

Basketball Coaches Handbook





BARC BASKETBALL

(Revised 12/28/23)

The BARC Basketball program was designed to give the youth of our community a positive outlet to learn the basics of the game, but more importantly to develop fair play, interaction with others, and have fun.

GENERAL INFORMATION

NOTIFICATIONS:

Please notify all parents of players on your teams by **Wednesday**, **1/3/24** to introduce yourself, confirm your first practice time, and tell them how to identify you at the first practice.

THE DRAFT:

The draft was a completely random selection process. Teams are based on grade level.

ADDITIONS:

There will be NO additions to your rosters unless done by an administrator. If someone does not show up after the second practice, give them a call. If he/she has changed his/her mind about playing, let Nora Osuchowski know right away, and if there are people waiting for a spot, she will take care of it.

SHIRTS:

You will have shirts on picture day. If someone is not at practice hold onto the shirt until you find out if he/she will be playing.

PICTURES:

Please encourage parents to have their children participate in the team picture. The sponsors are sent a team picture as a thank you. If players are in the team picture, it will not cost them money unless they order one. This is also a fundraiser for BARC. Pictures run on time typically, so please be sure to be there 10 minutes early. There is an abbreviated practice after pictures (30-45 minutes instead of an hour).



SCHEDULES:

The schedule is posted on the BARC website by Wednesday, 1/4/23. Coaches should have the ability to enter your own team schedule through Team Snap.

FIRST AID KITS:

First aid kits will be in the gyms or with the BARC staff that are there that day. **THERE WILL BE ONE FOR EACH TEAM**. Do not take them home with you. Randy, Chris or Ryan will gather them at the end of each practice/game & restock (if needed).

CANCELLATIONS:

- If school is closed for the day, there will be no practices/games.
- If there is a <u>district wide cancellation</u> of after school activities, there will be no practices or games.
- If the weather turns bad just prior to practice/game please contact Randy or Chris to determine whether or not to cancel. We have had <u>many</u> parent complaints about winter program weather cancellations in the past. This should only be done if absolutely necessary. If you have a schedule conflict, <u>DO NOT CANCEL</u>. Please talk to your team parents to find someone to cover that day. If you can't find someone, speak to Randy about other options.
- *We have one make up date scheduled to be used for snow cancellations of games only.

INJURY REPORT:

Each first aid kit will contain an injury report and pen. If a player has the slightest injury, please document it.

***MOST IMPORTANT: Remember the referees have the final say. They do the best they can. <u>PLEASE REMEMBER THEY ARE KIDS.</u> Please make it clear to parents that everyone should set a good example, even if they do not agree with a call. Please control your players and their parents. <u>SPORTSMANSHIP IS FIRST AND FOREMOST</u>. Parents and coaches who can not control themselves will be asked to leave.

CONTACT INFO: Please <u>do not give</u> out program staff's cell numbers <u>to</u> <u>parents unless you have permission from said staff</u>. <u>Have parents call or</u> <u>email the BARC office with concerns.</u>



Randy Hotaling, Volunteer Basketball Commissioner:

Cell: 518 210-0830 Email: tattoobyrandy@me.com

Chris Bouchard, Support Staff:

Cell: 518 338-7703 Email: cbouchard0820@icloud.com

Ryan Cummings, Support Staff:

Cell: 518 338-2526 Email: cummings.ryan38@gmail.com

Nora Osuchowski, Executive Director:

Email: ballstonarearec@gmail.com (Email is the easiest & fastest way to reach me.)

Office Phone: 885-1634

GRADE K-1 (Boys/Girls)

- Opening tip off is a jump ball. At quarters, possession alternates.
- There are four **7** minute quarters.
- Each player will play a minimum of 2 quarters. No one will play a third quarter until all players have played their 2 quarters.
- No player will play four quarters until all players have played three quarters.
- The only exception to playing time is <u>those with larger rosters</u> will <u>share playing time equally and compensate game to game for player equality.</u>
- No full court presses allowed.
- MAN to MAN defense only.
- Time outs will be 2 per team/per game.
- The clock will stop for shooting and technical fouls, injuries, or other events at the discretion of the referee/coaches.
- **Substitutions** can only take place <u>at the end of each quarter or</u> <u>mid quarter</u>. Referees will call for subs mid quarter. Subs are allowed for injured players at any time.
- Foul shots taken from 8 feet.
- 2 foul shots awarded for a player fouled in the act of shooting.
- Fouls committed in the last 2 minutes of the second and fourth quarters are awarded 1 and 1 shooting fouls.
- 1 foul shot will be awarded for a technical foul.
- A player with 5 fouls must be removed from the game. If fewer than 5 players remain eligible the game is FORFEITED.
- No Overtimes games will end in a tie. NO EXCEPTIONS!
- For disciplinary reasons players may be benched provided the opposing coach, referee, and parent are notified.
- Coaches may provide guidance to players on the court during games for this age division.
- There are no refs for this division.

GRADE 2-3 (Boys/Girls)

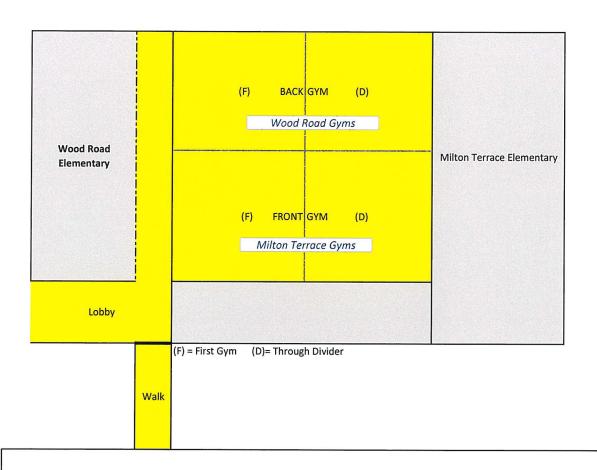
- **Opening tip off** is a jump ball. At quarters, possession alternates.
- There are four **7 minute** quarters.
- Each player will play a minimum of 2 quarters. No one will play a third quarter until all players have played their 2 quarters.
- No player will play four quarters until all players have played three quarters.
- The only exception to playing time is those with larger rosters will share playing time equally and compensate game to game for player equality.
- No full court presses allowed.
- MAN to MAN defense only.
- Time outs will be 2 per team/per game.
- The clock will stop for shooting and technical fouls, injuries, or other events at the discretion of the referee/coaches.
- **Substitutions** can only take place <u>at the end of each quarter or</u> <u>mid quarter</u>. Referees will call for subs mid quarter. Subs are allowed for injured players at any time.
- Foul shots taken from 8 feet.
- 2 foul shots awarded for a player fouled in the act of shooting.
- Fouls committed in the last 2 minutes of the second and fourth quarters are awarded 1 and 1 shooting fouls.
- 1 foul shot will be awarded for a technical foul.
- A player with 5 fouls must be removed from the game. If fewer than 5 players remain eligible the game is FORFEITED.
- No Overtimes games will end in a tie. NO EXCEPTIONS!
- For **disciplinary reasons** players may be benched provided the opposing coach, referee, and parent are notified.
- Coaches may provide guidance to players on the court during games for this age division.
- There are no refs for this division.

GRADES 4-5 (Boys/Girls)

- Opening tip off is a jump ball. At quarters, possession alternates.
- There are four **8** minute quarters.
- If a <u>player arrives after the quarter has started</u>, he/she <u>may not</u> <u>participate in that quarter unless</u> there is not a full team on the floor.
- Each player will play a minimum of 2 quarters. No one will play a third quarter until all players have played their 2 quarters.
- No player will play four quarters until all players have played three quarters.
- The only exception to playing time is <u>those with larger rosters</u> will <u>share playing time equally and compensate game to game for player equality.</u>
- No full court presses allowed.
- MAN TO MAN defense only.
- Time outs will be 2 per team/per game.
- The clock will stop for shooting and technical fouls, injuries, or other events at the discretion of the referee.
- **Substitutions** can only take place <u>at the end of each quarter or mid quarter</u>. Referees will call for subs mid quarter. Subs are allowed for injured players at any time.
- Foul shots taken from 10 feet
- 2 foul shots for a player fouled in the act of shooting.
- Possession fouls will result in change of possession.
- Fouls committed in the last 2 minutes of the second and fourth quarters are awarded 1 and 1 shooting fouls.
- 1 foul shot will be awarded for a technical foul.
- If a player or coach is assessed 2 technical fouls he/she will be ejected from the game.
- A **player with 5 fouls** must be **removed from the game.** If fewer than 5 players remain eligible the game is FORFEITED.
- No Overtimes Games will end in a tie. NO EXCEPTIONS
- For **disciplinary reasons** players may be benched provided the opposing coach, referee, and parent are notified.
- Coaches MUST coach from sidelines during games in this division.

GRADES 6-8 (Boys/Girls)

- Opening tip off is a jump ball. At quarters, possession alternates.
- There are four **9** minute quarters.
- If a <u>player arrives after the quarter has started</u>, he/she <u>may not</u> <u>participate in that quarter</u> <u>unless</u> there is not a full team on the floor.
- Each player will play a minimum of 2 quarters. No one will play a third quarter until all players have played their 2 quarters.
- No player will play four quarters until all players have played three quarters.
- The only exception to playing time is <u>those with larger rosters</u> will <u>share playing time equally and compensate game to game for player equality.</u>
- No full court presses allowed.
- MAN TO MAN defense only.
- Time outs will be 2 per team/per game.
- The clock will stop for shooting and technical fouls, injuries, or other events at the discretion of the referee.
- **Substitutions** can only take place <u>at the end of each quarter or mid quarter</u>. Referees will call for subs mid-quarter. Subs are allowed for injured players at any time.
- Foul shots taken from 15 feet (BOYS) 10 feet (GIRLS)
- 2 foul shots for a player fouled in the act of shooting.
- Possession fouls will result in change of possession.
- Fouls committed in the last 2 minutes of the second and fourth quarters are awarded 1 and 1 shooting fouls.
- 1 foul shot will be awarded for a technical foul.
- If a player or coach is assessed 2 technical fouls he/she will be ejected from the game.
- A **player with 5 fouls** must be **removed from the game.** If fewer than 5 players remain eligible, the game is FORFEITED.
- No overtimes games will end in a tie. NO EXCEPTIONS!
- For **disciplinary reasons** players may be benched provided the opposing coach, referee, and parent are notified.
- Coaches MUST coach from sidelines during games in this division.



Bus Loop/Parking