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# Basketball

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## Guidelines and Provisions for All Divisions

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DPR Youth Sports

700 W. River Dr.

Davenport, IA 52802

563-328-7275

[www.cityofdavenportiowa.com/parks](http://www.cityofdavenportiowa.com/parks)

[www.teamsideline.com/davenport](http://www.teamsideline.com/davenport)

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**DAVENPORT**

**PARKS & RECREATION**

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**ZERO TOLERANCE POLICY:**

The following policy should be read and followed by all persons participating in any Davenport Parks and Recreation activity:

Before, during, and after all games, the following will be enforced:

- A. Players, coaches, assistants, parents, and spectators MAY NOT make insulting or negative remarks, directly or indirectly, to or about opposing players, officials, or spectators or commit other acts that could be considered unsportsmanlike.
- B. Players, coaches, assistants, parents, and spectators MAY NOT directly or indirectly make comments to or about the officiating crew or otherwise badger the officiating crew.
- C. Officials will give one warning to a coach or other person(s) for misconduct. Upon the second infraction, the coach or person(s) will be ejected from the game site and subject to further disciplinary action. If further misconduct occurs the game may be forfeited.
- D. A penalty for violating rules of conduct or the tolerance policy will lead to the temporary or permanent expulsions of anyone involved.
- E. Penalties for violations which occur following a game will be enforced during the next game.
- F. If there is a physical altercation between a coach, other team representative or an official, they are subject to suspension for a period to be determined by the Davenport Parks and Recreation Youth Sports and Recreation Supervisor.

**SPORTSMANSHIP “NO EMBARRASSMENT SUGGESTION”**

If your team is up by 5-baskets, attempts should be made to make it fun for the other team. One suggestion is all players must score a basket before a player can score a second time.

**OVERVIEW OF RULES**

- A. Visit the Davenport Parks and Recreation Weather Line for rainout information - NO ONE will call you!
- B. Rainout information will be available 1 hour prior to game time on the Weather Line at 563-888-3000.
- C. Pre-Kindergarten through 5<sup>th</sup>-grade play 5 vs. 5.

- D. Pre-Kindergarten through 1<sup>st</sup>-grade divisions use size Junior balls, 2<sup>nd</sup>-5<sup>th</sup>-grade use size Intermediate balls.
- E. Coaches should sign the referee's game report at the end of each game.
- F. Please help keep the facility clean! Help by picking up your team's trash.
- G. COACHES AND PLAYERS MUST STAY SEATED DURING GAMEPLAY.
- H. Spectators must watch the game from the sideline opposite of the players.
- I. Game ball is to be provided by the home team.
- J. Players may not wear any type of jewelry or hard hair accessories other than a medical I.D. wrist bracelet or medical I.D. necklace. These must be taped to the person.
- K. Substitutions are legal at all grade levels when done properly.
- L. A player playing dangerously without concern for safety of themselves or an opponent must leave the field of play.
  - a. A person playing dangerously without concern for safety of themselves or an opponent must be replaced immediately.
  - b. The coach should discuss the incident with the player.
  - c. The player playing dangerously without concern for safety of themselves or an opponent must sit out for 10-minutes. If the playing dangerously without concern for safety of themselves or an opponent occurs near the end of the game, the remaining time of the 10-minutes will apply to the next game.
  - d. All personal fouls will be issued for 4<sup>th</sup>-5<sup>th</sup> grade as a result of playing dangerously without concern for safety of themselves or an opponent. If the opponent was in the act of shooting, they will be allowed to take 2 free throw shots. If the opponent was not in the act of shooting, they will take the ball out of bounds under the hoop.
- M. Blood Rule: Player must immediately leave the field. Any blood must be covered or clothing changed; substitution rules takes effect.

## **SCHOOL & FACILITY USE**

DPR Youth Sports will play at select Davenport Community Schools for the use of their building for games and practices. Teams who wish to practice in those facilities may do so by contacting the DPR Youth Sports and Recreation Supervisor. Use of the other schools or facilities outside of Davenport Community Schools may be reserved for practices by contacting those specific facility offices.

## GENERAL GUIDELINES

### **PURPOSE OF THE PROGRAM**

“We will make our game fun for our players, not a glory for ourselves, we will, by our actions and attitudes practice true sportsmanship, remembering that by our examples, we are teaching the young and contributing to the forming of their character. We will teach our young players to win with humility and to lose gracefully. We will strive to teach the skills of the game with patience and understanding. We will praise when deserved and encourage, not condemn when a mistake is made. We will remember that the feelings and welfare of our players are far more important than the outcome of the game.”

These are the truths that DPR Youth Sports is dedicated to and they will be followed by one and all without fail.

### **COACH'S RESPONSIBILITIES**

- A. Each coach and assistant coach should carefully study the policies and procedures so that correct information is passed along to the players and parents.
- B. Coaches must attend the Davenport Parks and Recreation Coaches Meeting when provided to improve coaching skills and help keep the program moving forward.
- C. Make sure players on roster meet eligibility requirements.
- D. Make sure players understand and comply with the uniform and dress codes; jewelry off, etc.
- E. There must be one ADULT, 18 OR OLDER, at all practices, games, and team activities. (No exceptions.)
  - a. In the absences of an adult, the game will be forfeited.
- F. Each coach/manager is personally responsible for his conduct and sportsmanship as well as that of his/her coaching assistants, players, parents, and other spectators.
- G. Set a good example for the players and fans. This means ALWAYS act and dress in good taste, to at least the degree required of players. Children learn by your example.
  - a. NO PROFANE/ABUSIVE LANGUAGE
  - b. NO ALCOHOL/TOBACCO PRODUCTS (during practice, games or around players)

- H. Be prepared to start your game at the scheduled starting time and see that each player gets his/her required playing time. Providing they have fulfilled the required guidelines set for players.
- I. Required: team members and fans pick up trash after each game. Take sack if no trash can available.
- J. DO NOT ARGUE WITH THE REFEREE! Direct questions in a positive manner at the appropriate time (i.e., between quarters and after the game). Noncompliance with this can result in removal of coaches and players and/or forfeiture of the game.
- K. Stress good sportsmanship and having fun. Teach players to win and lose with the proper attitude. Greet opposing coaches both before and after the game to set the tone.
- L. If a player, team, coach, assistant coach, or spectator habitually violates any of the guidelines or official rules as outlined in this rulebook, is habitually abusive to the referee or players, or threatens a referee with physical violence (EVEN ONCE), they will be subject to denial of further participation in the program.
- L. Spectators must watch the games from the sideline opposite the players approx. 4-6-feet from the touchline.
- N. Each coach will identify themselves to the referee during equipment check. Only the coaches will be allowed to address the referee during the quarter or halftime breaks.
- M. Up to three coaches will be allowed on the team side of the court. They must stay seated on the bench with their players.
- P. Practice Restrictions: This is recreational basketball which should be fun and interesting to the kids, not a chore. The players are to have a maximum number of practices:
  - a. Pre-Kindergarten through 3<sup>rd</sup>-grade: 2 per week
  - b. 4<sup>th</sup> through 5<sup>th</sup>-grade: 3 per week.

**\* This means that before the season begins, a 1st-grade team can have no more than two practices per week. Once the season begins, you can have at most one practice per week because the game played on Saturday counts as your other involvement with them.**

**\*\* The purpose of our league is developmental and instructional, less emphasis should be put on “set plays” and more should be put on the fundamentals.**

### **PLAYER'S RESPONSIBILITIES**

- A. Follow the team rules set by your coach.
- B. Be willing to learn and give 100 percent.
- C. Be a team player, not an individual star.
- D. Be ready to start play at the scheduled time.
- E. Contact your coach if you can't make it to a practice or a game.
- F. Be a good sport and have fun.
- G. **DO NOT ARGUE WITH THE REFEREE!** Non-compliance with this can result in removal of players and/or forfeiture of the game.
- H. If a player habitually violates any of the guidelines or official rules as outlined in this rulebook is habitually abusive to the referee or other players or threatens a referee with physical violence (EVEN ONCE), they will be subject to denial of further participation in the program. This decision will be made by the Youth Sports and Recreation Supervisor.

### **REFEREE RESPONSIBILITIES**

- A. Referees will be paid by and work for the City of Davenport.
  - B. The referee has **FULL JURISDICTION** from the time he/she arrives on the playing field until he/she leaves the playing field. His/her decisions are **FINAL!!!**
  - C. The referee shall enforce the RULES of the game, but shall refrain from stopping the game for an infraction when he/she is satisfied that doing so would be giving an advantage to the offending team.
  - D. The referee can stop or terminate the game by (blowing his/her whistle) for:
    - a. Infringement of the rules, by players, coaches or spectators.
    - b. Injury to any player on the field.
    - c. After a shot
- \* Only the referee can stop a game. The ONLY exception is an injury not seen by the referee.**
- E. In accordance with guidelines and provisions of the game, the referee can penalize a player.
  - F. The referee acts as the timekeeper and keeps a record of the game.



- G. The referee will examine the equipment of each player before the game to ensure that it complies with the rules.
- H. Assistant referee will be paid by and work for the City of Davenport.
- I. Duties of the assistant are to signal:
  - a. When the ball is out of play.
  - b. When a shot has been scored.
  - c. Penalties.
- J. The referee ALWAYS makes the final decision of the action to be taken, even if the initial assistant referee signal is to the contrary.

### **WEATHER POLICY**

The City of Davenport Park & Recreation Staff may determine whether all games will be canceled for the day or if they will be canceled on an hourly basis. Be sure to show up at the gym you are scheduled to play on.

- A. Coaches and parents are encouraged to do what is in the best interest of the comfort and safety of their family during inclement weather, even if games are not cancelled for the day or on an hourly basis.
- B. All cancelled games will not be re-scheduled by the Davenport Parks and Recreation Administrative office due to gym availability.

**\* Coaches should check the Davenport Parks and Recreation Weather Line at 563-888-3000 one hour before their scheduled game to check for cancellations. If the Weather Line has not been updated then games are on as scheduled.**

## BASKETBALL RULES

### ORGANIZATION OF THE GAME

- A. Team rosters shall consist of 5-10-players (Pre-Kindergarten – 5<sup>th</sup>-grade), and shall not be changed or added to as of the week before first the game of the season without the approval of Davenport Parks and Recreation Administrative office.

Grade	Game Length	Sides	Ball Size
PK – 1 <sup>st</sup> Gr.	4-8 min. (qtrs.)	5 vs.5	25.5
2 <sup>nd</sup> – 3 <sup>rd</sup> Gr.	4-10 min. (qtrs.)	5 vs.5	27.5
4 <sup>th</sup> -5 <sup>th</sup> Gr.	4-10 min. qtrs.)	5 vs. 5	28.5
All Games have a continuous clock			

- \* The Youth Sports and Recreation Supervisor may, at his/her discretion, change number of field players and grade division, to meet fluctuation in registrations**

- B. The full team consists of 10-players (Pre-Kindergarten – 5<sup>th</sup>-grade)
- C. A full team consists of 5-players (Pre-K – 5<sup>th</sup>-grade)
- D. Minimum to start a game is 3 less than a full team.
- E. All players must be properly registered prior to any participation.
- F. Opposing coaches/managers must meet with the official at mid-court prior to the start of the game to discuss any questions or ground rules. Disciplinary actions must be made known at this time.
- G. Games will start on time when one or more games are scheduled:
- a. Between games warm-ups will be given if time permits (determined by the referee).
  - b. Coaches meetings, warm-ups, etc....Must be completed prior to game time.
- H. The home team is the first team listed on the schedule and will wear blue.

- I. The start of play begins with the home team receiving the ball and taking it out of bounds from the opposite end of the basket they are scoring at that specific quarter.
- J. Pre-k thru 5th grade will alternate possessions of the ball at the start of each quarter.
- K. The start of play begins with the home team receiving the ball and taking it out of bounds from the opposite end of the basket they are scoring at that specific quarter.
- L. Pre-k thru 5th grade will alternate possessions of the ball at the start of each quarter.

### **FORFEIT**

A. A forfeit will incur if a team is not fielded by 5-minutes after the scheduled game time.

**\* If you are aware before the game day that you will not have the minimum number of players to field a team you should call the Davenport Parks and Recreation Administrative office. If you arrive at a game and you find you are short players you should play a game using "borrowed" players from the opposing team.**

### **PLAYER UNIFORMS & EQUIPMENT**

#### **A. ALL DAVENPORT PARKS AND RECREATION PLAYERS MUST WEAR:**

- a. Approved DPR Youth Sports' all-sport reversible shirts. ALL shirts must be tucked in.
- b. Tennis shoes or basketball shoes only to be worn during games and practice.
- c. Players wearing illegal equipment will not be allowed to play.
- d. The following is a list of equipment that will be considered illegal.
  - 1. Headgear unless it's a sweatband or bandana.
  - 2. Jewelry of any kind; **NO EARRINGS, OR HARD HAIR ACCESSORIES.**
  - 3. Pads or braces worn above the waist.
  - 4. Shoes with Velcro fasteners or that tie must be worn.
  - 5. Sandal or loafer type footwear is not allowed.
  - 6. Shirts or jerseys that do not tuck in.

7. Leg or knee braces made of hard unyielding material.
  8. Un-padded wrist cast.
- f. Padded casts are allowed; however, if the referee determines the player is using the cast for advantage, they will be removed from the game.
- B. No team may have a sponsor's name present on shirts.

### **PLAYING TIME**

- A. Pre-K – 1st grade: the game will consist of 4 – 8 minute quarters. There shall be 1 minute allowed after the 1st and 3rd quarters and 5 minutes at half time. Teams will receive a 10 minute warm-up period which will begin at scheduled game time.
1. There shall be a continuous clock.
- B. 2nd – 5th grade: the game shall consist of 4 -10 minute quarters. There will be 1 minute allowed after the 1st and 3rd quarters and 5 minutes at half time. Teams will receive 5 minute warm-up period that begins at scheduled game time.
1. There shall be a continuous clock.
- C. There will be no overtime period during the regular season league play.
- D. Each child is entitled to play at least one-half of each game when present. However, no child is to only play one-half of the game until every other player on the team has only played one-half. Each player **MUST** be rotated between offense and defense during the course of the game (K-5<sup>th</sup>-grade). Every child plays (except in discipline situations). Davenport Parks and Recreation policy is **EQUAL PLAYING TIME**.
- \* Please consider the welfare of all the players and only play a player four quarters if all others have played AT LEAST three quarters. To avoid the same player playing the minimum each game, a player only playing two quarters may not do so again until all players on the team have also taken their turn playing only two quarters.**

### **OFFICIAL GAME**

- A. Home team and visiting team is designated on the game schedule. Please follow the instructions on your schedule for

which end to defend, shirt color to wear and which team kicks off each half.

- B. The start of play begins with the home team receiving the ball and taking it out of bounds from the opposite end of the basket they are scoring at that specific quarter.
- C. Pre-k thru 5th grade will alternate possessions of the ball at the start of each quarter.
- D. After halftime, the ends shall be changed.
- E. After a temporary suspension of play for any reason not otherwise mentioned in the guidelines and provisions list, the Referee will restart the game from out of bounds at the nearest point.

## J. SPECIAL PROVISIONS AND RULINGS

### a. The Ball

- 1. Size Junior ball will be used for Pre-Kindergarten-1<sup>st</sup>.
- 2. Size Intermediate ball will be used for 2<sup>nd</sup>-5<sup>th</sup>.
- 3. A good quality game ball of the proper size will be provided by the home team. Practice ball will be obtained from Davenport Parks and Recreation.

### b. Rim Height

- 1. The approximate height of the rims are as follows:
  - A. Pre-K and Kindergarten 6'
  - B. 1<sup>st</sup> Grade 8'
  - C. 2<sup>nd</sup>-5<sup>th</sup> Grade 10'

### c. All Grade Divisions

- 1. Teams are allowed up to 4 official coaches during the season.
  - A. 1 head coach and 3 assistant coaches.
- 2. **Pre-Kindergarten and Kindergarten Only**
  - A. ONE coach is allowed on the court to help direct the players but three coaches are allowed on the bench
    - a. The coach MUST not interfere with play or the referee's calls.
    - B. If offensive player clears key (under basket) defensive player must face offensive basket. Once ball is cleared defensive player must return to their offensive position.

- C. A player MAY NOT steal a pass or dribble from the offensive team.
  - D. A player MAY NOT block a shot from the offensive player.
  - E. Fouls will NOT be called.
    - a. If deemed appropriate by the referee, a coach can be asked to bench a player if they are dangerously.
3. 1st Grade Only
- A. Coaches are NOT allowed on the court.
  - B. If offensive player clears key (under basket) defensive player must face offensive basket. Once ball is cleared defensive player must return to their offensive position.
  - C. No fast breaks are allowed.
  - D. A player MAY NOT steal a dribble from offensive player.
    - a. They may steal a pass if they do not make an extra effort to jump in front of pass.
    - b. Pass comes directly to them, they may steal it.
  - E. A player MAY NOT block the shot of an offensive player.
  - F. Fouls will NOT be called.
    - a. If deemed appropriate by the referee, a coach can be asked to bench a player if they are dangerously.
  - H. The ball will be awarded to the opposing team if a rule violation is called.
    - b. Examples: (stealing passes/dribbles, blocking a shot, playing dangerously).
4. 2nd & 3rd Grade
- A. Coaches are NOT allowed on the court.
  - B. A player MAY NOT steal the dribble of the offensive team.
  - C. They may steal a pass if it comes directly to them and if they do not make an extra effort to jump in front of pass.
  - D. A player MAY NOT block the shot of the offensive player.

- E. Fouls will NOT be called.
    - a. If deemed appropriate by the referee, a coach can be asked to bench a player if they are dangerously.
  - F. The ball will be awarded to the opposing team if a rule violation is called.
    - a. Example: (stealing passes/dribbles, blocking a shot, playing dangerously).
  - G. Player has 10 seconds to cross half court line.
  - H. No fast breaks are allowed.
  - I. Picks/screens are allowed but must be done properly.
    - a. Absolutely **NO** double picks/screens or back picks.
5. 4th & 5th Grade
- A. Coaches are not allowed on the court.
  - B. A player MAY NOT steal the dribble from and offensive player.
  - C. They may steal the pass.
  - D. Blocking shots are allowed.
    - a. Slap Blocking is not allowed.
    - b. If a player is shooting and slap blocked it is an automatic foul and 2 free throws will be awarded, if not shooting the ball will be taken out of bounds by the offensive team under the hoop.
  - E. Fouls WILL be called.
    - a. Free throws will not be shot unless the player is in the act of shooting.
    - b. If deemed appropriate by the referee, a coach can be asked to bench a player if they are dangerously.
  - F. Foul line may be moved up 2 feet if needed.
  - G. Fast breaks ARE allowed.
  - H. 6 second rule:
    - a. If an offensive player has any part of his/her body in the lane for 6 seconds while in the front court, will result in loss of possession for the offensive team.

- b. The team in control of the ball for a throw-in adjacent to a front-court boundary line may not be called for a 6 second violation.
- I. Players will have 10 seconds to get the ball across the half-court line.
- J. Picks/screens are allowed but must be done properly.
  - a. Absolutely **NO** double picks/screens or back picks.

### **SUBSTITUTIONS**

- A. Substitutions are legal at all grade levels when done properly. Either team may substitute on the following:
- 1. When a basket has been scored.
  - 2. When play has been stopped for an injured player, the injured player may leave the field, that player may be substituted for another team also.
  - 3. This is not a timeout and clock will not stop.
  - 4. All other substitutions will be done at the quarter.

### **BLOOD RULE**

In the event of any exposed blood, the injury must be covered; clothing must be covered or change. Substitution rules take place.



### Definitions

**ALTERNATE POSSESSION** – When the teams switch who has possession at the start of quarters and half time.

**BACK COURT** – A basketball teams defensive half of the court.

**BACK PICK** – Is a pick set behind the defender in which they cannot see the pick, it is set on their back.

**BASELINE (END LINE)** – The line under the basket opposite of the sidelines to make the boundary.

**BLOCK** – When the defensive player slides in front of the offensive player but his/her feet are not set and make contact with offensive player.

**CHARGE** – When offensive player knocks over a defensive player who is legal guarding position and is stationary.

**DOUBLE DRIBBLE** – When the offensive player stops or picks up the ball and begins dribbling again.

**DOUBLE PICK** – Is when two offensive players set a pick on the same defensive player (one on each side).

**DOUBLE TEAM** – When two defensive players play defense on the same offensive player.

**DRIBBLE** – When the offensive team uses their hand to bounce the ball on the court to move down the court.

**FAST BREAK** – An attempt by the offensive team to move the ball down the court and score before the defense can stop them.

**FOUL** – Is breaking a rule or illegal contact with another player whether you are offense or defense.

**FREE THROW** - An unimpeded attempt at a basket (worth one point) awarded to a player following a foul or other infringement.

**FREE THROW LINE (FOUL LINE)** – Is the line in which a free throw is taken from.

**FRONT COURT** – A basketball teams offensive half of the court.

**HALF COURT (MID LINE)** – The line on the court in which divides the court into two halves.

**LANE** – Is the area underneath the basketball that its boundaries consist of the end line and free throw line and two other lines that connect them.

**MAN-TO-MAN DEFENSE** – Is a defense in which each player is matched up with one player on the offense.

**OUT OF BOUNDS** – Is the area outside the boundary lines of the court, these boundary lines consist of the side lines and the baseline.

**PASS** – Is the attempt to move the ball between teammates without dribbling.

**PICK (SCREEN)** – Is a blocking move by an offensive player, by standing beside or behind a defender, to free a teammate to shoot, receive a pass, or drive in to score.

**PRESS (FULL COURT)** – When the defensive team is guarding the offensive team the full length of the floor.

**SIDE LINE** – The boundary line that runs the length of the floor opposite of the baselines making the boundary.

**SLAP BLOCK** – Is when the defensive player swings his or her arm in order to try and block the shot of the offensive player.

**STEAL** – Is when the defense causes the ball to legally be deflected and controlled, this can be done on a pass or dribble.

**TRAVEL** – The offensive player takes more than 3 steps without dribbling the ball or passing the ball to another player.

**ZONE DEFENSE** – Is a defense in which players guard an area not an actual person.

**NEW RULES & CHANGES (for 2019)****SPORTSMANSHIP “NO EMBARRASSMENT SUGGESTION”**

If your team is up by 5-baskets, attempts should be made to make it fun for the other team. One suggestion is all players must score a basket before a player can score a second time.

**Substitutions**

Substitutions are legal at all grade levels when done properly.