At the two-minute mark of the second half, the defense must allow the dribbler to cross the half-court line with both feet and the ball before applying pressure. A loose ball or pass in flight must cross the half-court line before the defense may apply pressure.
- e. To encourage basic fundamentals among all the kids this age, three-point shots are not allowed. They can be taken, but are worth two-points.
- f. Fast Breaks. There are no fast breaks allowed in the Southwest Division (5-6yrs). Fast Breaks are allowed in the Southeast Division (7-8 yrs) with the following stipulations.
 - 1. Once the offense has secured the ball, the defense may not engage the offense until they reach the defending time line. This includes intercepting passes.
 - 2. If the defender engages before the offense gets to the time line, there is a three-shot technical on the defense (not a personal foul), shooting team takes the ball out at mid court. The offensive player with the ball/possession at the time of the violation will be the shooter.
 - 3. If the ball is in the back court and is errantly dribbled, it is a loose ball and the defense can recover and advance the ball with no penalty.

2. PLAYING THE GAME: OFFENSE

- a. Home team takes possession at start of the game, and possession thereafter alternates according to the possession arrow.
- b. 10-second backcourt rule and 6-second in the key will be called.
- c. The offense has 5 seconds to stay in the area between half court and the time line. After five seconds, the defense may engage.

I. 9-10 Guidelines

1. PLAYING THE GAME: DEFENSE

- a. Teams may play zone or man defense at any time during the game.
- b. Full court press is allowed
If a team is 10 or more points ahead, full-court pressing will not be allowed. Full court press can resume when the lead drops below 10 points.

2. PLAYING THE GAME: OFFENSE

- a. Jump ball will determine possession at the start of the game and possession alternates thereafter.
- b. Violation: 10-second backcourt rule.
- c. Violation: 3 seconds in the key.

J. 11-13 and 14-18 Guidelines

1. PLAYING THE GAME: DEFENSE

- a. Teams may play zone or man defense at any time during the game.
- b. Full-court press is allowed
- c. If a team is 10 or more points ahead, full-court pressing will not be allowed. Full court press can resume when the lead drops below 10 points

2. PLAYING THE GAME: OFFENSE

- a. A jump ball determines possession at start of the game, and possession thereafter alternates according to the possession arrow.
- b. Violation: 10-second backcourt rule
- c. Violation: 3 seconds in the key.
- d. If a team is behind by 15 points, the other team will not be able to guard until after your team crosses half court

K. Coaching Tactics

The overall object is for players to enjoy the game and strive to do their best at every level. Coaches should recognize that the primary goals of the BGCBP youth sports program are to teach fundamentals and sportsmanship in a safe setting. Coaches should keep practices engaging and play each player at a variety of positions giving them the best chance to succeed. U6 and U8 practices should focus on fun activities and the basics of basketball. Coaches in the U10 to U13 divisions should introduce tactical thinking and strategy based on their division’s skill level. The key to being a successful coach is not determined by your record, but by creating an environment that allows players to learn and fall in love with the sport.

SECTION III: OTHER BASKETBALL INFORMATION

A. Terminology

ALTERNATING POSSESSION RULE: The possession arrow changes direction after each held ball situation, alternating which team gets possession of the ball.

BACKCOURT: Used to refer to the half of the court opposite the half where play is currently taking place.

CARRYING THE BALL: Also called “palming,” a violation committed by a dribbler that involves placing the dribbling hand under the ball and momentarily holding or carrying it while dribbling.

CHARGING: Charging is a foul called when the offensive player in possession of the ball runs into a defender with an established position. The call is often the center of endless debates and is mostly subjective in nature.

DOUBLE DRIBBLE: A violation that occurs when a player dribbles the ball with both hands simultaneously or stops dribbling and then dribbles again.

FOUL: A foul is an illegal action committed by a player from one team against a player from the other team. There are two types of fouls. The first is called a defensive foul. It occurs when the offensive player is fouled by the defender. Defenders should not block, push, trip, strike or hold the player in possession of the ball. The second type is the offensive foul. This is when an offensive player commits a foul when charging into a stationary defender.

FOUL LANE: The area underneath the basketball hoop bordered by the end line behind the hoop and the foul line or free-throw line. Players line up along it during free throws, and offensive players are not allowed more than three seconds inside it during play.

JUMP BALL: A jump ball is a method of putting the ball into play at the beginning of the game or overtime by tossing it up between two opponents in the center circle.

KEY: Also called the “free-throw lane” or “lane”; the area measuring 12 feet in width and extending from the free-throw line to the end line.

ONE-AND-ONE BONUS: The “bonus” free-throw situation awarded for non-shooting fouls after the opposing team exceeds seven team fouls in a half. The person fouled shoots one free throw; if successful, the shooter takes a second shot.

DOUBLE BONUS: The “bonus” free-throw situation awarded for non-shooting fouls after the opposing team exceeds 10 team fouls in a half. The person fouled shoots two free throws.

OUT OF BOUNDS: The area outside of and including the end lines and sidelines.

OVER-AND-BACK VIOLATION: A violation that occurs when the offensive team returns the ball into the backcourt once it has positioned itself in the front court.

OVERTIME: An extra period played to break a tie score at the end of a regulation game.

POSSESSION ARROW: Used to determine which team’s turn it is to inbound the ball to begin a period or in a held ball situation.

TECHNICAL FOUL: A foul that does not involve contact with an opponent; a foul that involves unsportsmanlike conduct by a player, coach or non-player; or a contact foul committed by a player while the ball is dead. All players must be at the mid-court line while the shot is taken.

TRAVELING: A violation occurring when a player with the ball takes a step without dribbling (moving the established pivot foot).

VIOLATION: A violation occurs when the player breaks the rules of basketball. A violation results in the awarding of the ball to the opponents.

B. Alternating-possession Procedure

1. The alternating-possession procedure is a method of putting the ball in play with a throw in rather than a jump ball.
2. The procedure starts when an official places the ball at the disposal of a player for a throw-in and ends when the throw-in is completed or when the throw-in team commits a violation.
3. The team awarded the ball for the alternating-possession throw-in is indicated by the possession arrow.

C. Choosing Sides

1. Each team may warm up and shoot during the first half at the basket farthest from its bench.
2. The teams will change baskets for the second half.
3. The home team will be on the left bench of the scorer's table when facing the court.

D. Boundary Lines

1. The ball is considered in play when the official blows their whistle.
2. If the ball or player makes contact on or beyond the boundary line, they are considered out of bounds.

Section IV : Code of Conduct

The primary goal of coaches should be the development of boys and girls to be better players and citizens. The players must be taught sportsmanship and fair play, and these teachings should always govern their behavior while at practice and at games. Coaches shall be responsible for the conduct of all players, members of the coaching staff and spectators.

This includes the times before, during, and after league games and other events. Improper conduct, in the judgment of the game officials, on the part of the players, coaches or spectators may result in penalties, expulsion, and suspension or forfeiture of the game.

Coaching

- The coach will not criticize players in front of spectators
- The coach will accept the decisions of officials
- The coach will not criticize the officials, the opposing team, the coaches, fans or parents, through language or gesture.
- The coach will emphasize that good athletes are good students, and both are physically and mentally alert.
- The coach will strive to make every BGCBP sports activity serve as a training ground for life, and as a basis for good mental and physical health.
- The coach will emphasize that winning a game is the result of teamwork.
- The coach shall not use abusive or profane language in front of anyone connected with the game.
- The coach will refrain from "running-up" the score against an opponent. This includes keeping in the first defense at all times.
- The coach shall not be under the influence of alcohol or dangerous drugs
- The coach will set an example in personal conduct at all times.
- The coach will not smoke or use any form of tobacco while on the field of play during games, scrimmages or practices.
- The coach will treat each player, opposing coach, parent and administrator with respect and dignity.
- The coach will learn the strengths and weakness of his/her players so they s/he might place them into situations where they have a maximum opportunity to achieve success.
- The coach will protect the health and safety of his/her players by insisting that all of the activities under his/her control be conducted for their psychological and physiological welfare, rather than interests of adults.

Youth sports plays a vital role in encouraging physical, social and emotional growth of children. It is therefore essential for parents, coaches and officials to encourage their youth athletes to embrace the values of good sportsmanship, discipline and character development.

Player Code of Conduct:

- Have fun!
- Be a good sports (win or lose), be honest, fair and always show good sportsmanship to all coaches, players, officials and fans.
- Learn the value of commitment to the team.
- Put personal goals aside for the betterment of the team.
- Show courtesy and respect to teammates, opponents, coaches
- Realize that athletic contests, including practice sessions are educational experiences and opportunities
- Players will not engage in unsportsmanlike conduct
- Players will not engage in rude behavior
- I will treat everyone, including coaches, parents, players, officials, with respect regardless of race, creed, color, nationality, or sex.

Parents are vital to the development of young athletes. Whether sitting in the stands or helping out as a volunteer, parents must set a positive example. Parents, and adults involved in youth sports, should be models of good sportsmanship and lead by example on and off the playing field.

Parent Code of Conduct

- Give constructive criticism during a private moment, never in front of other parents, players, officials, spectators, etc.
- Support your coach, and refrain from excessive “sideline coaching” from the stands.
- Refrain from using profanity.
- Abide by doctor’s decision in all matters of players health and injuries, and physical ability to play.
- Accept the decisions of officials on the field as being fair and called to the best ability of the officials. Parents must stay off the field and remain under control in order to set a good example for players and other spectators.
- Do not criticize an opposing team, its players, fans, coaches or team, by words or gestures.
- Support the coaches, players and officials and help teach the value of commitment to the teams, sportsmanship, ethical conduct, and fair play.
- Inappropriate behavior is cause for immediate ejection from the stands. Repeat offenses will result in being barred from future games and league sponsored activities.
- Parents will not encourage their child, or any other person, to engage in unsportsmanship conduct with any coach, parent, player, participants, officials or any other attendee.
- The BGCBP does have a “Parental Unsportsmanlike Conduct” penalty for each sport. This can be assessed by the referees or by league officials.

Parent Penalty Grid

<u>Sport</u>	<u>Penalty</u>
Football	25 yard penalty and loss of down
Soccer	Penalty kick and ensuing play is a corner kick
Basketball	Five technical shots and possession
Volleyball	Three point penalty and side -out