

MCYB Coaches Meeting
MCHS, Auditorium
Sunday, October 29th, 2023

Explain the organization behind MCYB

- We will need a Director on our MoCo Tribe Hoops, Inc. Board
- www.teamsideline.com/montgomeryyb

Format

- 5 schools
- K-1 / 2-3 / 4thG / 5thG / 4thB / 5thB
- 10-12 game schedule / week nights
- games at each school
- tournament for each division
- Championships are at The Arena

Coaching

- Volunteer based
- KSP Background Check through P&R (25.00)
- Assistant Coaches / Team Managers
- Practice times provided for you - can practice more if you want and can find space
- Developmental based / practices should reflect this
- Coaching Clinic and Players Clinics

Officiating

- 25.00 per game
- undecided on how many officials for a K-1 game
- 2 officials for every game 2nd - 5th
- Need a director of officiating / Assigner (paid position)

The Financing

- 65.00 per registration / included a reversible jersey with school name and number on front and back
- gate revenue (school age children admitted free - adults are 3.00 per adult, per day - openly pay once (multiple game sites in a day)
- concessions - still working on this (may let each school handle their own concessions as a fundraiser for clubs, etc. - or cheer)
- Mt. Sterling Pediatric Dentistry and White, Greer & Maggard league sponsors
- AllSpark Electric

Game Format and Rules of Play

- Ball Size:
 - K-1, 27.5
 - 2-3, 28.5
 - 4-5, 28.5
- Goal Height:
 - K-1, 8'
 - 2-3, 9'
 - 4-5, 10'
- FT Distance: (relative - without tape markings)
 - K-1, 12'
 - 2-3, 14'
 - 4-5, 15'
- K-1
 - Equal Playing Time
 - 4 6:00 periods
 - 1:00 between quarters
 - 2:00 OT
 - Sudden death OT2
 - Either follow sub pattern or leave exact player on floor for OT1 / OT2
 - No 3FG (if made, only 2 points)
 - 2, :60 TO's in each half, no carry-over, 1 TO for OT
 - No additional TO for OT2
 - "Use em or lose em"
 - Coin Flip for initial possession
 - Man-Man defense
 - No pressing
 - No double team / trapping
 - Clock stoppage on all dead balls and in last 1:00 (and OT) after made baskets
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- 2-3
 - Equal Playing Time
 - 4 6:00 periods
 - 1:00 between quarters
 - 2:00 OT
 - Sudden death OT2
 - Either follow sub pattern or leave exact player on floor for OT1 / OT2

- No 3FG (if made, only 2 points)
- 2, :60 TO's in each half, no carry-over, 1 TO for OT
 - No additional TO for OT2
 - "Use em or lose em"
- Coin Flip for initial possession
- Pressing in 4th quarter
- No double team / trapping unless pressing in 4th quarter (only in back-court)
- Clock stoppage on all dead balls and in last 1:00 (and OT) after made baskets
- 4-5
 - Equal playing time quarters 1-3
 - 4 8:00 periods
 - 1 min. between quarters
 - 2:00 OT
 - 3FG = 3 points
 - 2 :60 TO's in each half, no carry-over, 1 TO for OT
 - No additional TO for OT2
 - "Use em or lose em"
 - Jump for initial possession
 - Man-Man def.
 - Pressing in 4th quarter
 - Losing team may press, and as long as they are pressing, the winning team may press
 - Winning team may not press if margin in 20+ and losing team isn't pressing
 - Clock stoppage on all dead balls and in last 1:00 (and OT) after made baskets
 - In the last minute of the fourth period and each extra period following a time out, the ball will be inbounded from the offensive team's frontcourt opposite the scorer's table

Definitions

- (Help-Side or Weak-Side) Defensive player must stay on the same side of the court as the offensive player, divided by the rim line (mid-line)
- (Help) If an offensive player with the ball advances past their defensive player, another defender may rotate to guard that offensive player
- (Pressing) Defensive guarding, either on or off the ball, within the backcourt
- (Double Team / Trapping) Two or more defensive players guarding a single offensive player

Rationale (From USA Basketball)

- Double-Team/Trapping: Crowding the ball with multiple players (referred to as “double-teaming”) is not allowed for 7-8 or 9-11 year-olds due to skill and size discrepancies among children at these ages. Trapping is allowed for 12-14 year-olds and older to remain consistent with pressing defense standards.
- Playing Time: To ensure that all young children participating in the sport have an opportunity to experience the game, equal and fair playing time is recommended for 7-8 year-olds. For 9-11 year-olds, equal playing time is recommended for periods 1-3, while allowing coaches discretion in the fourth and extra periods. Equal and fair playing time is encouraged throughout all segments.
- Pressing Defense: Pressing defense is prohibited for 7-8 year-olds to help children develop principles of movement with and without the ball in a half-court setting. For 9-11 year-olds, permitting player-to-player defense to extend full-court in the fourth and extra periods allows players to become accustomed to full-court defense while not having to understand sophisticated zone presses. It also allows for an introduction to competitive tactics.
- Man-Man Defense: The player-to-player requirement for 7-8 and 9-11 year-olds encourages physical activity and movement, and promotes the development of individual skill related to guarding a player both on and off the ball. At older ages, with proper coaching, zone defenses are best taught with man-man principles applied. Children of this age are not physically prepared to shoot from 19’9” consistently, thus giving a zone defense an unfair advantage

Bench Decorum

- You do not always deserve a “warning.” You can be ejected immediately.
- Cursing in any form will be justification for technical without warning.
- 2 Technicals = ejection = coach must sit-out next game
- Refs: 25.00 per game - so they will have accountability, but if you are expecting KHSAA quality, you need perspective:)
- Parks & Rec Board, myself, along with School Board Personnel will side with officials early, even if the quality of officiating is poor. Just like we will side with a coach early, if a parent is unruly from the stands towards the coach.
- Any adult on your bench has to have a background check.