

EMCSA BASKETBALL

Contact List:

| | | |
|----------------------------|------------------------|----------------|
| Facility Director's Office | Jeremy Harris | (281) 577-8642 |
| Custodian Supervisor | Jessica Schulze | (832) 480-3284 |
| Warehouse Coordinator | Robert Lopez | (281) 881-9455 |
| | | |
| NCISD Police Office | Kevin Potter (Captain) | (281) 577-8695 |
| | Jason Potter (Officer) | (832) 445-4372 |
| | Jacob Ladwig (Officer) | (346) 447-0803 |
| | | |
| Referees | Louis Desmore | (281) 701-8736 |
| | | |
| Xplosive Ink | Denise Gilbert | (832) 282-3113 |
| | | |
| Pictures & Trophies | Images Inc. | (281) 587-9070 |
| | Shelby Welton (Cell) | (832) 610-1053 |
| | | |

EMCSA BASKETBALL

GUIDELINES & GAME RULES

EMCSA BASKETBALL COACH'S RESPONSIBILITIES

1. Attend try-out dates so that you can effectively draft your team.
2. Must participate in one practice a week at a local NCISD Facility
3. Issue uniforms to the players on your team.
4. Maintain equipment needed for your teams practices and games.
5. Equipment is available for rental tailored to the registered division.
 - a. **\$50 deposit will be required when equipment is issued.**
6. Encourage team members and parents to keep the school's facilities clean!
 - a. Picking up all trash from your bench area after a game is **MANDATORY!**
 - b. Checking the floors after practice.
 - c. Keeping Gymnasium doors closed while attending the facilities.
7. Please do not leave your team members unattended after practices!!
 - a. Make sure that Parents know what time practice is over.
8. Acting in any unsportsmanlike manner, using foul language, attempting to disrupt players on opposing teams, touching or aggressively handling players and abusing equipment in anger **will not be tolerated**. Referees have been instructed to eject ANY Coach who is guilty of any or all of these actions during a game.
 - a. The League Commissioners will document the incident and it will be discussed at the time to approve the Coach's application for the next season.
9. Coaches must sign the scorebook to verify the final score of the game.
10. All Head Coaches will have their teams present 30 minutes before gametime.
11. Head Coaches are required to turn in a complete roster of players to the scoretable before the game start time. Late arrivals will be determined by the score table.

12. The Coach is responsible to be present at the registered tryout and draft date.
 - a. If a Coach can not be present, an appointed representative can be present
 13. Ejection from a game will result in a Mandatory 1 game suspension and up to removal for the remainder of the season, if deemed necessary by the EMCSA Board.
 - a. If removed for the season, the Coach may be banned from coaching the following year.
 - b. If you are ejected by a Referee from a game, you will have 2 minutes to leave the playing field or the game will be declared a forfeit.
 14. If a Coach is suspended for a second time during the same season, that Coach will be unable to coach another game until the EMCSA Board meets to discuss his/her eligibility.
 - a. The EMCSA Board will meet within 24 hours of suspension for a determination on his/her eligibility.
 15. There will be **NO ALCOHOL OF ANY KIND** at any EMCSA activity including practices and team parties.
 - a. Any Coach caught promoting or doing this will be suspended for 1 year from coaching at EMCSA and all of his seniority points will be removed.
 16. It is the Coaches Responsibility to know and understand the EMCSA Ground Rules and Game Rules described in EMCSA's Rules & Regulations.
-

EMCSA BASKETBALL COACH SELECTION

1. All Head Coaches and **Pre-Draft Assistant Coaches** must be approved by the Commissioners Board. After approval, Head Coaches of all teams will be determined by the following (listed in order of priority):
 - a. Head Coaches from previous year (Same League).
 - b. Coaches with kids have priority over point standings.
 2. All vacant coaching positions will be based on a point system. Points are accrued during the spring season only as follows:
 - a. Head Coach = 2pts.
 - b. Assistant Coach (Must be Named) = 1pt.
 - c. Commissioner Board or Board Member = 1pt.
 - d. Maximum of 3pts. Per year.
 3. Coaching points will expire after 3 years.
 - a. All points less than 3 years will remain active.
 4. If a coach receives 5 or more blocks in one year that coach will have to be approved by the commissioning board and director before he will be allowed to coach that year.
 5. In the event of a tie, the Coach's names will be placed in a hat and drawn for coaching positions. Coaches **MUST** be present.
 6. Vacant coaching positions are filled by new incoming Coaches based on the point system.
 7. All player selection systems must ensure that all Head Coaches have an equal opportunity in the selection of all players.
 8. All Parents have the option to exclude 1 coach from drafting their child.
 - a. The reason for excluding a Coach must be specific and must be in writing to the League Commissioners/Director
 - b. Text Messages and Phone Calls will not be accepted.
 - c. The parent must fill out **EMCSA COACH BLOCK FORM**. The reason for excluding a Coach must be found to be acceptable and must be approved by the Commissioner Board and the Executive Board before it can be granted.
-

EMCSA BASKETBALL GENERAL DRAFT RULES

1. There will be a protected player draft.
 - a. Protected player is defined as a player who is not subject to the draft. Children of a head or an assistant coach are automatically assigned protective player status. Each team shall be limited to a maximum of two protected players, excluding siblings.
 - i. First Round - Draft Pick
 - ii. Second Round - 1st Protective Player (COACHES CHILD)
 - iii. Third Round - 2nd Protective Player (ASST COACH CHILD)
 - iv. Fourth Round - Draft Pick
 - b. IF the Head Coach and Assistant Coach have a total of 3 or more protective players **due to sibling rule**, the draft picks will be as following
 - i. First Round - 3rd Protective Player
 - ii. Second Round - 1st Protective Player
 - iii. Third Round - 2nd Protective Player
 - iv. Fourth Round - 4th Protective Player...
2. All Draftable Players eligible for the draft:
 - a. must participate in 1 try-out each and every year with the exception of the Head Coach's child and Pre-Draft Assistant Coach's child, who are considered protected players.
 - i. These must be children playing in the same age group as being coached by the Head Coach or Pre-Draft Assistant Coach.
3. All Hat Pick Players eligible for the draft:
 - a. Who have not officially signed up prior on the last day of try-outs will not be allowed to try-out and will be hat pick
 - i. Who do not try-out will be placed in a hat and picked at the end of the draft
 - b. Hat Picks Players are eligible to exclude 1 Coach from drawing them from the hat, if an approved **EMCSA COACH BLOCK FORM** is filed.
4. **The Sibling Rule**: Siblings will be on the same team. Siblings will not be drafted to different teams without parental consent. When 1 sibling is drafted, the other sibling or siblings will be drafted with the team's following round draft pick (or by following rounds in a case with 2 or more siblings).
 - a. The same rule applies to a Head Coach or Pre-Draft Assistant Coach, or both, if they have more than 1 sibling playing in the same age group.
 - b. Same household Registrants will be considered if validation can be made.
5. Any division where female players are combined with male players, must equally distribute the ratio of female to male players across all teams.

- a. No teams of all male players, No teams of all female players.
6. Should any part of these draft rules prevent a team from drafting or drawing any given player or players, and there are no remaining players left in the draft or hat, then that team will have to pass on draft or hat pick players.
7. In the interest of fairness and equality to all teams, absolutely no ride problems of any kind will be allowed in any league.
 - a. Coaches who select these Players must understand the Player will most likely be absent to some practices and games.

The drafting process for EMCSA Basketball Divisions is as follows:

1. The draft order will be drawn out of a hat just prior to the draft. In the 2nd round, the **draft order will reverse** and the team that drafted last will now draft 1st until all teams have drafted their 2nd player. This draft order will continue to reverse each and every draft round until all players have been drafted onto a team.
 - a. Every team will have a 1st round draft pick (except teams picking with 3 or more protective players due to The Sibling Rule).
 - b. Head Coach players will be the 2nd round pick and the Assistant Coach players will be 3rd round pick
2. Each team will receive a 1st round pick
 - a. The Sibling Rule remains in effect.
 - b. The Head Coach's player or sibling must be drafted in the next round or rounds.
 - c. The **Pre-Draft** Assistant Coach's player or sibling must then be drafted in the next round or rounds.
3. The draft will feature multiple rounds among the teams and will continue until every player has been placed on a team either through the draft or hat pick.
4. Players unable to attend tryouts will be drawn from the hat according to the same draft order until all players have been assigned.
5. Trading of players is allowed. However, all trades must be completed within 10 minutes after completion of the draft (Before leaving the draft room). Rounds 1-4 can only be traded for a player in the same round pick. (Round 1 must be traded for another round 1 pick. 2 for 2, 3 for 3, and 4 for 4. Trades for Round 5 & Down can be traded for other rounds. All trades must be reported and approved by the appropriate Draft Commissioners.
6. The roster size will be determined by registration, with the preferred size being 9 players per team plus 1 slot for late sign-ups. (Pre-K 7 preferred plus 1 slot for late sign-ups)



EMCSA BASKETBALL GROUND RULES

1. Coaches and Parents: Please keep all children off items inside the gyms and on the School District's property. Damage is the cause of unnecessary expense and physical injury could occur.
 - a. All parents will be responsible for repairs, injuries and expenses caused by your children
 2. NCISD and League Officials are not responsible for damage to personal property.
 3. ***** NO PETS OF ANY KIND ARE ALLOWED IN THE GYMNASIUM *****
 4. Beverage and Tobacco Restrictions
 - a. No glass containers or alcoholic beverages are allowed on the premises.
 - b. The use of any tobacco products is not allowed in the gyms.
 - c. Anyone not complying will be asked to leave.
 5. No practicing in NCISD Facilities without permission from your EMCSA League Commissioners. Time Slots are Registered and need approval to gain access.
 6. Weekly Practices;
 - a. One NCISD Facility issued Practice per week will be granted.
 - b. Players are Recommended to attend the weekly NCISD Facility Practice
 - c. All other practice outside of the weekday NCISD Facility Practice are **VOLUNTARY**
 7. **NO practices on Wednesday shall be Mandatory.**
 - a. If Wednesday Practices are an issue please submit that information before the season's Tryout date to the Basketball Director or through the registration process.
 - b. Failure to successfully give the information in a timely manner will result in the possibility of Wednesday Practices. Being that is the one day suitable for the Head Coach.
 8. All games will be played under EMCSA Ground & Game Rules.
-

EMCSA BASKETBALL GENERAL GAME RULES

1. All players must remove all jewelry (Earrings, Bracelets, Necklaces).
 - a. If earrings can not be removed they must be taped or band aid.
2. Children shall rotate quarters evenly.
 - a. All Players shall play the minimum of **ONE** quarter in each **HALF** of the regulated game.
 - b. **EXCEPTION:** The Player Fouls out of the game within the first participated quarter. (no longer eligible to play for the remainder of the game.)
3. **NO** Substitutions during the active quarter or timeouts.
 - a. Players must play the length of the quarter from start to finish.
 - b. **Fouled out** players will be subbed for a player of equal skill level.
 - c. **INJURY** Substitution will be granted
 - i. Substitutes must be eligible to play (not fouled out)
 - ii. Substitutes must be of equal skill level.
4. Fill In Players; Must be picked at the start of the game:
 - a. Pre-Kindergarten - Kindergarten Division
 - i. Players can only be picked up from other EMCSA Pre/K teams.
 - ii. A Pre/K Player must be replaced by another Pre/K Player.
 - iii. A Kindergarten Player may be replaced by either a Pre/K or Kindergarten Player.
 - b. 1st & 2nd Grade Divisions
 - i. Players can only be picked up from other EMCSA League teams.
 - ii. A 1st Grade Player must be replaced by either a 1st Grade or lower grade level Player.
 - iii. A 2nd Grade Player may be replaced by either a 2nd Grade or lower grade level Player.
 - c. 3rd & 4th Grade Divisions
 - i. Players can only be picked up from other EMCSA League teams.
 - ii. A 3rd Grade Player must be replaced by either a 3rd Grade or lower grade level Player.
 - iii. A 4th Grade Player may be replaced by either a 4th Grade or lower grade level Player.
 - d. 5th & 6th Grade Divisions
 - i. Players can only be picked up from other EMCSA League teams.
 - ii. A 5th Grade Player must be replaced by either a 5th Grade or lower grade level Player.
 - iii. A 6th Grade Player may be replaced by either a 6th Grade or lower grade level Player.

5. All Fill In Players must be of equal skill level.

- a. Once the game is finished, If the Fill-in Player is one of the top 3 Leading Scorers of the game, that team resigns from the game as a Loss for that Weeks Concluded Game.

6. No team will be allowed to pick up more players than is required to play and rotate players through the quarters.

- a. Roster Limit of 7 Players
- b. Coaches may pass on picking up a fill in player and play but must be knowledgeable to call a timeout and rest their team accordingly.
- c. Fill In Players must register and wear an EMCSA uniform, Commissioners exception.

7. Players Fouls;

- a. After 5 Fouls a Player is no longer eligible for the game.
- b. After 2 Technical Fouls the Player is no longer eligible for the game.
- c. Technical fouls count as a personal and/or team foul.
- d. Technical fouls will be called for the following infractions.
 - i. Foul language, Game Infractions, and/or Poor sportsmanship by players, coaches or parents.

8. Coaches Fouls;

- i. 1st Technical Foul - Compose Yourself & take a seat on the bench.
- ii. 2nd Technical Foul - Must exit the game to the parking lot. Actions will be reviewed by the EMCSA Basketball Officials

9. No foul language, unsportsmanlike conduct, (taunting or signs) harassing or abuse of the Referees, Coaches or Team Players will be tolerated by Player or Spectator during the game. The Referee and/or Commissioner on duty will be responsible for making that judgment call. This will result in the individual being asked to leave the game to the bench and/or Gymnasium to the parking lot.

- a. Any fan asked by a Referee to leave the park will have 2 minutes to leave the gymnasium to the parking lot, or they could possibly subject their team to a forfeit.

10. If a game is stopped before it becomes a completed game, within that following week the game must be resumed from the point of stoppage when the game is rescheduled.

- a. If the game can not be made up within the following week, the score at the time of stoppage is the final score.

11. All games will be played under EMCSA Ground & Game Rules.

PRE-K & KINDERGARTEN GAME RULES

1. Games will be played cross court on 6.5ft goals with a 27.5" ball.
2. Games will be played with (4) quarters of (6) minutes each quarter with a running clock (Stops for free throws) . 2nd and 4th quarter; Clock will only be stopped in the last 2 minutes of each half for out of bounds and free throws. (2nd and 4th quarter).
3. The only jump ball will be the beginning of each game.
 - a. Alternate possession on Tie-Ball/Quarter
4. Players will be matched up according to their ability before each quarter with colored wrist bands. (strongest on strongest and weakest on weakest)
 - a. Players must stay with their matched wristband color for the entire quarter.
 - i. Referee may intervene if a matchup is found unequal.
 - b. NO SUBSTITUTIONS (GENERAL RULES - 3)
5. The Defensive Team must drop back to half court once the opposing team possesses the ball.
6. For this grade level;
 - a. No Double Teaming, Stay on Matching Wristband
 - b. Screen and Roll Allowed
 - i. Help Defense Shot Contestion allowed if any type of screen is played. (Pick & Roll, Back Door Screens, Off Ball Screens, etc.)
7. Court Violations;
 - a. Back court violations will not be called.
 - i. Referees Discretion on delaying the game.
 - b. Three, five or ten second violations will not be called.
8. After a teams' 6th foul per the half, there will be one and one shooting.
9. After The 3rd double team infraction there will be a 1 and 1 free throw attempt.
10. Each team will have (2) timeouts per half.
 - a. The coach or Referee may call a timeout to correct a man on man match-up, if necessary they will not be charged that timeout.
11. All team players must play 2 quarters. Before any player plays a 3rd quarter.
 - a. All players must play at least 2 quarters.
 - b. All players must play 3 quarters before any player plays a 4th quarter.
12. All games will be played under EMCSA Ground & Game Rules.

1st & 2nd GRADE GAME RULES

1. Games will be played cross court on 8ft goals with a 27.5" ball.
 2. Games will be played with (4) quarters of (8) minutes, each quarter with a running clock (Stops for free throws) . 2nd and 4th quarter; Clock will only be stopped in the last 2 minutes of each half for out of bounds and free throws. (2nd and 4th quarter).
 3. The only jump ball will be the beginning of each game.
 - a. Alternate possession on Tie-Ball/Quarter
 4. Players will be matched up according to their ability before each quarter with colored wrist bands. (strongest on strongest and weakest on weakest)
 - a. Players must stay with their matched wristband color for the entire quarter.
 - i. Referee may intervene if a matchup is found unequal.
 - b. NO SUBSTITUTIONS (GENERAL RULES - 3)
 5. The Defensive Team must drop back to half court once the opposing team possesses the ball.
 6. For this Division;
 - a. No Double Teaming, Stay on Matching Wristband
 - b. Screen and Roll Allowed
 - i. Help Defense Shot Contestion allowed if any type of screen is played. (Pick & Roll, Back Door Screens, Off Ball Screens, etc.)
 7. Court Violations;
 - a. Ten Second Violation will be called.
 - b. Back court violations will not be called.
 - i. Referees Discretion on delaying the game.
 - c. Three or five second violations will not be called.
 8. After a teams' 7th foul per the half, there will be 1 and 1 shooting.
 9. After The 3rd double team infraction there will be a 1 and 1 free throw attempt.
 10. Each team will have (2) timeouts per half. The coach or Referee may call a timeout to correct a man on man match-up, if necessary.
 11. All team players must play 2 quarters. Before any player plays a 3 quarter.
 - a. All players must play at least 2 quarters. Unless Fouled Out.
 - b. All players must play 3 quarters before any player plays a 4th quarter.
 12. All games will be played under EMCSA Ground & Game Rules.
-

3rd & 4th GRADE GAME RULES

1. Games will be played full court on 10ft. goals with a 28.5" ball.
 2. Games will be played with (4) quarters of (8) minutes, each quarter with a running clock (Stops for free throws) . 2nd and 4th quarter; Clock will only be stopped in the last 2 minutes of each half for out of bounds and free throws. (2nd and 4th quarter).
 3. Players are to report to the score table at the beginning of each quarter.
 - a. NO SUBSTITUTIONS (GENERAL RULES - 3)
 4. The only jump ball will be at the beginning of each game.
 - a. Alternate possession on Tie-Ball/Quarter
 5. The Defensive Team must drop back to half court once the opposing team possesses the ball.
 - a. No full court press
 6. For this Division:
 - a. Man on Man defense or Zone defense can be played at any time.
 - b. Zone defense cannot extend past the 3-point line.
 - i. UNLESS the offense holds the ball for more than 5 seconds, then zone defense can extend to cover.
 - ii. UNLESS in the last minute of the and the score is within 5pts
 7. Court Violations:
 - a. Back court violations will be called.
 - b. 3 second, 5 second, and 10 second violations will be called.
 8. After a teams' 7th foul per the half, there will be one and one shooting.
 9. Each team will have (2) time outs per half.
 10. Injury subs and fouled out subs must be of the equal skill level and chosen by the Head Coach and approved by the Referee and opposing Coach
 11. All team players must play 2 quarters. Before any player plays 3 quarters.
 - a. All players must play at least 2 quarters. Unless Fouled Out.
 - b. All players must play 3 quarters before any player plays a 4th quarter.
 12. All games will be played under EMCSA Ground & Game Rules.
-

5th & 6th GRADE GAME RULES

1. Games will be played full court on 10ft. goals with a 28.5" ball.
 2. Games will be played with (4) quarters of (8) minutes, each quarter with a running clock (Stops for free throws) . 2nd and 4th quarter; Clock will only be stopped in the last 2 minutes of each half for out of bounds and free throws. (2nd and 4th quarter).
 3. Players are to report to the score table at the beginning of each quarter.
 - a. NO SUBSTITUTIONS (GENERAL RULES - 3)
 4. The only jump ball will be at the beginning of each game.
 - a. Alternate possession on Tie-Ball/Quarters
 5. For this Division:
 - a. Man on Man defense or Zone defense can be played at any time.
 6. Full - Court Press:
 - a. Teams can Full-Court press through all quarters and as long the game is with-in a 5-point spread.
 - i. The team up by 5 or more points must fall back past half court. (ask for clarification)
 7. Court Violations:
 - a. Back court violations will be called.
 - b. 3 second, 5 second, and 10 second violations will be called.
 8. After a teams' 7th foul per the half, there will be one and one shooting.
 9. Each team will have (2) time outs per half.
 10. Injury subs and fouled out subs must be of the equal skill level and chosen by the Head Coach and approved by the Referee and opposing Coach
 11. All team players must play 2 quarters. Before any player plays 3 quarters.
 - a. All players must play at least 2 quarters. Unless Fouled Out.
 - b. All players must play 3 quarters before any player plays a 4th quarter.
 12. All games will be played under EMCSA Ground & Game Rules.
-