

## Philosophy

### *BCSFYAO Mission Statement*

Our primary goal is to provide organized play in basketball and baseball for all members, in an environment where sportsmanship, fair play, and participation are the guiding principles. This organization was founded to give children of all skill levels an opportunity to play in a safe, nurturing and healthy atmosphere. It is our philosophy that winning will not overshadow these guiding principles.

The organization works to achieve this mission through its two-tiered program. The league/roster teams are intended to offer opportunities to participate at a level of play that is exclusive of players participating in High School programs. The open/tournament teams are intended to provide opportunities for players who decide that they want to participate at a higher competitive level.

### *BCSFYAO Coaches Code of Ethics*

I hereby pledge to abide by the BCSFYAO Coaches Code of Ethics:

- I will place the emotional and physical well being of my players ahead of any personal desire to win;
- I will remember to treat each player as an individual, remembering the large spread of emotional and physical development for the same age group;
- I will do my best to provide a safe play situation for my players;
- I promise to review and practice the necessary first aid principals needed to treat injuries of my players;
- I will do my best to organize practices that are fun and challenging for all my players;
- I will lead by example, in demonstrating fair play and sportsmanship to all my players;
- I will insure that I am knowledgeable in the basic rules of basketball and that I will teach these rules to my players;
- I will use those coaching techniques appropriate for the age group of my players to teach them basketball skills;
- I will remember that I am a youth coach, and that the game is for the children and not the adults.

### *BCSFYAO Parents Code of Ethics*

I hereby pledge to provide support, care and encouragement for my child as a participant in the BCSFYAO program by following this Code of Ethics:

- I will encourage good sportsmanship by demonstrating positive support for all players, coaches and officials at every game, practice and other BCSFYAO event;
- I will place the emotional and physical well being of my child ahead of any personal desire to win;
- I will insist that my child plays in a safe and healthy environment;
- I will provide support for coaches and officials working with my child to provide a positive, enjoyable experience for all;

- I will remember that the game is for the children and not the adults;
- I will do my best to make youth sports fun for my child;
- I will ask my child to treat other players, coaches, fans and officials with respect;
- I will promise to help my child enjoy the youth sports experience within my personal constraints by assisting with coaching, being a respectful fan, providing transportation or whatever I am capable of doing.

### *BCSFYAO Players Code of Ethics*

I hereby pledge to abide by the BCSFYAO Code of Ethics:

- I will practice good sportsmanship by demonstrating positive support and respect towards all players, coaches and officials at every game, practice and BC5FYAO event;
- I will play the game of basketball to the best of my ability within the framework of team play and within the rules of the game;
- I accept that youth basketball is played for recreation and that all players should be allowed to enjoy friendly competition without the fear of physical or verbal abuse;
- I will respect the guidance given by my coach and manager and will try to the best of my ability to learn the rules and skills necessary to play basketball.

### *Problem handling*

- Get to know the other coaches - it is much easier to handle situations when you have a friendly relationship with the other coach.
- If you have any problems with team, coaches or parents of other teams, inform the Boys' or Girls' Commissioners as soon as possible, letting them know what the situation was and what your understanding of the problem was. Tell the Commissioner who else was there to observe the problem and what, if any, action was taken at the time the problem occurred. The problem will be addressed at an organizational level between organization Commissioners. The Commissioners will keep the YAO Board informed.
- Coaches/managers should notify the Commissioners of any players that were disqualified from a game. The coach will explain the situation and any actions that they took at the time of the disqualification (i.e., discussion with the player and/or parents about the actions that led to the players disqualification). The Commissioner will take appropriate actions (further discussion with the player and/or parents) based on their discussion with the coach/manager. The YAO Board will take action should the problem warrant it.
- Coaches/managers and parents are responsible for the actions of the players. Should you see a potential problem starting - it is better to catch it early and put an end to it before a larger problem is created. Objectionable actions should be taken care of immediately.
- Parents must understand that they must act responsibly too.
- Coaches have the right to bench or possibly suspend a player. Parents should be notified of the actions (of the player) and the steps that were taken by the coach and/or manager. Coaches/managers should not be critical of the parents - the situation and disciplinary actions should be explained.

*Playing Time*

**NYBA**

**ARTICLE IX - BASKETBALL LEAGUE RULES**

**B. Game rules**

1. The official high school basketball rules shall prevail unless otherwise provided.

2. Playing time\*: D Division - 7 min. stop G-3 Division - 7 min. stop

C Division - 7 min. stop G-2 Division - 7 min. stop

B Division - 8 min. stop G-1 Division - 8 min. stop

Overtime\*\*: 1st Overtime - 3 minutes

2nd Overtime - Team scoring first point is winner. If no point is scored in 3 minutes, game is considered a tie.

\* Playing time amended on April 18, 1990.

\*\* The D-American and G-3 Divisions shall have no overtime. All games shall end in a tie.

3. Rest period between quarters shall be one (1) minute. Time between halves shall be five (5) minutes.

4. A majority of the players of each team on the court must be Nikkei.

5. A game may be started if four (4) players are on court. A grace period of five (5) minutes from scheduled game time will be allowed.

6. A team which fails to show up for a game within the prescribed time shall forfeit the game unless prior arrangements were agreed upon. In the event a forfeiture occurs resulting from late or no appearance, the offending team shall be liable for any costs involved. In cases where teams do not notify home teams to allow for sufficient time to cancel gym reservation or referees, the offending team shall be liable for any costs incurred, gym and referee fee. (See game rule 14.)

7. All games must have a minimum of one (1) certified official referee whose fee shall be shared by the two (2) participating teams.

8. Each player in uniform on a team in the G-1, G-2, B, C and D National teams must play a minimum of one (1) quarter playing time. In the G-3 and D American teams, players must be play a minimum of two (2) quarters playing time.

**\*YAO NOTE: Although NYBA requires only one quarter of playing time for Cs and D-National, YAO would like to have all their coaches play their players at least two quarters per game.**

9. Girl's division shall play under the NYBA boy's rules.

10. "G-3 and D American" Divisions - No pressing permitted in the back court. The team on defense may not press in the back court. Once a team on defense has gained control and possession of the ball, the team must be allowed to bring the ball across the half-court into the forecourt without resistance. Failure to comply shall result in:

a. First violation – Verbal warning

b. Second violation – Technical foul assessed against the offending team's coach

- c. Third and all subsequent violations – No technical foul assessed, two points and the ball will be awarded. No coach’s ejection.

Note: Approved by the NYBA Board on March 16, 2005, and incorporated in these Bylaws on March 21, 2007.

11. Scorekeeper - there must be two (2) scorekeepers (one from each team). The home scorebook shall prevail as the official game scorebook.
12. Organizations must report weekly scores to the NYBA Score Recorder regardless whether it was a home or away game.
13. Postponement of games will be allowed only if gym is unavailable. Notice of Cancellation and/or postponement of games must be given to the opposing team representative at least one week prior to the scheduled game or, if gym is unavailable, as soon as practicable. Otherwise the game will be considered forfeited by the team that fails to appear unless later notification is accepted by the opposing team. The team postponing the game must insure that the date, time, and place are agreeable to the opposing team providing it does not conflict with any scheduled NYBA games. If unable to do so, the game in question is considered forfeited. Gym and referee costs/expenses shall be borne by the team postponing the game.
14. Equipment for all Girls and Boys’ D American divisions - The basketball used will be the 28.5 size basketball .
15. Protests - All protests must be reported to the referees and the opposing coaches either prior to, during or immediately after the game followed by a written protest 72 hours (postmarked) to the arbitration committee and opposing representative. In order to avoid any confusion, all matters will be processed by the organizational representative. A decision will be rendered by the arbitration committee within 72 hours.
16. Any verbal or physical intimidation or abuse displayed by coaches or managers against game officials shall be reported by the organization representative to the arbitration committee in writing within 72 hours. A decision will be rendered by the arbitration committee.
17. G3 and D-American Divisions only. In attempting a free throw, the player must start from behind the free throw line but may cross over the line without penalty. (Amendment added April 21, 1993)

#### **EBGAL**

- D Division only: the 1<sup>st</sup> quarter and the 3<sup>rd</sup> quarter shall be divided into two periods of 3 minutes each to allow for mandatory substitutions under the “all play rule”
- “All play rule” (D Division) - Each EBGAL basketball team must play all healthy, uniformed team members in the game until the conclusion of the first “playing period”, unless an injury or referee’s disqualification forces the player’s removal from the game. Only players who did not play in the first “playing period” may play in the second “playing period”. Exception: If a team has fewer than ten, healthy, uniformed players in attendance, all of its team members who did not play in the first “playing period” must play for the entire second “playing period” may be substituted during the second ‘playing period”. No player shall play less than six minutes on the clock.

**\*\*YAO NOTE: YAO would like to have all their coaches play their players at least two quarters per game.**

- Tournament teams - team members should expect to play a minimum of an average of  $\frac{1}{4}$  of the games during the course of a tournament weekend. If team members do not get sufficient playing time during one game the coach will make every effort to give that member additional playing time in the next game(s).

### *Scoring differentials*

- NYBA - no specific guidelines or rules regarding scoring differentials (use common sense)
- EB GAL - EB GAL Policy on Scoring and Good Sportsmanship
  - “Running up” the score during a season basketball game is evidenced by the score differences of 15 points or greater at “D” level games and 20 points or greater at the “C” and “B” level games.
  - It is usually obvious (by play) that mismatched skill levels are contributing to scores leading toward 15 and 20 point differences. When this is observed, coaches may most likely avoid “running up” the scores by following steps to reduce high score differentiation. This can be accomplished in many ways including:
    - No fast breaks
    - No presses
    - No traps
    - No man to man strategies (zone defense only)
    - Substitute weaker players
    - Take five passes before shooting
  - Current league rules call for the referee to warn the coach when the 15 or 20 point differential is reached. If appropriate action is not taken by the coach to keep the differential down, a technical foul will be issued. If the team/coach continues to “run the score up” the referee has the right to terminate the game and declare a forfeit.

### *Coaches and Managers selection*

- Should anyone show an interest in coaching, please talk to the Boys’ or Girls’ Commissioners for an application. The application will then be reviewed by the Coaches Committee. An interview by a committee member will follow as the next step. If approved, the coach will then be required to get a one-time fingerprint scan with the State of California.
- Managers are usually on a volunteer basis.