

Junior Boys (3rd and 4th Grade) Basketball Schedule-Winter 2012

- Team 1-(Celtics)-Coach Jeff, 847-695-7385, practice Mondays at 6.
 Team 2-(Heat)-Coach Mike, 847-683-7260, practice Tuesdays at 6.
 Team 3-(Lakers)-Coach Zeke, 847-792-6699, practice Mondays at 6.
 Team 4 (Mavericks)-Coach Trevor, 847-683-1935, practice Tuesdays at 6.
 Team 5-(Bulls)-Coach Gary, 847-363-6334, practice Tuesdays at 7.
 Team 6-(Thunder)-Coach Ryan, 630-430-4680, practice Thursdays at 7.

***Picture Day is 2/11**, Picture should be attached to this schedule and times are as follows:

Parents, if possible please have your child arrive 5 minutes before pictures even if you aren't getting individual pictures. We give the volunteer coaches a team plaque and I know they appreciate everyone in the picture.

Team 3 at 8:10am, Team 4 at 8:25am, Team 1 at 11:55am, Team 6 at 12:05pm, Team 2 at 12:45pm and Team 5 at 1pm.
 All games will be played on the south court, farthest from the park district entrance (Door 10).

<u>2/4-Sat.</u>	<u>*2/11-Sat.</u>	<u>No games 2/18</u>	<u>2/25-Sat.</u>
9:45am, 2 and 1	9:10am, 5 and 1		9:20am, 3 and 5
11am, 3 and 6	10:20am, 6 and 4		10:30am, 1 and 4
12:10pm, 5 and 4	11:30am, 3 and 2		11:40pm, 2 and 6

<u>3/3-Sat.</u>	<u>Week of 3/4-d</u>	<u>3/10-Sat.</u>	<u>3/16 and 3/17</u>
8:40am, 3 and 4	3/5-6pm 1 and 3	9:15am, 5 and 4	Tournament details will be available during the last week of practice. All teams will play at least 2 games.
12:10pm, 6 and 1	3/6-6pm 2 and 4	10:20am, 2 and 6	
1:20pm, 5 and 2	3/8-5:15pm 5 and 6	11:25am, 3 and 1	

Please note that the gym is unavailable on Tuesday, January 31st this means there will be no park district activities on those nights. Coaches will contact their teams about potential make-ups.

Junior Boys Basketball rules are attached to the backside of this schedule.

All participants of this program are welcome to attend the open gym offered Wednesdays from 6pm-7pm.

Rules:

-Hoop Height: 10', Ball Size: Official Women's/Intermediate (28.5) Ball.

-Playing time will consist of four 8-minute quarters with a running clock.

-Games will be 5 on 5 and played cross court.

-Substitutions will be made at the approximate halfway mark of each quarter and possibly during timeouts.

-No double-teaming. Once the defensive team obtains possession, the opposing team must clear the area and set up behind the centerline. In case of a double team the referee will stop play and the team with possession will take the ball out.

-Players may pick up the other team defensively after the centerline has been crossed. No zone defense, only man-to-man defense. Individuals will be assigned someone to guard at the start of the quarters and substitutions. The assigned individuals will be the only person the defender can steal the ball from or block a shot, with the exception of the "fast break rule". We encourage defenders to get their hands up/out, butt down and slide their feet to stay in between the offensive player and the basket.

-Undefended basket rule. Aside from a "good switch" a player can "guard" someone who is not there assigned person at selected times. If a ball handler is all alone on a fast break after half court. If there is no defender in the designated area (below the blue line and inside the free throw lane area) we will allow the players to "help" at the basket area and defend against an uncontested shot. Once the assigned defender recovers (assuming no switch) the "help defender" must go back to their assigned player. This will be strictly enforced and only at the referees discretion.

-Switching. It is the coach's decision to "switch" on defense. The referees will be listening for players communicating and watching to see that both players have attempted to switch. If both players don't switch the referee shall call a "double team". Upon the call of a double team the ball will be given to the offense and they will have an out of bounds under the basket throw in. This will be strictly enforced and only at the Referees discretion.

-The score will be kept on the scoreboard. If the difference in score is more than 20pts than the scoreboard will be turned off

-Over and back will be called. Players will have 10 seconds to get the ball up to the centerline. It should be noted that with 10 seconds or less in a game a team may choose to stand behind the centerline to extinguish the clock.

-Teams are allowed one 1-minute time out each half. Coaches may not "carry-over" timeouts. You may take substitutions during timeouts. Please notify the official so we can make sure defensive assignments are clear.

-Game clock will stop with time-outs and substitutions. The clock may or may not also stop at the referee's discretion on items such as extended explanations of fouls/violations, set-up of free throw line for first foul shot. Clock will also stop in the last 2 minutes of the game if the lead is single digits. Additionally game clock will stop on referee's whistle under 10 seconds of the 1st, 2nd and 3rd quarters.

-Teams must start with 5 players. After a 5 minute grace period the game will be considered a forfeit, however we will still play a scrimmage game. The scrimmage will be 4 on 4 or the team which is short player(s) will be given player(s) from the opposing team. The head coach with the legal number of players will make the decision about which playing option will be used. The scrimmage will consist of four 7 minute quarters and subs will be done at the conclusion of the quarters unless timeouts come up or circumstances require a substitution for a player to get their required playing time.

-ALL PLAYERS SHOULD GET ROUGHLY EQUAL AMOUNT OF PLAYING TIME AND ALL PLAYERS ARE REQUIRED TO PLAY AT LEAST HALF THE GAME.

-A loose count will be used for the following potential violations: 4 second count in the 3-second area, and a 6 second count for picked up dribbles or "tight" on ball defense.

-We will shoot free throws on all shooting fouls. Non-shooting fouls will be recognized and the ball will be inbounded at the approximate location of the foul. We will not keep track of fouls, however if the referee feels it is appropriate he may remove a participant for a quarter, half or entire game if he feels it is necessary.