

Dear Coaches,

The Katy Youth Basketball program (KYB) exists to teach children about basketball, teamwork and sportsmanship. KYB relies completely on adult volunteers to coach our teams. Without the willingness of our 500+ head and assistant coaches to give time out of their lives to help run our program, we could not provide a quality youth sports experience for the youth of Katy. ***I therefore wish to thank each and every coach in advance for his or her assistance with KYB's program during our 2011/2012 season. Your efforts are what make our league memorable for the 2,500+ children who participate each year.***

As a coach in our league you will receive support and guidance from KYB's Board of Directors. KYB's Board consists of over 40 volunteers who are committed to providing a positive experience for all of the children who participate in our league. Your primary contacts on the board will be the "Player Agents" for your age bracket. You can contact your Player Agent by Email through KYB's website (katyyouthbasketball.com or kybb.org). If you have any questions or suggestions, or need our help, please do not hesitate to contact us.

Current KYB policy gives every team two practice slots a week at a KYB assigned KISD facility. Teams are not allowed to practice as a group except at their assigned practice times and facility. When practices must be canceled, in all likelihood it will not be possible to make them up due to the size of our league. If you show-up for practice and find your facility being used for a school function, please do not try to force your way into the facility. School functions take precedence over all other activities at KISD facilities, and every KYB coach needs to understand and respect this. There may also be times when there is an unexpected conflict with a non-KISD organization. If you run into this situation please do not try to utilize the facility, but rather leave quietly and immediately contact one of your Player Agents. KYB has a mechanism in place to deal with this kind of problem. Complaining to school officials or confronting the other organization using the facility serves only to escalate the problem and jeopardize our future use of KISD facilities. Your response to this situation can either further cement our relationship with KISD or jeopardize its future. The latter is unacceptable since without the use of KISD's facilities, we could not accommodate the children in our program.

The other policy guideline that all coaches, players and parents need to be especially aware of has to do with unsportsmanlike conduct. KYB has a "zero-tolerance" policy with regard to unsportsmanlike behavior, especially if this behavior negatively impacts one or more children playing in our program. ***Please note that if a player or coach is ejected from a game, or if a spectator must be removed from a gym because of their conduct, an automatic one-game suspension will be assessed. The KYB board reserves the right to increase the severity of the penalty according to the circumstances involved.***

In summary, the KYB Board is looking forward to another terrific year of youth basketball in the Katy area. We will judge the 2011/2012 season to have been a success if every child goes away with improved basketball skills and numerous happy memories from playing basketball in a positive, supportive environment. Thanks once again for your assistance with our program.

Best wishes for a safe, rewarding and fun basketball season,

Paul Strong  
KYB President  
2011 – 2012 Season

# KATY YOUTH BASKETBALL

## Board Members

Scott Adelman	Tikila Adolph	Eric Anderson	Steve Bluiett
Randy Boldt	Jamillah Brock	Bill Brown	Mark Burton
Matt Carlson	Clark Dickensheidt	Yvette Eich	Dana Elliott
Shawn Evans	David Floyd	J Gillson	Lance Hill
Neil Keller	David Martin	Kris Miller	Hooman Missaghy
Rick Molnar	Joe Mulry	David Nash	LeAnn Nicholson
Jennifer Norris	Jane Owoh	Carolyn Pack	Paul Patterson
Paul Place	Ted Poth	Rob Robinson	Chris Robinson
Ricky Scearce	Stan Simmons	Paul Strong	Dave Thomas
Hal Tryon	Dan Turnage	Bob Turney	Jennifer Urbina
Hugo Urbina	Dal Wieser	Jimmy Winters	

## Coach Contact Information

<b>VP BOYS R, Fr, So</b>	<b>Dave Thomas</b>
Player Agent Rookies-Boys 6	Dal Wieser
Player Agent Rookies-Boys 6	Dan Turnage
Player Agent Rookies-Boys 7	David Nash
Player Agent Rookies-Boys 7	Steve Bluiett
Player Agent Freshman-Boys	Randy Boldt
Player Agent Freshman-Boys	Yvette Eich
Player Agent Sophomore-Boys	Hugo Urbina
Player Agent Sophomore-Boys	Jennifer Urbina
<b>VP GIRLS</b>	<b>Shawn Evans</b>
Player Agent Rookies Girls	Scott Adelman
Player Agent Rookie Girls	Hal Tryon
Player Agent Freshman/Sophomore-Girls	Joe Mulry
Player Agent Freshman/Sophomore-Girls	Jennifer Norris
Player Agent Junior/Senior/Collegiate-Girls	Ted Poth
Player Agent Junior/Senior/Collegiate-Girls	Matt Carlson
<b>VP BOYS Jr, Sr, Col</b>	<b>Kris Miller</b>
Player Agent Junior-Boys	Eric Anderson
Player Agent Junior-Boys	Dana Elliott
Player Agent Senior-Boys	Chris Robinson
Player Agent Senior-Boys	Ryan Woods
Player Agent Collegiate-Boys	David Floyd
Player Agent Collegiate-Boys	LeAnn Nicholson

Contact should be made via  
 e-mail at [www.katyyouthbasketball.com](http://www.katyyouthbasketball.com) or [www.kybb.org](http://www.kybb.org)

## **PURPOSE**

Katy Youth Basketball, Inc. is a non-profit youth basketball organization. We endeavor to provide an opportunity for boys and girls of similar age and dissimilar abilities to participate in an organized basketball program. We believe that basketball is an ideal venue to teach attributes such as sportsmanship, discipline, cooperation, competition, self-confidence, and teamwork.

Basketball is a great game, which should be played with real enthusiasm. The nature of the game demands an assertive attitude and aggressive play. Winning is important at this level if it helps our kids learn to be humble in victory as well as gracious in defeat. Striving for victory takes on additional significance if it encourages teamwork and a sharper focus on the attainment of the team's collective goal.

The Board of Directors commits itself to the youth of our community through the operation of a basketball program that contributes to their long-term development into productive citizens. As parents and coaches join with us in this effort, we can make a real difference in the lives of our children.

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# KYB Playing Rules 2011-2012

The Primary objective of KYB is to promote fair and even play.

The Official Basketball Rules as adopted by the National Federation of High School Associations have been accepted, with modifications, as the official KYB playing rules.

Modifications, restrictions and exceptions to those rules have been adopted to improve the quality and equalize competition as much as possible.

## **Section 1 - CONDUCT**

- A. A high standard of conduct will be expected from all players, coaches, league officers, referees and spectators. Public bickering and quarreling only serve to undermine the purpose of the league and will not be tolerated.
  - 1. No food or beverages are allowed in the gyms during games or practices.
  - 2. At least one referee will be in charge of each game. His/her decisions are final and should be respected. Comments regarding game officiating should be directed to any league official.
  - 3. Individuals guilty of unacceptable conduct are subject to immediate removal from the league function. Enforcement of these rules may be administered by the referee or any Board member.
- B. Coaches, players and spectators are expected to conduct themselves in a respectful manner toward all participants. All participants are to abide by all directives from KISD regarding property and policies of the school district.
- C. Referees have the authority and responsibility to remove any person from the premises who is abusive, disruptive or disrespectful to any other person; or who violates any KISD policy or directive, or who damages any KISD property. Ejection from a game constitutes removal from the building. Failure to leave may result with the referee declaring a forfeit.
- D. All KYB Board members who are not involved in a current game have the same authority and responsibility as the referees regarding conduct of any participant.
- E. Ejection from a game or removal from premises results in an automatic suspension for at least one game. The KYB board reserves the right to increase the severity of the penalty according to the circumstances.
- F. If a head coach or assistant coach is ejected, he/she may not participate in practices with his/her team for the following week.
- G. A head coach or an assistant coach ejected for the second time may be removed as coach of any KYB teams he/she coaches. The KYB Board reserves the right to increase the penalty for a second ejection to include termination of any future relationship with KYB with that individual.

## **Section 2 - OFFENSE**

Coaches are charged with the responsibility of teaching an offensive scheme that involves all five players.

- A. A spread offense is not illegal if it develops the opportunity for all offensive players to be involved with the ball.
- B. An offense that isolates just one or two players is **ILLEGAL**.
- C. An offense that clears one portion of the floor for one player to play one on one is **ILLEGAL**.
- D. Penalties for violating offensive guidelines
  - 1. Can only be assessed by one of the referees
  - 2. First violation: warning
  - 3. Second and subsequent violations: technical foul (two shots and loss of possession).
- E. The Collegiate division must abide by these modifications.

## **Section 3 - DEFENSE**

Coaches are charged with teaching and implementing the fundamentals of “man to man” defense. This includes one on one defense of the ball and the concepts of team defense.

- A. Zone defense is illegal. Each defender must guard a specific offensive player, not an area of the floor. Example: defender must move with the offensive player when he/she moves to set a screen. *See Collegiate exception in Section 7*
- B. The referee must be able to easily identify which defender is guarding which offensive player.
- C. Any defensive player **may** leave his assignment to
  - 1. Challenge an offensive player who has beaten his/her defender and who is attacking the basket.
  - 2. Stop an offensive player who has a “breakaway” opening to the basket.
  - 3. Double-team an offensive player who has possession of the ball with at least one foot in the paint or lane.
- D. “Chasing”, (one defender, leaving his/her player to follow the ball), is prohibited.
- E. An “**illegal defense**” occurs, when two or more defenders outnumber the offensive players in the close proximity of the ball.
- F. A legal “double team” occurs when an offensive activity causes two or more defenders to converge on the ball. When one offensive player leaves the proximity of the ball, one defender must recover to guard that player.
- G. An offensive player, standing in a remote part of the court, who does not present an offensive threat, does not need to be closely guarded. The defender may not be stationed in the lane.
- H. No defender may leave his/her assignment to the extent that he/she is actually defending a different player, or an area of the court. (Switching defensive assignment is allowed following a legal screen.) Example: sagging so far away from the ball handler so as to be able to deny a pass to another offensive player. Example: sagging so far away from a high post player, so as to seem to be guarding the basket. Example: the ball must be closely guarded if it is at or inside the three-point line.

- I. Defending in the backcourt is prohibited except as noted in Section 7 for each division.
- J. In leagues that do not allow backcourt defense, if the offensive team calls a timeout in the last minute of the game, the clock will not start until the ball enters the front court. The ten second rule to cross the half court line will still apply.
- K. Full court press, (defending in the back court)
  - 1. Rookies will never play defense in the backcourt
  - 2. All man-to-man rules apply regarding player assignments, double-teaming, helping and chasing. *See Collegiate exception in Section 7.*
  - 4. No team may play defense in the backcourt if they are ahead by 10 points or more.
- L. Penalties for violating man to man guidelines
  - 1. Can only be assessed by one of the referees
  - 2. First violation: warning
  - 3. Second and subsequent violations: technical foul (two shots and possession of the ball).
  - 4. Violations are cumulative per game
    - a. zone defense
    - b. illegal defense
    - c. chasing
    - d. back court defense

#### **Section 4 - GAME ISSUES**

- A. The head coach must designate "A" team and "B" team players prior to the start of each game.
  - 1. The head coach is responsible for setting up the scorebook by separating "A" team players from "B" team players.
  - 2. The coach must identify which "B" team players are starting due to absence of one or more "A" team players.
  - 3. These players will be considered "A" team players for the duration of the game, unless an absent "A" team player shows up late. Any "B" team player moved up to the "A" team cannot be placed on the "B" team unless chosen by the opposing coach.
- B. Each team is responsible for furnishing one adult volunteer to be the scorekeeper or the clock operator. Said volunteer must be at least 18 years of age. This person becomes a game "official" and must be able to perform the assigned duties.
- C. No team shall have more than two adult coaches on the bench. The bench is restricted to coaches and players only.
- D. All games consist of four, six-minute quarters.
  - 1. The **third quarter** will be divided into two, three-minute halves.
    - a. The clock will be set for three minutes.
    - b. Play will stop at the buzzer as if it were the end of the quarter
    - c. The clock will be reset for three minutes and play will resume.
    - d. The third quarter will end at the end of the second three-minute segment.
    - e. The possession arrow will determine possession, as if starting a new quarter.

2. In the **fourth quarter**, in ALL non-drafted leagues, the clock will be reset at the three-minute mark..
  3. No game shall start before its scheduled time.
- E. Overtime: if the score is tied at the end of regulation
1. Each overtime shall be three minutes. *See Rookie exception in Section 7.*
  2. Successive overtime periods shall be played until one team is ahead when time expires.
  3. All overtime periods shall be played with open substitution.
  4. One additional time out will be available to each team for each overtime period.
  5. Unused timeouts from regulation will be carried over into overtime.
- F. Time outs
1. Four per game
  2. All time outs are one minute
- G. Halftime: Five minutes
- H. Disqualification
1. Any "A" team player that has committed five fouls, is disqualified immediately from playing with the "A" team.
  2. An "A" team player **cannot** foul out while playing with the "B" team. Therefore, an "A" team player who commits a fifth foul while playing with the "B" team shall continue to play with the "B" team.
  3. A "B" team player **cannot** foul out in the non-drafted leagues.
  4. A "B" team player may foul out in the fourth quarter in the drafted leagues.
  5. In the event a "B" Team player is ejected, his/her team must play the remainder of the quarter(s) with four players.
  6. The sixth and subsequent fouls by any player playing on the "B" team will result in **two technical** free throws and possession of the ball by the team which was fouled. The player fouled still gets the free throws resulting from the foul, if there are any.
  7. Drafted teams: In the fourth quarter and all overtime periods, all players are subject to disqualification. The coach of the disqualified player chooses the replacement.
- I. A team, which has fewer than six players, in uniform and ready to play at the scheduled time, forfeits the game. *A team, which has fewer than seven players to begin the second quarter, forfeits the game.*
- J. The three point shot is in effect for the Collegiate level *only*.

## **Section 5 - SUBSTITUTION RULES**

- A. When a team has all ten players
1. The "A" team will play the first quarter and the first half of the third quarter.
  2. The "B" team will play the second quarter and the second half of the third quarter.
  3. Fourth quarter rules; see Part C below.
- B. When a team has six to nine players:
1. The "best five players" present at the game will be designated, by their coach, as the "A" team for the game. They will play the entire first quarter. They will play the first three minutes of the third quarter.

2. Those players who are not on the court at the end of the first quarter will play the entire second quarter. They will play the second three minutes of the third quarter. They will be identified for this game as the "B" team.
3. The opposing coach will select, from the "A" team players, as determined in #1 above, to fill vacancies for the "B" team. Players moved up to the "A" team to fill vacancies at the beginning of the game are not considered "B" team players for the remainder of the game and cannot be placed on the "B" team unless chosen by the opposing coach. The player(s) chosen must play for the entire segment for which he/she is chosen. The chosen player can only be replaced by a late arriving "B" team player or an injured player who subsequently recovers.
4. The opposing coach will repeat the same process for the second half of the third quarter and, in the non-drafted division, for the first half of the fourth quarter. He/she may choose different players to fill the vacancies in these quarters other than the ones he/she chose for the second quarter.
5. A player who arrives late must play with his/her designated team.
  - a. An "A" team player who arrives during an "A" team segment must be inserted into that "A" team segment
  - b. An "A" team player that arrives during a "B" team segment cannot play until the start of the next "A" team segment.
  - c. A "B" team player that arrives during a "B" team segment must be inserted into that "B" team segment. The opposing coach chooses which "A" team player must sit down.
  - d. A "B" team player that arrives during an "A" team segment cannot play until the start of the next "B" team segment.
6. In the event of an injury
  - a. "A" team players are replaced by their own coaches
  - b. "B" team players are replaced by the opposing coach
  - c. An injured player who recovers can only be reinserted onto his/her appropriate team.
7. If one team has three or more players less than their opponent, to begin the second half, the fourth quarter will be played in two three minute segments. The team with the fewer players must play its "B" team during the first three-minute segment. This rule supercedes any and all other fourth quarter substitution rules.
8. If an "A" team player who has been picked to play the "B" team segments complains of being too tired to continue, causing the opposing coach to pick another "A" team player to play with the "B" team, the "A" team player complaining of tiredness will not be allowed to play in any remaining "A" team portions of the game. He/She can only play with the "B" team, subject to the usual substitution options (Section 5 - Substitution Rule B.4.) of the opposing coach.

### C. Fourth Quarter Substitution Rules

1. NON-DRAFTED teams – Rookie to Senior Age Groups
  - a. The “B” team plays the first half of the fourth quarter
  - b. The “A” team plays the last half of the fourth quarter
  - c. When teams have less than ten players, substitutions will be made as described for the second quarter and the second half of the third quarter.
2. DRAFTED teams: Open substitution for the entire quarter
3. NON-DRAFTED Collegiate teams – Open substitution for the entire quarter.

## **Section 6 – DEFINITIONS**

1. **“A” team “B” team rule:** The best five (5) players, **regardless of size, position, specific skills or any other criteria MUST** be designated as “A” team players. The other five are “B” team players. This may result in having two or even three “point guards” on the same team; or the three “post players” on the “A” team. ***A player, designated as a “B” team player in the second and third quarter, which starts or plays significant minutes in the fourth quarter of open sub time, will be an obvious target for a “challenge.”***

#### A. Game time remedies for violations

1. Any game referee or KYB Board member, who is not participating in the affected age group, may
  - a. Warn the offending coach about a perceived violation
  - b. Switch a player onto their proper team, “A” to “B” or “B” to “A”
    1. During the second quarter
    2. At the half
    3. At the end of the third quarter
  - c. Game referee has overall authority of the game. KYB Board member cannot overrule a referee.
2. The opposing coach
  - a. May “challenge” one or more players by appealing to the referee.
    1. During the second quarter
    2. At the half
    3. At the end of the third quarter
  - b. Chooses the replacement for any player moved by either the official or KYB board member.

#### B. Penalties for violations

1. If a player is moved *from the “B” team to the “A” team* by a referee or KYB board member then:
    - a. Opposing team shoots two shot technical foul. The board reviews all technical fouls for possible application of additional penalties.
    - b. Opposing team receives possession of the ball.
  2. Repeated violations may result in suspension of the coach.
  3. Flagrant violations may result in forfeiture of games. The Board reserves the right to disqualify a coach from the league for repeated violations of this rule.
2. Challenge of “A” team “B” team player: see Section 9.
  3. An “adult” is defined as anyone 18 years old or older.

## Section 7 - DIVISION SPECIFICATIONS

Player's Age on 9/1/2009	Girl's Division	Boy's Division	Division Specifications
7 and 8	Rookies	Little Dribblers and Rookies	<ol style="list-style-type: none"> <li>1. Game Ball: Intermediate Size (27.5")</li> <li>2. Basket Height: 8'6"</li> <li>3. Free Throw Line: 12"0"</li> <li>4. Lane Violation: 5 seconds</li> <li>5. Overtime: 2 minutes</li> <li>6. Time Outs: 4 per game</li> <li>7. No defense in backcourt at any time (subject to Section 3.J)</li> <li>8. Man-to-man defense only</li> <li>9. No 3 point shot in effect</li> <li>10. At each half, each player present will shoot two free throws.</li> </ol>
9	Freshman and Sophomore	Freshman	<ol style="list-style-type: none"> <li>1. Game Ball: Intermediate Size (28.5")</li> <li>2. Basket Height: 8'6"</li> <li>3. Free Throw Line: 13"6"</li> <li>4. Sophomore Boy – Drafted: Basket Height: 10'0" Free Throw Line: 15'</li> </ol>
10	Girls will be in the same division	Sophomore	<ol style="list-style-type: none"> <li>5. Lane Violation: 5 seconds</li> <li>5. Overtime: 3 minutes</li> <li>6. Time Outs: 4 per game</li> <li>7. Full court press only in the fourth quarter – DRAFT DIVISIONS ONLY (Non-Draft subject to Section 3.J)</li> <li>8. Man-to-man defense only</li> <li>9. No 3 point shot in effect</li> </ol>
11	Junior and Senior	Junior	<ol style="list-style-type: none"> <li>1. Game Ball: Intermediate Size (28.5")</li> <li>2. Basket Height: 10'0"</li> <li>3. Free Throw Line: 15'0"</li> <li>4. Lane Violation: 3 seconds</li> <li>5. Overtime: 3 minutes</li> <li>6. Time Outs: 4 per game</li> <li>7. Full court press only in the second half</li> <li>8. Man-to-man defense only</li> <li>9. No 3 point shot in effect</li> </ol>
12, 13 and 14	Girls will be in the same division	Senior	
13 and 14		Collegiate	<ol style="list-style-type: none"> <li>1. Game Ball: Girls: Intermediate Size (28.5") Boys: Official Size</li> <li>2. Basket Height: 10'0"</li> <li>3. Free Throw Line: 15"0"</li> <li>4. Lane Violation: 3 seconds</li> <li>5. Overtime: 3 minutes</li> <li>6. Time Outs: 4 per game</li> <li>7. Offense: Limit only by the offensive guidelines listed in Section 2.0</li> <li>8. Defense: Half court – no restrictions, zone defenses are allowed Full court – only in the second half, no restrictions</li> <li>9. 3 Point Shot is in effect</li> </ol>

## **Section 8 - "A" TEAM "B" TEAM ISSUES**

- A. The **best five players**, *regardless of position*, are to be identified and designated as the "A" team. The remaining five players are the "B" team.
- B. It is important to remember that players develop at different rates and adapt to a competitive environment at different speeds. Therefore it is not uncommon that the "best" five players on December 5<sup>th</sup> will not necessarily be the "best" five players on February 5<sup>th</sup>. Each coach needs to be aware that these dynamics are in place.
- C. One determines who the "best" players are in the following manner. Assume you are going to have a scrimmage and all ten players are present. You and your assistant will be choosing teams to compete against one another. You make the first selection. You want to choose the "best" player and do so. He chooses second etc. until all are chosen. The following practice you want to do the same thing. This time the player you chose first is absent. So your first choice is the "best" player available. The next practice you repeat this scrimmage only this time the top two choices are both absent. You choose the "best" player present. You repeat this process two more times until you determine who your "best" five players are.
- D. Proceeding in this manner you may find that your best three ball handlers are all on the first team. They all belong on the "A" team. The Board expects you to play them there. Perhaps your four tallest players are not among your "best" five players. They all belong on the "B" team. The Board expects you to play them there.
- E. Following these guidelines all coaches will know who their "best" five players are at the end of the second practice of the week. Unfortunately, you do not know who will be present on Saturday. Your scorebook should be set up to reflect the division of teams as determined in practice. Who your "starting" five players actually are, will be determined by who shows up. If you have prepared properly and you have a missing "A" team player you will be able to quickly identify who is the fifth best player present. Adapting to this last minute change is part of the coaching challenge.
- F. The Board **STRONGLY** believes that there is only a very small minority of coaches who will affirmatively abuse this rule. The board is committed to enforcing this rule, identifying those who DO abuse it, and taking appropriate action.

**Section 9 - CHALLENGE PROCEDURE:**  
**ENFORCING THE “A”–“B” RULE**

- A. The referee(s) in charge of the game and all KYB board members who are not participating in the affected group have the responsibility and authority to warn a coach of a perceived violation or switch players from “A” to “B”, if they are convinced it is the correct action to take.
- B. Switching players can be done during the second quarter, at the half or during or after the end of the third quarter.
- C. Once the game begins, a coach can present a challenge ONLY to one of the game officials by presenting one of their yellow challenge cards to one of the referees at one of the appropriate times. The challenge can be accepted or rejected by the referee.
- D. A rejected challenge can be re-offered by the coach who alleges his opponent has misallocated his “A” team players.
- E. An accepted “challenge” is implemented by the referee immediately. The players who are switched must play the remainder of the game on their proper teams. A technical foul is assessed to the challenged team.
- F. In either case, the completed challenge form is to be left with the scorebook to be reviewed by the KYB board at the next board meeting. Notation of the challenge should also be entered in the scorebook.
- G. It is the belief of this board that this can be done with dignity and without adverse confrontation, by and among coaches. We further believe that the manner in which this is done can be a positive example for both our players and their parents.
- H. Lastly, we understand that it is **imperative** that every coach who issues a challenge must be absolutely sure that he/she is right BEFORE issuing a challenge.