

## ***Blackhawk Little Cougar Basketball***



### **Policies of BLCB**

The policies of **BLCB** may be amended, as deemed necessary by a majority vote of the Executive Board, provided that the proposed changes are submitted in writing to all the officers at least two (2) days prior to the meeting where the vote will be called.

#### **Participant Protection Policy**

**BLCB** has **Zero Tolerance** with regard to abuse and/or violence. This policy extends to off-court behavior (including the workplace and domestic abuse). One instance of confirmed abusive/violent behavior will be grounds for dismissal of a coach, assistant coach, referee, or Executive Board Member. Offending parents shall be banned from all activities of **BLCB**.

Additionally, **anyone** exhibiting unacceptable behavior at games or practice will be “**warned**” that their behavior is unacceptable and further occurrences of such behavior will result in a **ban** from all activities of **BLCB**. Examples of unacceptable behavior include, but are not limited to, berating or intimidation of players, referees, coaches, or officers of **BLCB**, fighting, altercations or confrontations conducted in a loud, threatening, irrational or violent manner.

A “second chance” **may** be granted to **players** after appearing before the Executive Board. In the event that a “second chance” is granted, there shall be a **mandatory suspension** of 1-3 games depending on the severity of the incident.

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### **Coach Selection Policy**

Coaches shall be selected based on experience, commitment to promote youth sports and where available, evaluations from a previous year(s).

#### **Section 1 – Qualifications**

It is **desirable** to have some basketball knowledge and/or experience, however the more important qualifications are the ability and willingness to work with youth, providing encouragement and positive reinforcement to build self-esteem and improve basic basketball skills. It is the basic philosophy of **BLCB** that youth sports must be **FUN**. It is paramount that any coach of **BLCB** shares this philosophy.

#### **Section 2 – Background Check and Clearance**

All coaches must have a current Pennsylvania State Police Background Check and a Child Abuse History Clearance Certificate. The \$10 fee for **each** will be reimbursed with submission of the certificate to the Coach Selection Committee.

Forms are available on-line.

Pennsylvania State Police Background Check

<http://www.dpw.state.pa.us/Resources/Documents/Pdf/FillInForms/statepolice-bkqd.pdf>

Child Abuse History Clearance

<http://www.dpw.state.pa.us/Resources/Documents/Pdf/FillInForms/DPWchildabuse.pdf>

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### **Draft Policy**

The objective of the Draft Policy is to establish a system for making the teams “as even as possible” which will make **BLCB** an enjoyable experience for all.

#### Section 1 – Evaluations (Try-Outs)

Players will receive an assigned number upon sign-in. Players are to display their assigned number on their back during evaluations. Various drills will be conducted to evaluate the skill level of each player. Each coach will evaluate the players individually according to the general guidelines below:

- 5 = high level of basketball skills and/or high level of athletic ability (impact players)
- 4 = above average basketball skills and/or above average athletic ability
- 3 = intermediate basketball skills and/or average athletic ability (average player)
- 2 = below average basketball skills and/or below average athletic ability
- 1 = little to no fundamental basketball skills (beginner)

Each coach will evaluate each player on fundamentals (dribbling, lay-up, shooting), athletic ability, and overall (see example of Player Evaluation Form). Coaches **may** be requested to submit a ranked list of the top 10 players. In addition, the Draft Committee **may** have an independent person evaluate each player.

Coaches **must** submit their evaluations to the Draft Committee. The Draft Committee will enter the results into a spreadsheet and rank all players. The rank order list of players will be made available to all coaches prior to the draft.

#### Section 2 – Players Absent from Try-Outs

The Draft Committee in consultation with the coaches will (where possible) assign a **consensus evaluation** to “players absent from try-outs”. All players absent from try-outs but receiving consensus evaluations, from the Draft Committee, are draft eligible. If insufficient information is known about a “player absent from try-outs” to reach a consensus evaluation, that player is NOT eligible to be drafted. Draft ineligible players will be assigned to a team through a “hat-pick” (special considerations will be observed if possible).

#### Section 3 – Draft Procedure

The Player Rank will be used to determine in which round the coaches’ son(s) / daughter(s) would be drafted in an open draft. This will be used to determine the “bye round” for each coach. If a coach does not have a son/daughter participating, the coach will NOT have a “bye round”, and the **theoretical player rank** will be half the total number of players. Coaches with two sons/daughters participating will receive two (2) “bye rounds” based on their individual player rank. If both receive rankings that fall in the same round, then the two “bye rounds” will be consecutive rounds. If there is a tie

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for player rank, a random drawing will be made.

Reverse Player Rank will be used to establish the draft order for the first round. The order for the second round will be established based on the reverse order of the Player Rank of the player selected in the first round. **Second round order will be locked for coaches receiving a bye in the first round.** For the third round, draft order shall be established from a random drawing. Fourth round is reverse of the third round. Fifth and sixth rounds are a repeat of the third and fourth rounds. Seventh round is the same as the fifth round.

If the number of players is not evenly divisible by the number of teams, there will be another random drawing after the 7th round of the draft to determine which teams will have extra players. ONLY extra players are selected in Round 7. The eighth round of the draft will follow the same order as the sixth round. If needed, the ninth round will follow the same order as the seventh round.

If hat-picks must be used, each team will receive the same number of hat-picks. To make the number of hat-picks for each team the same, names of draft ineligible players will be combined with the remaining unselected players such that the total equals the number of teams (or is evenly divisible by the number of teams). Hat-Picks will begin at the beginning of a round and continue until all players are assigned to a team (special considerations will be observed if possible).

### **Example**

There are 68 players and 8 teams, therefore 4 teams will have 9 players and 4 teams will have 8 players. One of the coaches (Coach "H") does NOT have a son/daughter participating. Three (3) of the 68 players were NOT able to attend the try-outs and did NOT receive a consensus evaluation and are therefore DRAFT INELIGIBLE. The Player Rank for the coach's son/daughter is shown below:

Coach	Player Rank	Bye Round
A	8	1
B	12	2
C	27	4
D	54	7
E	19	3
F	2	1
G	47	6
H	(34)	---

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Reverse Player Rank establishes the draft order for Round 1. Therefore, the draft order is: D>G>H>C>E>B>A>F

	1	2	3	4	5	6	7	8
<b>Round 1</b>	<b>D</b>	<b>G</b>	<b>H</b>	<b>C</b>	<b>E</b>	<b>B</b>	<b>A<sub>bye</sub></b>	<b>F<sub>bye</sub></b>
<i>Rank</i>	1	3	6	4	5	7	8	2

The rank of player selected in the Round 1 establishes the draft order for Round 2. For this example, the draft order for Round 2 is: A>B>H>E>C>G>F>D. Coach "A" is locked as the 1<sup>st</sup> selection in the second round and Coach "F" is locked as the 7<sup>th</sup> selection in the second round.

	1	2	3	4	5	6	7	8
<b>Round 2</b>	<b>A</b>	<b>B<sub>bye</sub></b>	<b>H</b>	<b>E</b>	<b>C</b>	<b>G</b>	<b>F</b>	<b>D</b>

Random drawing results in the following draft order: G>B>A>H>D>F>C>E for rounds 3, 5, 7 and 9. Reverse order will be followed for rounds 4, 6, 8 and 10.

	1	2	3	4	5	6	7	8
Round 3	G	B	A	H	D	F	C	E <sub>bye</sub>
Round 4	E	C <sub>bye</sub>	F	D	H	A	B	G
Round 5	G	B	A	H	D	F	C	E
Round 6	E	C	F	D	H	A	B	G <sub>bye</sub>
Round 7	G	B	A	H	D <sub>bye</sub>	F	C	E

There are 68 players and 8 teams, therefore four (4) teams will have an extra player. Teams A, D, E and H are randomly selected to each have an extra player (random draft order = A>D>H>E).

After picking the EXTRA Players, the remaining 5 unselected players will be combined with the draft ineligible players to make up the pool for eight (8) players for the hat-picks.

	1	2	3	4	5	6	7	8
EXTRA	A	D	H	E				
Round 8	E	C	F	D	H	A	B	G

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### **Practice Policy**

#### **Section 1 – Preseason**

Practices are limited to one (1) practice per week for 1 (one) hour at a Blackhawk School District Facility. If there is adequate gym-time available, practices may be extended to 1.5 hours. All practice times at a Blackhawk School District Facility must be scheduled with the Scheduling Committee or Scheduling Coordinator.

#### **Section 2 – Season**

During the season, practices are limited to one (1) practice per week for 1 (one) hour at a Blackhawk School District Facility. If there is adequate gym-time available, practices may be extended to 1.5 hours. All practice times at a Blackhawk School District Facility must be scheduled with the Scheduling Committee or Scheduling Coordinator.

#### **Section 3 – Violation of Practice Policy**

Any team found to be in violation of Section 2 of the Practice Policy, without the permission of the Commissioner or the Executive Board, will forfeit all games preceding the discovery. In addition, if discovered during playoffs, that team will be disqualified from the playoffs.

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### **Eligibility Policy**

All players are eligible to participate unless disciplinary action has been instituted and/or approved by the Commissioner and/or Executive Board.

#### Section 1 – Missing Practice(s) & Chronically Late to Games

If a player misses a practice without notifying his/her coach or is chronically late to games (at least three (3) documented cases), the coach **may** play that player for only one quarter. At that point, the player is scratched from the roster and the rotation adjusted to reflect the loss of the player. If a player misses two or more practices without notifying the coach, the player may be held out of the game.

**If disciplinary action is to be taken, the coach must notify the Commissioner or Group Coordinator before 12:00 pm on game day.** The coach is also required to inform the parents/guardians of the disciplinary action prior to the start of the game and that the disciplinary action will continue until the player starts coming to practice.

#### Section 2 – Suspensions

Any player receiving a suspension for violation of the Participant Protection Policy is ineligible to play until their suspension is complete.

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**Rotation Policy**

The Rotation Policy is to ensure that each player gets “equal” playing time.

Section 1 – Establishing the Rotation

The coach shall establish the rotation. The rotation is established by the order the players are listed on the rotation form (rotation forms will be provided in the coaches’ package). Forms must be submitted to the scorekeeper before the beginning of the game. Players not present at the beginning of the game shall be scratched from the rotation list and added to the bottom of the rotation list when they arrive (see Section 3 – Late Arrival). Players shall be entered into the scorebook as listed on the rotation form.

Section 2 – Rotation

Play is stopped “halfway” through each quarter for mandatory rotation. The rotation will start with the first five players, who will play the first half of the first quarter. The next five players will play the last half of the first quarter. The rotation continues throughout the game and any overtime periods.

Example:      Rotation for team with eight (8) players:

	<b>PLAYERS</b>
1 <sup>st</sup> half of 1 <sup>st</sup> QTR	1, 2, 3, 4, 5
<u>2<sup>nd</sup> half of 1<sup>st</sup> QTR</u>	<u>6, 7, 8, 1, 2</u>
1 <sup>st</sup> half of 2 <sup>nd</sup> QTR	3, 4, 5, 6, 7
<u>2<sup>nd</sup> half of 2<sup>nd</sup> QTR</u>	<u>8, 1, 2, 3, 4</u>
1 <sup>st</sup> half of 3 <sup>rd</sup> QTR	5, 6, 7, 8, 1
<u>2<sup>nd</sup> half of 3<sup>rd</sup> QTR</u>	<u>2, 3, 4, 5, 6</u>
1 <sup>st</sup> half of 4 <sup>th</sup> QTR	7, 8, 1, 2, 3
<u>2<sup>nd</sup> half of 4<sup>th</sup> QTR</u>	<u>4, 5, 6, 7, 8</u>

Violation of the rotation will result in a two (2) shot technical foul.

Substitutions must be made within 30 seconds of the stoppage of play. Attempts by coaches to use this as a time-out **may** result in the loss of one of the team’s time-outs.

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Section 3 – Late Arrival

There shall be NO disciplinary action for a player arriving late unless the problem becomes chronic (see Eligibility Policy – Section 1). If a player arrives late for a game, they shall be added to the bottom of the rotation in the scorebook. Play shall continue from that point with the adjusted rotation.

Example: Team with eight (8) players – with one player absent at the beginning of the game. Therefore, start game with seven (7) player rotation.

	<b>PLAYERS</b>
1 <sup>st</sup> half of 1 <sup>st</sup> QTR	1, 2, 3, 4, 5
<u>2<sup>nd</sup> half of 1<sup>st</sup> QTR</u>	<u>6, 7, 1, 2, 3</u>

Player arrives at the end of the 1<sup>st</sup> QTR. The player is added to the roster as Player 8 and the rotation adjusted. The new rotation is established as the next five (5) players, followed by the next five (5) players. The new rotation continues until the end of the game.

1 <sup>st</sup> half of 2 <sup>nd</sup> QTR	4, 5, 6, 7, 8
<u>2<sup>nd</sup> half of 2<sup>nd</sup> QTR</u>	<u>1, 2, 3, 4, 5</u>
1 <sup>st</sup> half of 3 <sup>rd</sup> QTR	6, 7, 8, 1, 2
<u>2<sup>nd</sup> half of 3<sup>rd</sup> QTR</u>	<u>3, 4, 5, 6, 7</u>
1 <sup>st</sup> half of 4 <sup>th</sup> QTR	8, 1, 2, 3, 4
<u>2<sup>nd</sup> half of 4<sup>th</sup> QTR</u>	<u>5, 6, 7, 8, 1</u>

Section 4 – Player Fouls Out

In the event a player fouls out, **any** player may take his/her place until the next rotation. The player is scratched from the rotation for the remainder of the game and the rotation adjusted to reflect the loss of that player.

Section 4 – Sick or Injured

In the event a player is sick or injured and can NOT immediately return, **any** player may take his/her place until the next rotation. If the player is NOT able to return at their next rotation, the player is scratched from the rotation for the remainder of the game and the rotation adjusted to reflect the loss of that player.

Section 5 – Unsportsmanlike Conduct

Players receiving a “Technical Foul” for unsportsmanlike conduct shall be immediately removed from the game and remain out for the remainder of the rotation. In this case,

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the next player in the rotation is inserted into the game. The player receiving the Technical returns their next regular rotation.

Example: Rotation for team with eight (8) players:

	<b>PLAYERS</b>
1 <sup>st</sup> half of 1 <sup>st</sup> QTR	1, 2, 3, 4, 5
<u>2<sup>nd</sup> half of 1<sup>st</sup> QTR</u>	<u>6, 7, 8, 1, 2</u>
1 <sup>st</sup> half of 2 <sup>nd</sup> QTR	3, 4, 5, 6, 7
<u>2<sup>nd</sup> half of 2<sup>nd</sup> QTR</u>	<u>8, 1, 2, 3, 4</u>
1 <sup>st</sup> half of 3 <sup>rd</sup> QTR	5, 6, 7, 8, 1

During the 1<sup>st</sup> half of the 3<sup>rd</sup> QTR, Player 7 receives a “Technical Foul” for unsportsmanlike conduct. He/she is immediately removed from the game and replaced with Player 2. Player 7 returns during their next regular rotation, during the 1<sup>st</sup> half of 4<sup>th</sup> QTR.

<u>2<sup>nd</sup> half of 3<sup>rd</sup> QTR</u>	<u>2, 3, 4, 5, 6</u>
1 <sup>st</sup> half of 4 <sup>th</sup> QTR	7, 8, 1, 2, 3
<u>2<sup>nd</sup> half of 4<sup>th</sup> QTR</u>	<u>4, 5, 6, 7, 8</u>

## ***Blackhawk Little Cougar Basketball***

### **Continuous Improvement Policy**

We strive to provide the best possible environment to learn the game of basketball and have FUN in a safe environment. We realize that there is always room for improvement. Suggestions for improvement must be written and signed and sent to our mailing address

Mailing address:

Blackhawk Little Cougar Basketball  
P.O. Box 1645  
Beaver Falls, PA 15010

Or

[www.blackhawklcb.com](http://www.blackhawklcb.com)  
e-mail link

Written suggestions will be reviewed by the Executive Board. If additional information is needed, the originator may be called for further discussion.