

# Killeen Parks and Recreation Youth Basketball By-Laws



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## Article I. The Killeen Parks & Recreation Philosophy

### Section 1.01 KPR Mission Statement

The Killeen Parks and Recreation Youth Basketball League under the auspices of the Killeen Parks and Recreation Department (KPR) constitutes a youth Basketball league designed to build, develop, and nurture young athlete's abilities and love of the game.

#### KPR Mission Statement

The KPR structure and regulations are based on three (3) primary objectives.

*(a) To provide as many Killeen youth the opportunity to participate and enjoy the youth Basketball experience.*

Youth basketball is quite different from the NCAA or NBA basketball we see on television. In fact, for youth sports, the game of basketball is unique in that: (1) anyone, from the small point guard runner to the bigger center, can be a star...there is a place for everyone; (2) the game requires individual effort from each player, yet success is achieved only when each individual learns to rely on and work with the other team members; (3) more than any other youth sport, it teaches team play, competitiveness, rule enforcement and the need for a maximum effort on the part of its participants; and (4) it is fun. The KPR is committed to maintaining a structure, through controlling costs, outside sponsorships, etc. that allows as many Killeen youth as possible to enjoy the youth basketball experience.

*(b) To provide those youth who want to improve their basketball skills the opportunity to do so through solid coaching and competitive opportunities.*

Competition is a big part of improving ourselves. Sometimes being competitive is required in order to attain success. We want our youth to understand that learning to compete effectively is even more important than wins or losses.

*(c) To use the lessons taught in basketball along with the role modeling of the league, its coaches, and personnel, in order to provide Killeen youth with a strong foundation from which to grow.*

KPR is well aware of the pressures, turmoil, and choices faced by today's youth. We realize the most important facet of any youth sport program, especially basketball, is the positive role it can play on the development of each individual participant. Coaches, have a direct impact in helping players believe in themselves, learn how to deal with competition, how to prepare to succeed and how to handle a win or a defeat. We, as the league and as coaches, must always remember that our ultimate goal is the development of our participants as individuals...we've just selected basketball as a fun way to teach those lessons.

## **Section 1.02 Sportsmanship**

KPR regards bad sportsmanship as unnecessary and completely intolerable.

### **What Is Good Sportsmanship?**

Good sportsmanship is when people who are playing or watching a sport treat each other with respect. This includes players, parents, coaches, and officials.

- Have a positive attitude
- Give their best effort
- Shake hands with the other team before and after the game
- Support teammates by saying "good shot" or "good try". Never criticize a teammate for trying
- Accept calls and don't argue with officials
- Treat the other team with respect and never tease or bully
- Follow the rules of the game
- Help another player up who has fallen
- Take pride in winning but don't rub it in
- Accept a loss without whining or making excuses

### **What's a Parent's Role in Good Sportsmanship?**

Kids learn how to be a good sport from the adults in their lives, especially their parents and their coaches. As soon as your child starts competing in sports, it's important to be a good role model. Any teams your child plays on should have coaches that encourage good sportsmanship.

Show your good sportsmanship:

- Keep sideline comments positive and encouraging
- Don't bad-mouth coaches, players, or officials
- After a competition, don't focus on who won or lost. Instead, try asking, "What did you do well during the game?" "Was there something you wish you could have done better?" If your child feels there was something that could have gone better, offer to work on it together before the next game
- Applaud good plays, no matter who makes them
- Congratulate the winners, even if they're on the other team

**(a) Coaches**

(i) All KPR coaches are required to demonstrate positive sportsmanship in respect to their players, team parents, opposing team players, parents, coaches, and game officials. Coaches who are unable to demonstrate the proper sportsmanship will be suspended from further coaching in the KPR. Any coach who is ejected from a game for unsportsmanlike conduct will be required to leave the field of play/facility and will be unable to coach in the next scheduled game. This includes post-season play. The continued demonstration of improper sportsmanship may constitute suspension from any number of games KPR deems necessary. Coaches are also responsible in assisting referees with the sportsmanship of all playing and non-playing team members, as well as spectators and assistant coaches.

**(b) Participants**

(i) Sportsmanship is a priority in the development of KPR athletes. All participants must demonstrate positive sportsmanship at all times. Those who cannot may be dismissed from the game, by the game official. The continued demonstration of improper sportsmanship will constitute suspension from any number of games that KPR deems necessary.

**(c) Spectators**

(i) All spectators must remain seated throughout all KPR games and are expected to demonstrate positive sportsmanship. Spectators, who fail to do so, will be required to leave the game site and will not be allowed to attend the next game. The continued demonstration of improper sportsmanship will constitute suspension from any number of games that KPR deems necessary.

## **Article II. KPR Youth Basketball Program**

### **Section 2.01 Definitions**

- (a) KPR. Killeen Parks and Recreation Department.
- (b) Coordinator. Designated Athletic Coordinator for KPR will serve as the KPR Coordinator.
- (c) Athletic Superintendent. Athletic Superintendent or his designee will serve as the KPR Coordinator.
- (d) Pronouns. The personal pronoun of either gender (him, her, he, she, etc.) shall apply equally to males and females.

### **Section 2.02 Rule Administration**

KPR Staff acts on the behalf of players, coaches, and parents as representatives. Any approved modification or changes from KPR will be distributed in writing to the effected teams as soon as possible.

### **Section 2.03 League Structure**

The Director is responsible for overseeing the administration of the basketball program. The Coordinator manages the day to day operations of each team(s) in each division(s). Divisions are separated into three separate divisions based on age(s).

### **Section 2.04 Player Eligibility**

All players, ages 8-12, are eligible to participate in the KPR basketball program. Ages are based on the age of the player from 1 September 2020.

- a. If a player's birthdate is 15 July 2013, and they will be 7yrs old at the start of the season they can participate in the 8 and under Division.
- b. If a player's birthdate is 15 September 2013, they will be 6yrs old at the start of the season and will participate in the 6 and under Division.

*Note: The KPR believes players should participate at their own age level. We discourage the practice of playing up with older participants.*

## **Section 2.05 Coaches Eligibility**

Adult volunteers (18yrs and older) will act as basketball coaches. They will be selected by and allowed to coach under the authority and approval of KPR. As a result, coaches may be removed for cause, at any time by KPR.

(a) In addition, all KPR coaches must complete and follow:

- (i) Criminal background checks will be conducted.
- (ii) The recognized Head or assigned Assistant Coach are required to be present at all practices, games, and mandatory meetings.
- (iii) All rules and regulations apply equally to the Head and Assistant Coaches unless otherwise specified.

## **Section 2.06 Coach Selection**

Head Coach selection shall be based upon sportsmanship, experience, leadership, dependability, and ability to assume overall responsibilities of the team.

The three (3) Assistant Coaches will be selected by the team's Head Coach. The Head Coach must ensure all Assistant Coaches are certified prior to the first practice as written in section 2.05. Assistant Coaches must be in the capacity to coach the team for the entirety of the season. Coaches should not be picked based on their child's skill level or position. Only Head Coach and Assistant Coaches will be allowed on the court/team sideline during games.



## Article III. KPR Operations

### Section 3.01 Player Registration

- a. In order for a player to be officially registered, his/her: fees must be paid in full.
- b. Registration will be held at the Park and Recreation Office, 1700 E Stan Schlueter Loop, Killeen, TX 76542 and the Killeen Community Center, 2201 E Veterans Memorial Blvd, Killeen, TX 76543 or online at <https://apm.activecommunities.com/killeen>

### Section 3.02 Contact Information

KPR Office Number: (254) 501-6390 KPR Office Location: 1700 E Stan Schlueter Loop, Killeen, TX 76542 and Rosa Hereford Killeen Community Center, 2201 E Veterans Memorial Blvd, Killeen, TX 76543

In addition, KPR communicates with coaches regularly via e-mail. This helps keep everyone informed and updated about the program. KPR staff can also be reached via email:

Joe Brown, Executive Director of Recreation Services	<a href="mailto:jbrown@killeentexas.gov">jbrown@killeentexas.gov</a>
Pete Vento, Assistant Director	<a href="mailto:pvento@killeentexas.gov">pvento@killeentexas.gov</a>
Heather Buller, Parks & Recreation Manager	<a href="mailto:hbuller@killeentexas.gov">hbuller@killeentexas.gov</a>
JD Dyer, Athletics Superintendent	<a href="mailto:jdyer@killeentexas.gov">jdyer@killeentexas.gov</a>
Jalen Jury, Athletic Coordinator	<a href="mailto:jjury@killeentexas.gov">jjury@killeentexas.gov</a>
Brian Gardner, Athletic Coordinator	<a href="mailto:bgardner@killeentexas.gov">bgardner@killeentexas.gov</a>
Martavius Mims, Athletic Coordinator	<a href="mailto:mmims@killeentexas.gov">mmims@killeentexas.gov</a>

Inclement Weather Number: Please call the KPR Office during normal business hours Monday–Friday from 8:00am to 5:00pm or visit the Athletics website at [www.teamsideline.com/killeen](http://www.teamsideline.com/killeen) . Coaches should call the Hot line or check website on any day that may have a chance of cancellation due to dangerous weather or unplayable field conditions for games and practices.

(i) These numbers should be disseminated to parents and the public as widely as possible.

(ii) Inclement weather decisions are normally made after 3:00 PM on weekdays and by 7:30 AM on Saturdays.

### Section 3.03 Liability

KPR is not liable for any injury to players, officials, cheerleaders, coaches, spectators, media, sideline personnel, or any other persons attending a KPR event.

## **Article IV. Youth Basketball League Operations**

### **Section 4.01 Scheduling of Games**

KPR will schedule all games for the KPR Basketball league in each Division KPR has a team represented. KPR will make all efforts to alleviate conflict dates/times in the scheduling of games. There are no guarantees.

Once the season schedule is posted, KPR will inform all Head Coaches. Rescheduling will be limited to rainouts and administrative issues, at the discretion of KPR.

### **Section 4.02 Players per Team**

It is our intent for each team to have 8-10 players. These numbers may be adjusted based on the number of players and teams available in a division.

### **Section 4.03 Loss of Players**

If at any time, a team loses a player, (whatever the reason) the Head Coach must contact the league office via email within forty-eight (48) hours after realizing this loss and inform KPR of the loss.

It is our intention to contact all players who withdraw from the league to:

- (a) Determine why they left;
- (b) Determine what KPR can do to improve its ability to retain its players.

If the loss occurs early enough in the season, the open slot on the team MAY be filled by the assignment of a player from a "waiting list."

### **Section 4.04 Roster Formation**

Participants registered in the 8U divisions will be placed on teams randomly, teaming family together.

Family, according KPR, is defined as, biological siblings, step-siblings who reside at the same address, or other family members that are residing at the same address.

Report cards will be used as address verification.

KPR may add, at its discretion, to the maximum number of players to the roster for each league/sport.

KPR is responsible for all teams. All adds and drops must be approved and organized by/through KPR.

KPR's main goal during roster formation is to ensure parity of teams.

For the 10U and 12U divisions, teams will be drafted by volunteer coaches based on the following criteria (8U teams will be assigned, rather than drafted):

protected players

player ability assessment score

age/gender/grade

## **Section 4.05 Protected Players**

Each volunteer coach will be allowed three (3) protected players. Volunteer/assistant coach's children are counted toward their protected players.

After all volunteer coaches' children have been protected by the volunteer coach, he/she can declare remaining protected players to KPR staff.

Protected players must be submitted, or declared, to the league coordinator prior to the draft meeting via e-mail. If a coach does not submit protected players accordingly, they will start the draft with both their children and those of their assistant coaches, or zero rostered players.

If two or more volunteer coaches attempt to protect the same non-biological player, KPR will consult with the parent/guardian of the player. The parent/guardian will declare which volunteer coach they would like their child to play for.

Volunteer coaches will retain their players from the previous season, if they return to the same age division.

If a parent of a participant chooses not to return to the same coach, the participant will be placed back on the draft board to be selected during the player draft.

## **Section 4.06 Player Ability Assessment**

Each registrant (8U-12U) is encouraged to participate in the Player Ability Assessment (PAA.) This program is designed to assess the fundamental skills of each player in a specific sport.

The effectiveness of the PAA depends highly on player attendance and coach participation. All players and coaches are highly encouraged to attend and participate.

Parents/guardians will be notified when and where the PAA will be conducted during the registration process.

The atmosphere of the PAA is very relaxed, so players should not have undue pressure from parents/guardians.

*Please note:* THIS IS NOT A PASS/FAIL/TRYOUT type of an event.

PAA participants will be graded on a scale of 1-5 (5=best value, 4=good value, 3=average value, 2=needs improvement, and 1=lowest value). These values will be determined by the following graders:

volunteer coaches

KPR staff

If a participant does not attend the PAA, they will receive a “U” grade (ungraded). Ungraded participants will be assigned to teams by KPR staff and are not eligible to be drafted by coaches.

## **Section 4.07 Player Draft**

Each sport will have a coaches’ meeting prior to the PAA. At the meeting, KPR staff will discuss applicable rules and rule changes.

The player draft will take place after the PAA.

Any “U” (unranked) player will be declared not available in the draft. KPR staff will randomly assign these players to a team.

When all participants have a value (1-5) attached to them, and all protected players have been selected, the player selection process will begin.

Volunteer Coaches who have returning players will see them already attached to their team at the beginning of the draft. Teams will not get a pick in the player draft until all teams have equal number of participants.

The draft order will be determined by a random draw among the coaches before the draft begins.

The volunteer coaches will select players in a “snake” style draft (i.e. selecting 5’s/4’s/3’s/2’s/1’s) until all participants that are eligible to be drafted are selected.

## **Section 4.08 Uniforms**

Player game uniforms are provided as part of the registration fee. Teams may not modify the jersey in any way other than what is instructed by KPR. Any player with an illegal uniform will not be allowed to play.

## **Section 4.09 Equipment**

All KPR Basketball players will be required to have the following equipment to participate:

- a) All players are required to wear basketball none skid shoes.
- b) All players in the game must be wearing full uniform.
- c) Players should not wear jeans or long pants.
- d) No Jewelry, headgear containing hard, unyielding materiel.
- f) All players that wear prescription glasses must wear a safety strap at all times.
- g) Players that do not meet these requirements on any given game day will not participate in that game.

h) Games will be played w/ balls provided by KPR. Games balls are standard female 28.5.

## **Section 4.10 Practices**

(a) Practices scheduled by KPR will be held at the Family Recreation Center basketball courts., or other designated KPR courts. The court will be separated into two halves, and two teams will practice per allotted session. Sessions will be 1 hour.

(b) Only registered players may participate in a practice, and only certified volunteer coaches can run/participate in practice.

(c) Practices are unlimited before the first scheduled game.

(d) Once scheduled game play begins, practices will be limited to a total of six (6) hours per week with no more than two (2) hours per individual practice.

(e) No practices may be held on Fridays.



## Article V. KPR Game Mechanics

The following regulations apply to KPR program's Game Mechanics.

### Section 5.01 Game Play

KPR will follow all rules as outlined in the KPR Basketball By-Laws. KPR will provide one copy of the KPR Basketball By-Laws to the Head Coach of each team and publish them to [www.teamsideline.com/killeen](http://www.teamsideline.com/killeen).

### Section 5.02 Participation

**All Divisions:** All players who are present for a game must play at least 1 full quarter in the first half and 1 full quarter in the second half.

### Section 5.03 Game Length

- a) Games in 8u division shall consist of (4) 6 –minute quarters.
- b) /10u/12u divisions shall consist of (4) 8-minute quarters.
- c) Running Clock: A running clock will be used at all times; except on free throws and the last 2 minutes of each half.
- d) Half time will be 5 minutes in length for all divisions.
- e) Time begins when the ball is tipped during the jump ball.

### Section 5.04 Pregame Coaches Meeting and Equipment Inspection

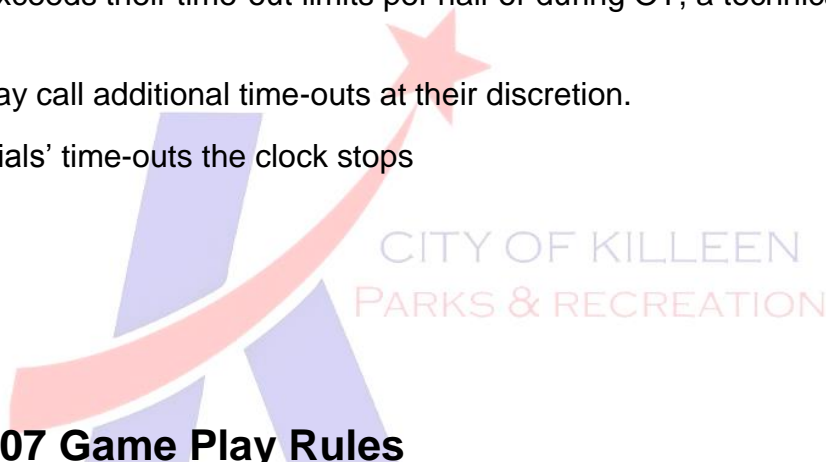
- a) Coaches' meeting will take place 10 mins. prior to game time.
- b) Referee's will check every player's equipment (uniforms, shoes, and jewelry) before each game.
- c) The Home and away teams are decided by team sideline.
- d) A minimum of 4 players must be present at game time or it is a forfeit. (There will be a 10-minute grace period during the first week of games)

## Section 5.05 Coaches and Authorized Conferences

- a) Each team will have maximum of (2) coaches in the bench area during the course of a game. ALL coaches must submit/pass a criminal background check prior to ANY/ALL involvement with team in the role of coach.
- b) During a dead ball that is not a charged time-out; ONE offensive player may come to the sideline to confer with the coach or coaches.
- f) Coaches may provide visual aids for their players.

## Section 5.06 Time-Outs

- a) Each team is entitled to 2 timeouts per half.
- b) Each time-out will be one 30 second in length.
- c) A time-out may be called by player and/or head coach.
- d) If a team exceeds their time-out limits per half or during OT, a technical foul will be assessed.
- e) Officials may call additional time-outs at their discretion.
- f) During officials' time-outs the clock stops



## Section 5.07 Game Play Rules

### Defense

- a) 8u: Man to man only, no zone. Defense must pick up at the designated pickup line. Full court defense is only permitted during the last 2 minutes of each half (1<sup>st</sup> and 4<sup>th</sup> quarter).
- b) 10: Man to man or zone defense can be used. If man to man defense must pick up at the designated pick up line. Full court defense is only permitted in the last two minutes of each quarter.
- c) 12u: All defenses can be played and full court defense (press) will be permitted throughout the entire game.
- d) If a team is winning by 15 points or more they will not be allowed to press or pick up man to man full court.

## Scoring

a) Standard basketball scoring is in play. Shots made from inside the 3 point arc are 2 points and behind the arc are 3 points. Free throws are 1 point

## Overtime (8u-12u)

a) There is NO OT; regular season games can end in a tie.

## Special Rules

a) Lane Violations: 10u 5 seconds, 12u 3 seconds

b) Fighting: the player(s) involved will be ejected from the game. If a team fight occurs, the teams involved will be ejected from the tournament and denied participation in any league play or tournament.

c) 8u will play with goal set at 8ft. 10u and 12u will play on regulation 10ft.

## New 8U Playing Conditions

a) Games will be run on a shorter court. Court dimensions are 50 x 42 ft. With the free throw line at 10 ft.

b) Teams will play 4 on 4

c) 8U games will only use 1 official and 1 scorekeeper.

d) All made baskets will count as 2 points (with the exception of free throws that will still be 1)

e) During free throws only the shooter will be present, all other players will be at half court. Once the free throw is attempted, possession will change to the none shooting team, regardless if the free throw attempt is made or missed.

## Player Conduct

a) If the referee witnesses any acts of tripping, elbowing, cheap shots or any unsportsmanlike act, the game will be stopped and the player will be ejected. Foul play will not be tolerated.

b) Trash talking is illegal (from players, parents, and coaches). The referees will give one warning but if it continues, the referee is entitled to eject players from the game.



## Section 5.08 Injuries

All injuries will need to be assessed by officials, coaches, and staff. When a child “goes down” on the court of play, coaches need to wait until officials have beckoned them to the court. Coaches that enter the court of play without permission, due to injury, may lose a team timeout. This will be up to the discretion of the Head Referee.

**Injuries that require medical attention will be handled by Coach, KPR staff and/or Parent/Guardian.**

## Section 5.09 Hazardous Weather

**The protection of Killeen Parks & Recreation participants is of paramount importance. Every participant should recognize the danger presented by lightning, tornados and other hazardous weather. The following items represent generally accepted principles regarding the dangers involved with lightning and tornados.**

Over the past century, lightning has consistently been 1 of the top 3 causes of weather-related deaths in this country. It kills approximately 100 people and injures hundreds more each year. Lightning is an enormous and widespread danger to the physically active population. Practice and training increase recreation performance. Similarly, preparedness can reduce the risk of the lightning hazard. Lightning is the most frequent weather hazard impacting athletics events. Baseball, football, lacrosse, skiing, swimming, soccer, tennis, track and field events...all these and other outdoor sports have been visited by lightning. Education is the single most important means to achieve lightning safety. The following is the lightning safety plan for Killeen Parks and Recreation as suggested by the National Lightning Safety Institute:

1. If the athletic area should need to be cleared the following is a list of SAFE lightning evacuation sites. SAFE evacuation sites include:
  - a. Fully enclosed metal vehicles with windows up.
  - b. Structurally sound buildings.
  - c. The low ground. Seek cover in clumps of bushes.
2. UNSAFE LIGHTNING SHELTER AREAS include all outdoor metal objects like flag poles, fences and gates, high mast light poles, metal bleachers, golf carts, cars, machinery, etc. AVOID trees. AVOID water. AVOID open fields. AVOID the high ground.
3. Lightning's distance from you is easy to calculate: if you hear thunder, it and the associated lightning are within auditory range...about 6-8 miles away. The distance from Strike A to Strike B also can be 6-8 miles. Ask yourself why you should NOT go to shelter immediately. Of course, different distances to shelter will determine different times to suspend activities. A good lightning safety motto is: "If you can

see it (lightning) flee it; if you can hear it (thunder), clear it."

4. If you feel your hair standing on end, and/or hear "crackling noises" - you are in lightning's electric field. If caught outside during close-in lightning, immediately remove metal objects (including baseball cap), place your feet together, duck your head, and crouch down low in baseball catcher's stance with hands on knees.

5. Wait a minimum of 30 minutes from the last observed lightning or thunder before resuming activities.

6. People who have been struck by lightning do not carry an electrical charge and are safe to handle. Apply first aid immediately if you are qualified to do so. Get emergency help promptly.

#### **LIGHTNING:**

- i. All thunderstorms produce lightning and are dangerous.
- ii. Lightning often strikes as far as 10 miles away from any rainfall. You are in danger from lightning if you can hear thunder. You are in danger if you can see lightning.
- iii. Lightning injuries can lead to permanent disabilities or death. Look for dark cloud bases and increasing wind.
- iv. Lightning can travel sideways for up to 10 miles and strike when skies are blue.
- v. Soccer fields are a dangerous place to be during a lightning storm. When lightning is seen or thunder is heard, or when dark threatening clouds are observed, quickly suspend the game and/or practice and move to a safe location.
- vi. Avoid standing in an open area, near soccer goals, under a tent, near trees or in water. The safest place during a thunderstorm with or without visible lightning is in a car, but not a convertible.

#### **TORNADOS:**

- i. Watch for rapidly darkening skies.
- ii. The sound of an approaching tornado is often described as that of an approaching train.
- iii. The funnel of a tornado does not have to touch down to cause extensive damage and injuries.
- iv. Tornadoes can produce winds of 300 miles per hour or more.
- v. Most people who are hurt during a tornado are hurt when they are struck by flying debris.
- vi. Seek safety in a solid structure, preferably in a basement or in an interior room. If no building is available, lay down in a ditch.

#### **LIGHTNING DETECTORS:**

KPR staff will carry a "Personal Lightning Detector" during any outdoor event, open swim, or field competition. The "Strike Alert HD" has 360-degree lightning strike

detection and detects lightning up to 40 miles away. This device serves as further security against lightning storms.

**GAME SUSPENSION REQUIREMENTS:**

In any of the circumstances outlined below occurs, KPR staff or referee(s) should immediately suspend the game:

1. If thunder is heard, the game should be suspended and the fields cleared. Everyone should immediately go to a safe shelter.
2. If lightning is seen, the game should be suspended and the fields cleared. Everyone should immediately go to a safe shelter.
3. If a thunderstorm is heard or seen coming or your hair stands on end, the game should be suspended and the fields cleared. Everyone should immediately go to a safe shelter. Do not wait until it rains.
4. Wait a minimum of 30 minutes from the last observed lightning or thunder before resuming activities.
5. The game will be cancelled by the decision of KPR staff if lightning continues for an extended amount of time, or if the forecasted weather is unsafe for participants and spectators.

***Anything not covered within these by-laws falls under our youth sports policies and procedures manual***

