**Article X. EBYBA Handbook**

**2013-2014 EBYBA Handbook**

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I.

*EBYBA PHILOSOPHY AND MISSION STATEMENT*

The East Bridgewater Youth Basketball Association has numerous goals. Paramount objective is

for children to have fun while playing and learning the game of basketball. Furthermore, the EBYBA

intends to nurture values such as personal development through goal setting in a group environment

as well as an understanding of good sportsmanship, fair play, and teamwork. Coaches, officials,

board members and volunteers have this philosophy as their prime intention and all policies,

decisions and actions are based on that goal.

Our mission is to provide an encouraging, safe environment for players to enjoy learning and

participating in the game of basketball and to teach through positive reinforcement.

**II.**

*PLAYER ELIGIBILITY*

Children entering grade 2 through 8 in September of the same basketball season.

Exception – children must progress to the next grade level each year beginning from whatever grade

they enter the EBYBA league. For example, if a child begins playing in the 5th grade, the child

moves to the 6th grade the following year. Subsequently, during the next school year, the child stays

back to repeat the 6th grade, that child has to move to the 7th grade level in the EBYBA regardless of

the school grade.

Children must be residents of East Bridgewater.

Registration fees (including any late fees assessed and travel fees) must be paid in full before any

player is allowed to play in any games. Players may participate in practices.

**III.**

*COACH, PARENT, PLAYER RESPONSIBILTIES*

1. Please be respectful of games or practices in session when you arrive and don’t let players or

others run into the gym during these times. Please hold all basketballs as a spectator during

games. Gym time is hard to come by; therefore games are scheduled close together. Please be

patient as some games may run overtime.

2. Please do not walk across the playing floor with “street shoes” on. This is very damaging to the

finish and could result in a player, coach or official slipping during play. Please walk around the

outside areas of the floor. Encourage your player to carry “game shoes” or be sure shoes are

wiped when entering a facility.

3. Please make sure players and family members/friends in attendance follow ALL facility

guidelines, this includes **NO EATING OR DRINKING IN THE GYM**.

4. There will be no taunting of players, coaches, or officials! This behavior will result in a request

to leave the premises. All officials have been instructed by the executive board to immediately

end a game in which anyone refuses to abide by this policy. The EBYBA has instituted a **ZERO**

**TOLERANCE POLICY** for taunting or unsportsmanlike behavior.

5. At the conclusion of the game, a player needs to be congratulated on a job well done. Win or lose,

positive reinforcement of improvement of skills and encouragement to work hard on skills

needing development will foster positive feelings about performance and teamwork.

6. When a game ends, please clear the gym so that the next game can be started on time. Be sure

your player leaves with all of the clothing they came in with. Please pick up any empty bottles

left behind.

7. Parents, players, and coaches are responsible for signing and abiding by a parent/player

agreement throughout the season (see form, section VII). It is the coach’s responsibility to have

these completed and handed in to the registrar. Use this agreement as a means to resolve any

issues or problems that may arise during the season.

8. Players are not to alter uniforms in any way. If uniforms are altered (i.e. torn sleeves, torn neck

line, etc.), players will not be allowed to play in games.

***IV***

*GAME ADMINISTRATION AND RULES*

* Always remember: As a coach and/or parent you are setting an example for your players; please act appropriately and display good sportsmanship. Please realize that your behavior is helping to develop values and habits in these players and that someday their actions will be reflections of what they have experienced. (referred to as the “Monkey-see, Monkey-do principle”)
* Please stress the basics. This includes but is not limited to: good sportsmanship, proper shooting form, proper ball handling skills (with both hands and head up), correct defensive technique, boxing out, and rules of the game (traveling, 3 seconds etc.). We would like to see the players master these skills as they progress through the league, as to prepare them for high school ball.
* Grade 2 division is to be entirely “instructional”. The focus will be on drills and skills. The first 45 minutes will be used to develop the players with the fundamental elements and if time allows, the remaining 15 minutes can be used for scrimmage play.
* Grade 3/4 divisions are to be non-competitive with the emphasis on instruction. The first few practices conducted in this division will be instructional clinics for all teams. Once the EBYBA game season begins, the scheduled game hour will be a half hour practice followed by a half hour scrimmage with running time. Score is NOT to be kept. Coaches are urged to be on the court with players during the scrimmage in order to explain what, when, where, and how to execute basic skills needed for the game. As the season progresses, the practice time should be shortened and the scrimmage lengthened. By the end of the season (March), full games with referees will be played along with score being kept.
* Grade 5 – 8 divisions: the goal of the EBYBA town league is to give all players a chance to learn and play the game of basketball in a fun and positive environment. Therefore, teams are to beselected as evenly matched as possible at draft time. However, if there seems to be some inequity in the teams, the EBYBA board reserves the right to redistribute players accordingly.

**EBYBA TOWN LEAGUE GAME RULES**

1. Players who are wearing an altered uniform (i.e. torn sleeves, torn neck line, etc.) will not be

allowed to play in a game.

2. Games will consist of two 20-minute running-time halves. There will be an official stoppage of

play at each 5-minute interval to allow substitutions. This is only a brief stoppage to substitute

players and shall NOT be used as a “time-out”. A time-out will be charged to a team who does

not have subs ready to go. If no time-outs are available, then a technical foul will be called on

that team.

3. ONE-30 second time-out is allowed in the first half of the game and TWO 30 second time-outs

are allowed in the second half. Officials may call time out for injury or safety issues.

4. Half time will be two minutes in length.

5. The final TWO minutes of the game with the point spread 10 points or less: clock is stop-time

(*stopped at each whistle, started back up when ball touched after a throw-in*); press defense is

allowed (see defense #6). (*NOTE: more than 10 point spread keeps the clock running*)

6. If overtime is needed, a 2-minute, stop-time period will be played.

* The overtime period will begin with a jump ball.
* All penalty situations will be carried over (1-and-1 or double bonus).
* ONE additional (30 second) time out will be granted for overtime (in addition to any the team

has not used in second half).

* If at the end of this first 2-minute overtime, the game is still tied there will be sudden death

overtime (first team to score wins) as follows:

* Sudden death overtime will begin with a jump ball.

REGULAR SEASON - there will be a 1-minute, running time, sudden death overtime.If at the end of the 1-minute running time the score is still tied, the game is over and the game is considered a tie.

PLAYOFFS – the clock will be set 20 minutes for a sudden death overtime (*since game cannot end in a tie for playoff purposes, this allows enough time for sudden death without having to reset clock multiple times*). The clock will be running time and the first team to score is the winner.

7. Defense: for 5th/6th and 7th/8th grade games, defense will be played in the “front court”; for 3rd/4th

grade games, defense will be also be played in the “front court” 3 feet past the half court line (players must be allowed to bring the ball over half court). The following exceptions apply to defense:

7th/8th grade in the final two minutes of the game and overtime: full court pressing is allowed.

**NO pressing is allowed by the winning team with a lead of more than 10 points** (only the

team that is behind can press). Pressing may resume by the winning team once the lead is 10

points or less.

5th/6th grade at any point during the game: team with a lead of more than 10 points must play

defense behind the 3-point arc (only the team that is behind may play half court defense).

Half court defense may resume by the winning team once the lead is 10 points or less.

8. 5th/6thgrade level 3-pointers: baskets made outside the arc will be scored as a 3-point field goal.

9. For each half, one-and-one penalty free throws will be attempted beginning at the 7th team foul,

and double bonus free throws beginning at the 10th team foul.

10. A player will be disqualified after five personal fouls in a game.

11. Coaches have the sole responsibility of keeping track of playing time for his/her team. ***Players***

***must play an EQUAL number of shifts per game (see section V for chart)***

12. Decisions and calls of officials are final. Each team must supply an adult to operate the

scoreboard and to keep possession arrow. Coaches should verify the score at all stoppages in play.

13. No jewelry is to be worn during a game. It is the coach’s responsibility to enforce this rule. New

earrings must be covered completely by tape or bandage before a player will be allowed to play.

Braces and supports must be made of soft or cushioned material and will be allowed at the

discretion of the officials.

14. Late arrivals: Any player arriving after the start of the 2nd quarter, will be limited to 10 minutes of

playing time. (This rule may be superceded by “player minute chart” depending upon # of

players)

15. Any “unsportsman-like conduct” technical foul called by an official will result in a one-game

suspension for that player or coach. Multiple infractions by player or coach will result in an

executive board review and possible season suspension. Officials and coaches are requested to

report any negative actions or unsportsman-like behavior by anyone to the executive board.

16. Zone defense as well as man-to-man defense is allowed in the 7/8th grade only. MAN to MAN defense only for 3/4th and 5/6th grades. NO DOUBLE TEAMING OUTSIDE THE 3 POINT ARC.

17. Playoff Requirements: Each player must play in at least half of the regular season games to be

eligible to play in the playoffs.

18. Please refer to positions by # (see section IV). The sooner the players learn these the better (for

communication purposes).

BASIC BASKETBALL RULES

1. 3 seconds- no offensive player may be in the painted “key” area for more than 3 seconds without

a shot being taken. Every time a shot is taken, a new 3-second count begins. Officials should

warn players to get out of the key before calling 3 seconds.

2. 5 second held ball- an offensive player cannot control the ball for more than five seconds when

closely guarded. (Within 6 feet and defense must be facing the ball handler) Four second hold,

four-second dribble, four-second hold is ok.

3. Double or illegal dribble- once a dribble has started; it can’t be stopped and started again. A

stopped dribble is when a player touches the ball with both hands or allows the dribbling hand to

face the ceiling (also called palming or carrying). A dribble also is stopped when the ball is held

against another body part (hip or leg). Also, dribbling with both hands is not allowed.

4. Traveling- remember, we don’t follow NBA rules. Once the dribble is stopped only a pivot foot

or plant foot for a lay-up is allowed.

5. Backcourt-once three points of contact are established by the offense in the front court (usually

both feet and the ball), any contact with the half court line or backcourt by the ball or ball handler

is a violation. Officials should explain this violation only and return the ball to the offense in

5th/6th grade level early season games. There can be no backcourt violation on an in-bounds play.

6. In-bounding-a player in-bounding the ball cannot move side to side except following a made

basket or free throw. A defender can’t “break the plane” of the boundary line on an in-bounds

play. The official should encourage a defender to give a three-foot “cushion” to an in-bounds

passer. A ball must be in-bounded within 5 seconds of the ball being made available to the passer.

7. Free throws-players cannot move into the lane or into adjoining spaces until the ball has hit the

rim during the last awarded free throw. Shooting violations… 7th/8th divisions=none allowed;

5th/6th Boys division=must start behind line may come into contact with line but not go over.

5th/6th Girls division=must start behind line but may finish over the line. 3rd/ 4th grade

division=may start inside of foul line (placement determined by ability).

8. Jump ball-a center cannot control the ball during a jump ball. Alternating possession arrow will

decide possession on called jump balls and at the start of the second half. For the start of an

overtime period, a jump ball will be conducted.

V

*PLAYER POSITIONING AND NUMBERS*

A basketball team is organized, guided, and instructed by a coach. The team consists of five

players—two guards, two forwards, and one center—all of whom play offense and defense. The

guards—the point guard (known in basketball terminology as the *1 guard*) and the shooting guard

(*2 guard*)—comprise what is called the *backcourt.* The point guard or *1 guard* is generally the

leader of the team on the court, acting as an extension of the coach. He/she must have exceptional

ball-handling and passing skills, as well as good *vision* (ability to see clearly what is happening in

all parts of the court). The shooting guard or *2 guard* is generally a good ball handler with excellent

shooting and scoring talents. The small forward, the power forward, and the center compose what is

called the *frontcourt.* The small forward or *3 player* is usually a strong scorer from both near the

basket and at a distance. He/she must have good fundamental skills, including rebounding, ball

handling, and passing. The power forward or *4 player*, who must be big and strong, primarily

concentrates on defense and rebounding. The center or *5 player* is usually the tallest player on the

team, serving as the cornerstone of most play. Good centers score points on offense and block shots

on defense. Although there are specific positions, players can play anywhere on the court,

according to the team's strategy.

There are two types of basic defensive team play, *man-to-man* defense and *zone* defense. In manto-

man defense, each player guards a specific opponent, usually one that plays the same position, so

that a guard defends a guard, a forward defends a forward, and so on. In a zone defense, each player

guards a specific area of the court. The most widely used zone defense is called a *2-1-2 zone,* which

is a system employing the two guards at the forefront on the defense, the center covering the middle

portion of the court, and the two forwards defending the area nearest the basket. A good 2-1-2 zone

defense makes it difficult to pass the ball from near the basket back outside, hampers teams from

initiating a smooth offense, and is effective in slowing down a fast-break style offense.

F.Y.I.- In men's play, (In EBYBA this is 7th grade & up, a basketball is 29.5 to 30 in (74.9 to 76.2 cm) in diameter and 20 to 22 oz (567 to 624 g) in weight.

In women's play (EBYBA all ages) and boys grades 3 thru 6 the basketball is slightly smaller and lighter, 28.5 to 29 in (72.4 to 73.7 cm) in diameter and 18 to 20 oz (510 to 567 g) in weight.

***VI***

*QUICK REFERENCE PLAYER MINUTES CHART*

The policy of the EBYBA is to give all players equal playing time at the town level regardless of

playing ability. The following chart outlines the number of 5-minute shifts (total minutes) to give

players based on the number on a team. The number of shifts for a given player should also be

evened out over the season, so that a given player is not always given either the most or the least

number of shifts/minutes for the majority of the games. Coaches will use the town score sheets to

ensure that players are getting equal playing time.

Total players # players # shifts Total minutes \*

12 4 4 20

8 3 15

11 7 4 20

4 3 15

10 10 4 20

9 4 5 25

5 4 20

8 8 5 25

7 5 6 30

2 5 25

6 4 7 35

2 6 30

5 5 8 40

\* each “shift” on score sheet = 5 Minutes

**VII.**

*BOARD MEMBERS AND JOB DESCRIPTIONS*

*2011-2012*

**President** John Shea

**Vice President** Bob Looney

**Secretary** Scott Allen

**Treasurer** Mike Curry

**Registrar Peter Spagone**

**Purchasing Agent ED Jacobs**

**Sponsor Coordinator/Fundraiser** Scott Salisbuty

**Boy’s Travel Coordinator(s)** Sean McBirney

**Referee Coordinator** Tom Livingston

**Girl’s Travel Coordinator Derek Bradbury**

**Boy’s Town Coordinator** Vacant

**Girl’s Town Coordinator** Vacant

**2nd grade Coordinator** Vacant

**Summer Coordinator(s)** Vacant

**Town Schedule Coordinator** Scott Allen/Mike Curry

**Website Coordinator John Shea**

***The Executive Board of Director Officers and duties are as follows:***

President-Sets meeting dates and locations, appoints committees, presides over meetings, sees that

the resolutions passed by the EBYBA are carried out, and develops the structure for the program of

EBYBA. Responsible for overseeing all board members and their corresponding duties, sets up and

runs meetings, mediates all arbitrations, delegates responsibilities, etc.

Vice President- Takes the place of the President when he/she is absent or incapacitated.

Secretary-Keeps a record of the actions authorized by the EBYBA, and notifies members of meetings

and activities, including posting of the meeting minutes and By-Laws on the EBYBA website.

Responsibilities include but are not limited to: keeping the minutes of the meetings, printing of

documents to be distributed, setting up ballots for elections, and keeping results of elections.

Treasurer-Keeps a record of the EBYBA’s receipts and disbursements and maintains all financial

recordings of the organization. On at least an annual basis, the Treasurer shall post a summary of the

EBYBA’s financial standing to the membership via the organizations website. Responsible for the

league’s account(s), procuring bills from purchasing agent, timely paying of bills, documenting all

debits and credits in an account ledger, etc. Must keep board updated on financial status of the

league throughout the year.

Registrar-Must advertise and distribute registration forms, run registrations, compile a database of all

registrants, run the draft, amend the database to reflect team assignments, make sure all coaches,

board members and emergency personnel have a master copy of the roster including emergency #’s

and medical conditions. He/she must work in conjunction with town and travel coordinators as

needed.

Purchasing agent-Must work closely with Registrar and Town/Travel coordinators. Duties include

but are not limited to purchasing town uniforms, travel uniforms, basketballs, scorebooks, first aid

kits and other equipment, items as voted upon by the board.

***The Appointed Board of Director Officers: The Appointed Board of Director officer positions are***

***appointed by the President, with input from the other E-Board officers, who may nominate***

***individuals to the President, for same appointed positions. The Appointed Officers term of office***

***shall expire with the appointing President’s term of office. The Appointed Board of Director***

***Officer positions and duties are as follows:***

Referee Coordinator-Responsible for reserving referees for all town games for designated dates and

times, confirming that the referees appear and complete their assignments, monitoring cancellations

and game date/time changes, training of refs etc.

Sponsor Coordinator/Fundraiser-Responsible for procuring sponsors for all travel and town teams,

must work with registrar to see that sponsors get assigned to the correct team, also must organize

“photo day” and distribute team photos and sponsor plaques in a timely fashion. Responsible for

setting up and running various fundraisers throughout the season as needed.

Boy’s Travel Coordinator

Girl’s Travel Coordinator

Each Travel Coordinator should act as a liaison between travel coaches, EBYBA board and the entire

travel league. Responsible for the distribution of all correspondence from board to coaches,(i.e.

changes in schedules, rules, formats, cancellations due to weather, “make-up games”, etc.), and from

travel league to board,(i.e. rules, schedules, etc.) Responsible for working with the Registrar to get

lists of players trying out for travel and getting final travel team rosters to Registrar before town draft.

Should attend travel league meetings and must report results of home travel games to league

promptly. Should be present at all home games played at EBHS. Also responsible for the

recommendations to the Executive Board of Directors for all travel coach applicants prior to the

process of selection to coach a travel team.

Boy’s Town 3rd-8th grade Coordinator

Girl’s Town 3rd-8th grade Coordinator

Each Town Coordinator acts as a liaison between divisional town coaches and the board. They are

responsible for the distribution of all correspondence from the league to coaches, distribute all

material (coach’s kits, schedules, and forms), and notify coaches of changes in schedules. They

should periodically attend town games to confirm that rules are being followed.

Second Grade Coordinator-Responsible for the organizing the second graders into manageable

groups conductive for instructional play. They are responsible for the distribution of all

correspondence from the league to the players including schedules, handbooks and forms.

Summer Coordinator-Responsible for managing the summer program including registration,

scheduling, organizing referees and coaches, cancellations due to weather as well as acting as a

liaison between the players, coaches, referees and the Board.

Town Schedule Coordinator-Must obtain and confirm available gym time, schedule all practices,

schedule all town games, and assure travel home games are allocated as scheduled by travel leagues.

Schedule changes should be avoided unless unavoidable situations are present (i.e. weather, school

conflicts, etc). Work with town and travel coordinators to get schedules to coaches in a timely

manner, prior to the start of the season. Schedules should be drafted for the entire season and

changes on short notice should be avoided.

Website coordinator isresponsible for managing the [www.eteamz.com\ebyouthbasketball](http://www.eteamz.com\ebyouthbasketball) website including the basketball portion of the website. This includes posting schedules, maintaining sponsor page with current sponsor ads,

monitoring bulletin messages, and keeping the site as up to date as possible.

VIII.

*EBYBA FORMS/DOCUMENTS*

Player & Parent Agreement (see Registration Form)

CORI form Volunteers (see CORI Form on Website)

Score/Time Sheet (see Score/Time Sheet forms on Website)