



INFORMATION PACKET

Youth Rec Basketball Program





Dear Youth Coaches,

Hutchinson Recreation Commission welcomes you to this season of recreation basketball program. Our vision at Hutch Rec is to inspire all residents to actively enjoy a healthy life as they strengthen our community spirit. As a volunteer youth sports coach, you're doing this - and we thank you for the dedication, time, and energy spent coaching our community's youth.

Our goal is for all our youth sports participants and their parents/guardians to have an enjoyable experience while learning not only the fundamentals and skills of the sport, but also the life lessons that go well beyond the court or field. These lessons include teamwork, commitment, grit, and sportsmanship.

We want to also make your coaching experience an enjoyable one. A large part of the experience is equipping coaches with information and education. Inside this packet, you'll find the information you need to know and what to communicate to your team. You'll also find additional web pages and resources to plug into as a youth sports coach. As always, if you have any questions, please contact our recreation and sports staff at the contact information below.

Thanks again for your willingness to inspire the youth in our community through sports, We appreciate you!

Tony Finlay, CPRP
Executive Director
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Sports Division

Youth Sports Coordinator:

Garrett Huddleston
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HR Downtown: (620) 663-6179

Kelsey Loutensock, Director of Sports
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Hutch Rec Downtown:

17 E. 1st, Hutchinson, KS 67501
Open Monday - Friday 9 a.m. - 5 p.m.

Stay Informed!



Hutch Rec



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HutchRec.com

Schedule:

<https://teamsideline.com/sites/hutchrec/schedules>

Rainout App:

Cancellations, delays, and closings will be posted on the RainOut app, under Hutchinson Recreation Commission. For details and how to download the app, visit:
<https://www.hutchrec.com/cancellations/>



1ST-2ND GRADE BASKETBALL RULES

Goal:

The goal of the Hutchinson Recreation Commission youth athletic program is to provide a positive and fun learning experience for all participants. Emphasis is placed on learning the fundamental skills, basic rules of the game, and good sportsmanship while stressing equal participation for all.

Objectives:

1. Provide development of motor skills.
2. Build character in each individual by stressing sportsmanship and fair play.
3. Build healthy minds and bodies through physical activities.

KSHSAA rules for basketball will be followed with the following exceptions and additions:

1. Goal Height: 8.5 feet; Court: Full; Ball Size: Junior 27.5"
2. Number of Players: A team will play with 5 players on the court. A team must have a minimum of 4 players to start or continue a game.
3. Length of Game: A game will consist of four, 8-minute quarters with a running clock except for the last two minutes of the game. There will be a one minute break between quarters and a five minute break at half time. Warm up time will last from the time the previous game ends until the next game time.
4. Substitutions: At the 4 minute mark of each quarter, there will be an automatic substitution. We recommend using a rotation to ensure all players receive equal playing time. Coaches are required to let each player play at least half of the game.
5. Time Outs: In addition to the automatic time outs, each team will be allowed 1 time out per half. Team time outs will last 1 minute.
6. Lane Violations: All offensive players will be allowed 4 seconds in the lane.
7. Full Court Press: Full Court pressing is not allowed at any point in 1st-2nd grade league basketball.
8. Fast Breaks: Fast breaks are not allowed. The offense needs to let the defense get set before the ball is brought down.
9. Defense: Defensive players must stay inside the 3-point line until the ball crosses half court. Defenders are allowed to play man-to-man or zone defense the entire game.
10. Free Throws: All free throws will be shot from the 12 foot marked line. Other players lining up for free throws will play by high school rules.
11. Overtime: If the game is tied at the end of regulation play, the game will end in a tie. There will be no overtime period.
12. Technical Fouls: Any coach that receives a technical foul during a game will lose his/her privilege to stand and coach. That coach must remain seated for the remainder of the game. Any coach that is ejected (2 technicals or flagrant) must leave the facility immediately. Before an ejected coach is allowed to coach again, he/she must meet with Hutch Rec Staff to determine any other consequences of their actions. Any assistant coach that receives a technical foul will cause the head coach to lose their standing privileges.



3RD-4TH GRADE BASKETBALL RULES

Goal:

The goal of the Hutchinson Recreation Commission youth athletic program is to provide a positive and fun learning experience for all participants. Emphasis is placed on learning the fundamental skills, basic rules of the game, and good sportsmanship while stressing equal participation for all.

Objectives:

1. Provide development of motor skills.
2. Build character in each individual by stressing sportsmanship and fair play.
3. Build healthy minds and bodies through physical activities.

KSHSAA rules for basketball will be followed with the following exceptions and additions:

1. Goal Heights: 3rd Grade - 8.5 ft. 4th Grade - 9 ft. (Combined division will use the higher goal height); Court: Full; Ball Size: Intermediate 28.5" (Women's ball)
2. Number of Players: A team will play with 5 players on the court. A team must have a minimum of 4 players to start or continue a game.
3. Length of Game: A game will consist of four, 8-minute quarters with a running clock except for the last two minutes of the game. Then the clock will stop on all whistles, unless a team is ahead by 20 or more points. There will be a one minute break between quarters and a five minute break at halftime. Warm up time will last from the end of the previous game until your game time.
4. Substitutions: At the 4 minute mark of each quarter, there will be an automatic substitution. We recommend using a rotation to ensure all players receive equal playing time. Coaches are required to let each player play at least half of the game.
5. Time Outs: Each team will be allowed 2 time outs per half. Team time outs will last 1 minute.
6. Free Throws: The shooter may go over the free throw line by a step but they must start their free throw motion behind the free throw line.
7. Defense: Defensive players must stay inside the 3-point line until the ball crosses half court. Defenders are allowed to play man-to-man or zone defense the entire game.
8. Full Court Press: No full court press allowed at any time.
9. Overtime: If the game is tied at the end of regulation play; it will end in a tie game, no overtimes.
10. Technical Fouls: Any coach that receives a technical foul during a game will lose his/her privilege to stand and coach. That coach must remain seated for the remainder of the game. Any coach that is ejected (2 technical or flagrant) must leave the facility immediately. Before an ejected coach is allowed to coach again, he/she must meet with Hutch Rec Staff to determine any other consequences of their actions. Any assistant coach that receives a technical foul will cause the head coach to lose their standing privileges.



5TH-6TH GRADE BASKETBALL RULES

Goal:

The goal of the Hutchinson Recreation Commission youth athletic program is to provide a positive and fun learning experience for all participants. Emphasis is placed on learning the fundamental skills, basic rules of the game, and good sportsmanship while stressing equal participation for all.

Objectives:

1. Provide development of motor skills.
2. Build character in each individual by stressing sportsmanship and fair play.
3. Build healthy minds and bodies through physical activities.

KSHSAA rules for basketball will be followed with the following exceptions and additions:

1. Goal Height: 10 Feet; Court: Full; Basketball Size: Intermediate – 28.5" (Women's ball)
2. Number of Players: A team will play with 5 players on the court. A team must have a minimum of 4 players to start or continue a game.
3. Length of Game: A game will consist of four, 8-minute quarters with a running clock except for the last two minutes of the game. Then the clock will stop on all whistles unless a team is ahead by 20 or more points. There will be a one minute break between quarters and a five minute break at halftime. Warm up time lasts from the end of the previous game until the scheduled game time.
4. Substitutions: At the 4 minute mark of each quarter, there will be an automatic substitution. We recommend using a rotation to ensure all players receive equal playing time. Coaches are required to let each player play at least half of the game.
5. Time Outs: Teams will get 2 time outs per half, time outs will last for 1 minute.
6. Defense: Defenders are allowed to play man to man or zone defense the entire game.
7. Full Court Press: Full court press is allowed the entire game until the point spread is more than 15 points, at which time the team that is winning must stop full court pressing.
8. Overtime: If the game is tied at the end of regulation play; it will end in a tie game, no overtimes.
9. Technical Fouls: Any coach that receives a technical foul during a game will lose his/her privilege to stand and coach. That coach must remain seated for the remainder of the game. Any coach that is ejected (2 technicals or flagrant) must leave the facility immediately. Before an ejected coach is allowed to coach again, he/she must meet with Hutch Rec Staff to determine any other consequences of their actions. Any assistant coach that receives a technical foul will cause the head coach to lose their standing privileges.