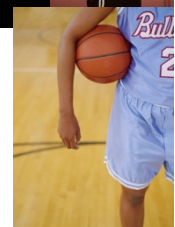
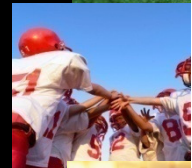




Norm Waitt Sr. YMCA 601 Riverview Dr South Sioux City, NE

Phone:402.404.8439 E-mail: rdunkel@siouxlandy.org



RYAN DUNKEL

Youth Sports Director

402.404.8439

Email:

rdunkel@siouxlandy.org

Sports Game Cancellation #

712.444.4091

REFEREE MANUAL

NORM WAITT SR. YMCA
REFEREES HANDBOOK
YOUTH BASKETBALL LEAGUE 2009-2010

EXPECTATIONS OF REFEREES

1. Must wear a referee's shirt, black shorts or pants (worn at the waist) and have your own whistle
2. Must be to game 15 minutes before the start of your game. If you are the first ref of the day, you must help the Site Supervisor set up and if you are the last ref of the day, you must help the Site Supervisor clean up.
3. Must be knowledgeable of the different leagues and division rules. Spirit as well as Youth league.
4. Help out the Site Supervisor in any other duty required.
5. If you are not certain games are being held because of weather, please call the YMCA Game Cancellation Number at **712-444-4091**

LINING UP GAMES

If you would like to work games, please contact Ryan at **402-404-8439**. If you take games and find you can't work them it is your responsibility to contact the supervisor you spoke with originally before the Friday of the game date. We will find a replacement for you if notified by **early Friday**, otherwise it is your responsibility to show up and work. **Failure to do this will mean termination.**

PAYCHECKS

Payroll checks can be picked up at the Norm Waitt Sr. YMCA, 601 Riverview Dr. South Sioux City, NE at the member service desk. If someone other than yourself is going to pick up your check, they must have written authorization from you. Paychecks are issued every other Friday, contact Ryan to know what dates the checks will be issued.

REFEREE CONTACTS

Sports Manager: Ryan Dunkel 402-404-8439
Norm Waitt Sr. YMCA 402-404-8439
Sports Voice Mail (Game Cancellation) 712-444-4091

PREGAME CHECK

1. No jewelry, barrettes, bracelets, or hair clips may be worn. **NO EARRINGS** can be worn. **NO EXCEPTIONS.**
2. Before each game introduce yourself to both coaches. Ask them if they have any questions before the game starts and let them know what you expect out of them and the players.
3. All players must wear the YMCA reversible red / white jersey or they don't play. **No exceptions.** If a player does not have his/ hers they cannot borrow from a player waiting to sub in the game. White jersey – home team – first on the schedule. Red Jersey – visiting team – second on the schedule.
4. Distribute the colored wristbands to players in the 1st grade division.

HALF TIME

1. Check with the scorer's table; make sure the score is correct (**4th – 8th grade keep score**) Answer questions on how to record fouls for second half and check on jump ball direction.
2. Stay on task and **stay on time**, remember **2 minutes for halftime**. You get behind by having longer halftime periods.

POST-GAME

1. Make sure the score is correct. Get wristbands back from players. Clear the court so the next teams can warm-up and **start on time**.
2. Sign the payroll sheet and mark down any concerns regarding players or coaches on the payroll sheet.
3. If you have a question on your check, you the employee, needs to contact the Sports Department, not your mom or dad.

2009/ 2010 BASKETBALL PLAYING SITES

Kindergarten Boys & Girls

- Wesley United Methodist Church
3700 Indian Hills Dr
Sioux City IA 51101

1st Grade Boys

- Norm Waitt, Sr YMCA
601 E Riverview Dr
South Sioux City NE 68776

1st Grade Girls

- Norm Waitt, Sr YMCA
601 E Riverview Dr
South Sioux City NE 68776

2nd Grade Boys

- Girls Inc
500 Main St. (Corner of 6th St. and Main at Cook Park)
Sioux City , IA

2nd Grade Girls

- Girls Inc
500 Main St. (Corner of 6th St. and Main at Cook Park)
Sioux City , IA

3rd Grade Boys & Girls

- Western Iowa Tech
4647 Stone Ave, Bldg. B
Sioux City IA 51106

4th Grade Boys & Girls

- Covington Elementary School
2115 A Street
South Sioux City NE 68776

5th & 6th & 7th Grade Girls

- South Sioux City Middle School
3625 G Street
South Sioux City NE 68776

5th Grade Boys and 6th & 7th Grade Boys

- South Sioux City Middle School
3625 G Street
South Sioux City NE 68776

ZERO TOLERANCE POLICY

Zero Tolerance Policy - Due to an increasing tendency for coaches and parents to verbally harass game personnel and players, the Norm Waitt Sr. YMCA has implemented a Zero Tolerance policy throughout our sports programs. Coaches are asked to encourage their players in a positive fashion and avoid yelling at game personnel. Our intent is as always to provide a fun learning environment for the youth in our programs and to provide positive role models for young people to mentor from.

The bench decorum rule will be in effect. Coaches will only be allowed to leave the bench when there is a timeout on the floor. Any violation of this rule will result in a technical foul.

****Any player or coach receiving a technical foul in a game for misconduct may be ejected from the game and be suspended for the next game and will be required to meet with the Sports Director. If a coach receives 2 technical fouls during the course of the season, that coach will be suspended from coaching the rest of the season which includes both practices and games. This is NON-NEGOTIABLE! If a player receives a technical foul, the player will sit out the remainder of the game. That child with their parent will meet with the Sports Director. If that player receives a 2nd technical foul during the season that player will no longer be able to play in the YMCA league for the remainder of the season.**

*****Any abusive language or actions such as fighting will result in ejection from the game and a one game suspension automatically and will be required to meet with the Sports Manager before the individual can play or coach another game.**

******Any spectator using excessive language or abuse will be assessed a technical foul on the coach of their respective team and asked to leave the premises. The kids from both teams will then be addressed on why that individual is being kicked out of the gym.**

SPIRIT LEAGUE RULES

1. Teams will play 5 v 5.
2. Players **MUST** wear the YMCA sport jersey. If a player does not have his/her jersey they cannot borrow from a player waiting to sub in the game. Home team will wear white, visitor will wear red.
3. All players must wear tennis shoes.
4. No water is allowed in the gym. Players may use water fountains in the hall.
5. Kindergarten will have a 15 minute practice followed by a game with 4 (8) minute quarters. They will not have an outside practice during the week. 1st grade will have one practice per week and the game on Saturday.
6. Baskets will be at: 6 feet for the Kindergarten and 8 ft for the 1st grade.
7. Ball size: Junior
8. All players must play equal time. A player starting a quarter must end the quarter, unless there is an injury.
9. Games will begin with a coin toss.
10. 1st grade teams will play 4-10 minute quarters with a 5 minute half time/water break. There are no overtime games due to a tie score, as score is not kept in this league.
11. The time clock will run continuously (will stop for any player injury & time outs).
12. Each team is allowed 3 time outs per game.
13. No press. Man to man defense only.
14. No double-teaming.
15. No free throws will be allowed for the Kindergarten division. Teams will take the ball out of bounds on the side. Free throws will be allowed in the First grade division.
16. Fouls will not be kept
 - a) The ball will be given out of bounds on the side. No free throws taken.
 - b) First grade division will be allowed to shoot free throws if fouled while shooting. They will be awarded 2 free throws.

17. When a player is taking the ball out of bounds, the defender must be 3 feet away.
18. Double dribble violation: The referee will explain the violation to the player. The same team will take the ball out of bounds on the side where the violation occurred.
19. Traveling violation: The referee will explain the violation to the player. The same team will take the ball out of bounds on the side where the violation occurred.
20. Players will be allowed 5 seconds in the lane. If violation is called by the referee, he will explain the 5 second ruling to the player and team that had possession will take the ball out of bounds on the side where ball was in play before violation was called.
21. Coaches are allowed on the court to set up players on offense and defense.
****Coaches in the K division will ref their own games.**
22. Back court will be enforced. Once the offensive team has advanced beyond the half court line, the over and back line will be enforced. The infraction will be explained and the team will retain possession.
23. Please encourage your players to steal the ball on the pass. **Slapping the ball out of the other player's hands will not be permitted.** When this occurs the ball will be given back to the original player / team.

YOUTH SPORTS STAFF

Feel free to contact the Youth Sports Staff with any question, concerns, or problems that you may have at (402) 404-8439 or email us at rdunkel@siouxlandy.org you may ask for Ryan Dunkel, Sports Director.

MAKE-UP GAMES

The YMCA will reschedule games only for bad weather situations determined by the Youth Sports Staff. **The 1st game cancelled will not be made up.** All other cancellations will be made up. If any questions on game cancellations please call the youth sports voice mail at **712-444-4091**, a decision will be made by 8:00a.m., the day of the game. Also the local radio stations, KMEG, KCAU, and KTIV will be notified- **LISTEN** to them for announcements. Tournament and other non-league activities will result in a forfeit for the teams involved. Coaches and players will NOT be notified individually, so coaches please contact your players of any cancellations.

GENERAL LEAGUE RULES

Zero Tolerance Policy - Due to an increasing tendency for coaches and parents to verbally harass game personnel and players, the Norm Waitt Sr. YMCA has implemented a Zero Tolerance policy throughout our sports programs. Coaches are asked to encourage their players in a positive fashion and avoid yelling at game personnel. Our intent is as always to provide a fun learning environment for the youth in our programs and to provide positive role models for young people to mentor from.

The bench decorum rule will be in effect. Coaches will only be allowed to leave the bench when there is a timeout on the floor. Any violation of this rule will result in a technical foul.

****Any player or coach receiving a technical foul in a game for misconduct may be ejected from the game and be suspended for the next game and will be required to meet with the Sports Director. If a coach receives 2 technical fouls during the course of the season, that coach will be suspended from coaching the rest of the season which includes both practices and games. This is NON-NEGOTIABLE! If a player receives a technical foul, the player will sit out the remainder of the game. That child with their parent will meet with the Sports Director. If that player receives a 2nd technical foul during the season that player will no longer be able to play in the YMCA league for the remainder of the season.**

*****Any abusive language or actions such as fighting will result in ejection from the game and a one game suspension automatically and will be required to meet with the Sports Manager before the individual can play or coach another game.**

******Any spectator using excessive language or abuse will be assessed a technical foul on the coach of their respective team and asked to leave the premises. The kids from both teams will then be addressed on why that individual is being kicked out of the gym.**

National High School Federation Basketball rules shall be used with modifications approved by the Sports Director.

A team has 5 minutes after game time to have 5 players on the court **READY TO PLAY OR 4 on 4 may be played as a last resort!** Referee will establish game time.

All games will be ten minute quarters. The first three quarters the clock will run continuously, except for any official or team timeouts. This applies as long as games are running on time. **The clock will run continuously through the fourth quarter, except for the last two minutes if the game is within 10 points (only keep score in 4th – 8th grade).**

Each team is allowed 3 timeouts per game. Timeouts will be 30 seconds in length.

Bonus situation for free throws shall exist after the seventh team foul of each half. **Bonus will be two free throws** (2nd – 4th grade). **Bonus will be 1 and 1** (5th – 8th grade). Intentional fouls are two free throws and the ball out of bounds.

Coaches will be required to play kids equally and at least 2 quarters. All players will take their turn out of each game.

The game will start at the beginning of the first quarter with the Home team having the ball; alternating jump balls will run from then on except at the beginning of the 2nd half where the Visiting team will get the ball and alternating jump balls will begin again.

Each player must wear the YMCA youth sports jersey. All players must have their own jersey on for the game.

No jewelry. Piercing of any kind must be removed. **Taping the area will not be permitted.**

At any time during the game, if one team is ahead by 25 points, the score will be frozen, but the game will be played in its entirety (4th – 8th grade keep score).

No overtime games due to a tie game at the end of regulation play.

Each team will be responsible for providing assistance at the scorer's table to track fouls , possession (all grades) and score (4th – 8th grade)

When a player is taking the ball out of bounds, the defender must be 3 feet away (**All grades**)

Coaches and players must display good sportsmanship at all times.

2nd & 3rd Grade – League Rules

A junior size basketball will be used for games. Basket height is 8.5ft.

Home team will have the ball to start the game. Away team will have the ball to start the 3rd period.

No press. After a rebound or basket is made, the opposing team must drop back to half court.

Players have 5 seconds in the lane.

No score will be kept at this league, just a record of fouls and changes of possession.

Coaches are required to play kids equally. 2nd and 3rd grade kids will be **subbed only at quarter breaks** unless a player sustains a legitimate injury, in which case the injured player may be switched with another player. If the injured player returns during the same quarter they will replace the player that replaced them.

Stealing is the most complicated issue at these grade levels. We promote good defensive play not slap- happy defense. If an offensive player is holding the ball the defense may tie up the ball in an effort to cause a jump ball, but may be called for a foul in the process. 2nd grade players may steal a loose ball or a passed ball. **2nd grade cannot steal the dribble!** 3rd grade players may steal the dribble as long as they do not commit a foul in the process. As always these are both judgment calls by the official.

Backcourt will be enforced. Once the offensive team has advanced beyond the half court line, the over and back line will be extended to the free throw line except where courts are large enough where this is not an issue. Check with your Gym Supervisor on the backcourt regulations at your gym site. If the back court rule is in effect: after the offensive player has crossed mid-court, the defensive player may follow the offensive player back over the mid-court line. (Remember: the over and back line is now the free throw line extended). This does not apply to courts at WITCC.

Man-to-man defense will be played throughout this level. Please don't have your players sag back into the lane, teach good defensive skills. Refs will be instructed to move players out of the lane so they can play defense correctly. First offense is warning with fouls to follow after the warning. **When a player is picked, a switch may be made to adjust to the play. The player that switches must stay with that person until that particular play is over.** Double or triple teaming will NOT be allowed.

When a player is taking the ball out of bounds, the defender must be 3 feet away.

4TH GRADE LEAGUE RULES

Official 28.5 women's size basketball will be used for games.

Game will start with a jump. All other tie-ups will be alternate possession.

Backcourt will be enforced. Once the offensive team has advanced past the half court line, the over and back line is enforced. If the offensive team retreats back over the half court line it will be a turnover.

Teams may play man to man or zone defenses.

Players can press the last two minutes of the fourth quarter. Any team ahead by 15 points **may not press. Score Boards are frozen for the rest of the game once a 20 point lead has been reached.**

Players must play equal time.

Teams must have their players play two quarters. **Open Substitution** will be permitted. Coaches must allow players to play at least 2 quarters. **All players must come out of every game unless there are just 5 players.**

No overtime games. Tied games at the end of regulation will end as a tie.

All games will be ten minute quarters. The first three quarters the clock will run continuously, except for any official or team timeouts. This applies as long as games are running on time. **The clock will run continuously through the fourth quarter, except for the last two minutes if the game is within 10 points.**

Each team is allowed 3 timeouts per game. Timeouts will be 30 seconds in length.

Bonus situation for free throws shall exist after the seventh team foul of each half. **Bonus will be two free throws.** Intentional fouls are two free throws and the ball out of bounds.

5th 6th 7th & 8th GRADE LEAGUE RULES

Official 28.5 basketballs will be used for these games.

Games will start with a jump ball. All other tie-ups or other changes of possession will alternate.

Teams must have their players play at least two quarters. **Open Substitution** will be permitted. **All players must come out of every game unless there are just 5 players.**

No overtime games. Tied games at the end of regulation will end as a tie.

All games will be ten minute quarters. The first three quarters the clock will run continuously, except for any official or team timeouts. This applies as long as games are running on time. **The clock will run continuously through the fourth quarter, except for the last two minutes if the game is within 10 points.**

Each team is allowed 3 timeouts per game. Timeouts will be 30 seconds in length.

Bonus situation for free throws shall exist after the seventh team foul of each half. **Bonus will be one and one. Bonus will be two shots after the team's 10th foul.** Intentional fouls are two free throws and the ball out of bounds.

Players can press the last two minutes of the fourth quarter. Any team ahead by 15 points **may not press. Score boards are frozen for the rest of the game once a 20 point lead has been reached.**

Man to man and zone defenses will be allowed. Double / Triple teaming will be allowed.

ENCOURAGE YOUR PLAYERS TO DEMONSTRATE RESPECT FOR THEMSELVES, THEIR TEAMMATES, OPPOSING PLAYERS, AND REFEREES.

WE BUILD STRONG KIDS, STRONG FAMILIES, STRONG COMMUNITIES