

City of Dixon Recreation Department
(707)678-7000

DIXON YOUTH BASKETBALL



COACHES & PLAYERS HANDBOOK 2015

**DIXON YOUTH BASKETBALL
2015-2016**



TBD by Coach	Practice Begins
January 9, 2016	Regular Season begins for all Divisions
March 5, 2016	Playoffs for Divisions 3 and 4

If you have questions, email **David Callison** at **dcallison@ci.dixon.ca.us** or call (707) 678-7440.

Please take the time to read the Parent Responsibilities section in the handbook.

DIXON YOUTH BASKETBALL

Dixon Youth Basketball will provide Dixon's youth with an environment in which they can learn team work and discipline, improve their playing skills, and participate in a competitive atmosphere while enjoying the sport of basketball. The goal is for children to compete and to have fun!

You can register for Dixon Youth Basketball online, by going to the City of Dixon website, <http://www.ci.dixon.ca.us>, and clicking on the link Recreation Registration (there is a convenience fee to register online) or you can register any day Monday through Friday, 9:00 a.m. to 5:00 p.m., at City Hall, 600 East A Street. Early Bird Registration starts Monday, October 5th and will be open until Friday, November 13th. The youth basketball games will be held on Saturdays for grades kindergarten through eighth. There will be no sibling discounts and the cost is \$90.00 per participant. Continuing registration will be available November 14th-20th at a cost of \$100.00 per participant. Registration fee includes eight league games, a team jersey and certificate of participation.

WAITING LIST:

In the event a Division is full after registration has ended, a waiting list will be started and maintained by the Sports Coordinator for those who sign up late. In the event a team loses a player during the season, the slot will be filled in order of the waiting list.

PARENT RESPONSIBILITIES

1. Do everything to encourage your child and the other children playing with them.
2. **Get your child to practice on time.** There is limited gym space and we are trying to maximize the time we have. Your child will be assigned specific practice times. If your child's team starts their practice late it takes away from their practice time. As a parent it is your responsibility to get your child to practice. Please make sure you contact his/her coach if he/she needs to miss a practice or a game.
3. Consider being an assistant to the coach if he/she needs one.
4. Consider being a team parent. You could organize team treats after each game and possibly a team party at the end of the year. Please remember **NO FOOD or DRINKS IN THE GYM.**
5. Pay special attention to the facilities we are using. Assist the facility supervisors in observing the following rules:
 - a. No food or drinks (i.e. water bottles, cans of soda, etc.) in the facility.
 - b. No pets are allowed on the school grounds.
 - c. No unsupervised siblings or friends at practices. The coaches are there to help your child, not to baby-sit.
 - d. If you notice a potential hazard to anyone, please bring it to the attention of a Gym Supervisor, coach or referee.
 - e. No running in the halls at the schools.
 - f. If you see someone not observing a rule, please assist us in correcting the problem.
 - g. Only scheduled teams will be allowed on the court during game times. Parents must keep their children off the court unless they are participating in a game at that time. No one is allowed to bounce basketballs in the gym at any time other than teams that are playing their games.
6. Be kind to the referees.
7. Remember that you are a role model. Always encourage your child and the other children.
8. Keep the negative comments to a minimum. If you can't say it in a positive manner, don't say it at all.
9. **DO NOT** allow any volunteer coach/assistant to transport your child in any vehicle during the 2015-2016 Basketball Season for any reason. This includes, but is not limited to, rides to and from practices and games. The City of Dixon will not be liable in any way if you allow them to drive your child.
10. If you have any questions or want to address a specific issue, please call the Sports Coordinator, at (707) 678-7440.

COACHES GOALS & RESPONSIBILITIES

Dixon Youth Basketball is committed to offering the City's youth a fun and safe environment to learn the fundamentals of team basketball and to improve their individual skills and abilities.

Coaches represent models of behavior for the players and therefore, it is important that they display good sportsmanship and provide a supportive environment in which the players can learn and compete. The coaches should not only respect the officials calls, but support them as well. We are all working together to ensure a fun, safe and competitive atmosphere on and off of the court.

A marked improvement in a team's play over the course of the season signifies far better coaching than wins and losses do at this level. The program is designed to provide an environment in which a child feels confident to test the skills he/she already possesses while at the same time being willing to learn new ones.

We are working to promote the player's enjoyment, skill and attitude development. The very last thing we desire is for the coaches to create a "win at all costs" attitude.

If you are having fun, so will your players! The following are some points to remember:

- Have fun
- Help the players develop physically by learning sports skills
- Help players socially by learning how to cooperate in a game atmosphere and by learning appropriate standards of behavior (sportsmanship).
- Everyone plays
- Use positive reinforcement when coaching.
- Emphasize sportsmanship and fair play.

Volunteer coaches and assistants are not permitted to transport any participant in any vehicle during the 2015-2016 Basketball Season for any reason. This includes, but is not limited to, rides to and from practices and games. The City of Dixon will not be liable in any way if this rule is broken.

Thank you for being an important part of this exciting experience for our Dixon Youth. It's going to be fun! We sincerely thank you.

OFFICIALS RESPONSIBILITIES

1. Ensure player safety at all times.
2. Teach/help players who are still learning the basics.
3. Know the basic rules of basketball, and thoroughly understand the Dixon Youth Basketball rules (see rules section).
4. Help the participants understand the rules by explaining your calls.
5. Arrive 15 minutes before the start of the first game.
6. Inspect the gym for any safety hazards and assist in getting the gym ready to play.
7. Start the games as close to the schedule as possible. Keep the players hustling.
8. If you are working with another referee, communicate with each other. Help e each other whenever possible, do not overrule your partner unless he/she asks for help.
9. On fouls signals communicate to the bench and scorekeeper the color and then the number of the offending player.
10. On out of bounds situations you must handle the ball. This allows you to keep the players from going before you are ready.
11. Never turn your back on the play while moving down court.
12. Keep up with the play as it moves down court.
13. Blow the whistle confidently, while striving to make accurate calls.
14. If you have problems with a coach or fan (technical situation), call on a Gym Supervisor to assist you.

* NCAA Official Basketball Signals on page 23*

DIXON YOUTH BASKETBALL RULES

There will be a coed division for children age 4 - Kindergarten

The boys teams and the girls teams fall into four separate divisions-

Division 1: will consist of 1st grade and 2nd grade

Division 2: will consist of 3rd grade and 4th grade

Division 3: will consist of 5th grade and 6th grade

Division 4: will consist of 7th grade and 8th grade

Coed PreK-K division and Divisions 1 and 2

1. Teams will consist of 8-10 players.
2. Teams will have equal numbers of players from each grade as the registration permits.
3. Selection of team head coaches will be made at the discretion of the City of Dixon based on the following guidelines.
 - a. Past experience and participation with Dixon Youth Basketball.
 - b. Children participating in Dixon Youth Basketball
 - c. Past conduct with players, referees, city employees and fans.
 - d. Successful completion of a criminal history check.
4. Players will be placed on a team randomly by the Sports Coordinator, but age, skill level and teammate requests (if possible) will be considered.
 - a. The number of coaches per team is unlimited.
 - b. A maximum of two players (coaches children) will be placed on a team.
For example: if a team has two coaches, each coach may have one child on the team.
5. In the event a coach is not a parent of a player, he/she will be allowed to pick/choose one child for their team.
 - a. This option will not be allowed if the coach has a child of their own on the team. Each team is allowed two players before the drawing of teams.
 - b. There must be a signed mutual consent of players, parents and the coaches. Mutual consent must be confirmed by the Sports Coordinator before the drawing of teams.
 - c. Each team is allowed two players before the drawing of teams, either by one coach with two children or two coaches with one child each.
6. Exceptions to the rule: Siblings and Twins
 - a. Siblings and twins will go into the lottery drawing separately.

Divisions 3 and 4



1. Teams will consist of 8-10 players.
2. Selection of team head coaches will be made at the discretion of the City of Dixon based on the following guidelines.
 - a. Past experience and participation with Dixon Youth Basketball.
 - b. Children participating in Dixon Youth Basketball.
 - c. Past conduct with players, referees, city employees and fans.
 - d. Successful completion of a criminal history check.
3. Player placement prior to the draft will be at the discretion of the Sports Coordinator.
 - a. The number of coaches per team is unlimited, but only two will receive coach shirts
 - b. The coaches' and assistant's children will be placed on a team before the draft.
 - c. Each frozen player will count as a draft pick that will be slotted at the discretion of the Sports Coordinator.
4. In the event a coach is not a parent of a player, he/she may be allowed to pick/choose two players on their team before the draft.
 - a. This option will not be allowed if the coach has a child of their own on the team. Each team is allowed two players before the drafting of teams.
 - b. There must be signed mutual consent of players, parents and the coaches. Mutual consent must be confirmed by the Sports Coordinator before the drafting of teams.
 - c. Each team is allowed two players before the drafting of teams, either by one coach with two children or two coaches with one child each.
 - d. Coaches may choose to put his/her child into the draft.
 - e. Each pre-draft frozen player will be assessed a player rating score. The players' draft rating will be determined by: His/Her school grade year, multiplied by the points-per-game (PPG) average in his/her previous Dixon Youth Basketball season game statistics. Coaches must submit their frozen player information on the Coach Registration Form. Coaches will be notified of their draft position before the draft commences.
 - f. Once registration is closed all coaches will be given a list of registered players at least 5 days prior to the draft. The information given to the coaches will include:
 - i. Access to previous year's stats
 - ii. Number of years a player has played organized basketball.

5. Exceptions to the rule: Siblings and Twins
 - a. Siblings and twins will go into the draft separately.
6. The teams will be picked by a draft. Only coaches are allowed to attend the draft. There will be a maximum of 10 draft rounds per division.
7. **There will be no trades at any time.** Prior to the draft if a parent does not wish their child to be drawn by a particular coach, they may write a letter to the Sports Coordinator explaining the extenuating circumstances. With approval, the coach will then be notified and this child will not be drafted by this particular coach.

PLAYERS:

1. **No Dixon Youth Basketball issued colored uniform may be altered or modified in any manner. There will be no writing, cutting or defacing of any manner on a Dixon Youth Basketball issued uniform shirt.**
2. **During Dixon Youth Basketball games, all uniformed team t-shirts must be tucked in. This is a CIF, NCAA and NBA standard uniform regulation.**
3. Missing two (2) consecutive games and/or practices will be construed as a withdrawal from the team. Parent or guardian must notify coach or Sports Coordinator to be excused from absences, otherwise, non-responsibility will mean loss of spot on team.
4. Players will be placed on teams by their grade level.
5. Players must live within Dixon's 95620 zip code or an additional 25% non-residence fee will apply.
6. In order to protect against injury, no jewelry is allowed to be worn during games.
7. All players must wear their team t-shirt, athletic shorts and tennis shoes during the game.
8. ***All players in all Divisions are guaranteed to play a minimum of one quarter per game.*** If a player will not be playing at least one-half of the game, the coach must meet with the Gym Supervisor in charge of the game, the opposing team's coach, the referees, the player and his/her parent (if present) prior to the start of the game. The Gym Supervisor will make the necessary notes in the scorebook to explain the situation (i.e. discipline, illness, injury, etc.) and the amount of player game time required/allowed. **If this procedure is NOT followed, All players must play at least one-quarter of the game.**
9. A player who is injured, or wearing a hard cast, or metal splint cannot practice or play in a game. It is the parents responsibility to notify his/her coach of the injuries.

SUBSTITUTIONS:

1. Substitutions may happen under the following conditions:
 - a. At the referee's whistle signaling permission for entry into the game.
 - b. When the ball is whistled dead for:
 1. Throw in
 2. Held ball situation
 3. Time-Out
 4. Free throw situation
 5. Any other dead ball situation
2. Referees and score keepers must be notified of all substitutions before players are allowed on the court.

VIOLATIONS:

1. Traveling with the ball.
2. Holding the ball too long. You may not hold the ball more than five seconds when out-of-bounds (for a throw-in), or when in-bounds if closely guarded.
3. Three seconds in the key. **This rule does not apply to Division 1.**
4. Double dribbling
 - a. Dribble—stop dribble—dribble.
 - b. Two handed dribble in succession
5. Player with the ball cannot touch the boundary line or anything outside of the court.

DIVISION RULES:

Basic interscholastic rules will apply in the basketball rule book by the National Federation of the State High School Associations, plus the following special youth basketball considerations:

Coed PreK–Kindergarten and DIVISION 1

1. Basket height will be 8 feet (6 or 7 feet for Coed).
2. The ball size will be 27 1/2 - 28 1/4”.
3. No score will be kept for games.
4. Game will consist of four 8-minute quarters, with a 1-minute break after 1st and 3rd quarters and a 5-minute break after 2nd quarter.
5. Running time will be used for all games.
6. Each team will be allotted two 1-minute time-outs per game.
7. Clock will be stopped for official time-outs, team time-outs, and in case of an emergency.
8. Home team will take first possession of the ball (1st quarter). Teams will switch baskets at half time, and the visiting team will get possession of the ball. 2nd and 3rd quarter possession will be determined by the possession arrows.
9. There will be no jump ball during games. If a jump ball situation occurs while the ball is in play, the possession arrow will be used, with the ball taken in at the nearest spot of the situation.
10. The ball will come into play from opponent’s base line.
11. Three seconds in the key **does not apply** to Division 1.
12. There will be no back court pressing allowed at any time. No defensive pressure may be put on the ball once possession has been established in the back court. A team has ten seconds to cross the half court line. The back court rule will not be enforced in Division 1.
13. Referee calls are final. Protests will not be accepted on referee judgment calls. If deemed necessary, you may address the Gym Supervisor who is scheduled for gym duty or call the Sports Coordinator at 678-7440.
14. Double teaming, zone defense, or trapping style defense is not allowed in Divisions 1 or 2. Man-to-man defensive double teaming is allowed only once the ball penetrates the offensive team’s free throw line within the key.

15. A team may start the game with four players. If a team has less than four players, the game will be forfeited. However, you may pick up league players from other teams to have a practice game in the time allocated.
16. Teams will forfeit ten minutes after scheduled game time if they do not have the required players.
17. Only scheduled teams will be allowed on the court during game times. Parents must keep their children off the court unless they are participating in a game at that time. No one is allowed to bounce basketballs in the gym at any time other than teams that are playing their games.
18. Awards will not be given for specific placements. All participants will receive a certificate of participation.

PERSONAL FOULS FOR DIVISION 1:

1. Players must raise a hand above their head on all fouls to be recognized by the scorer. Purpose: to accurately record the foul at the scorer's table.
2. For all shooting and non-shooting fouls the ball will be awarded to the offended team out of bounds nearest the spot where the foul occurred.
3. **Flagrant fouls** committed (with the intent to do bodily harm) will be treated as a technical foul. In addition, the offending player will be disqualified from the game.
4. Double foul—possession will be decided by the possession arrow.
5. Technical foul—1 point to fouled player and the ball awarded out of bounds to the offended team.

DIVISION 2

1. Basket height will be 9 feet.
2. The ball size will be 27 1/2 - 28 1/4".
3. Game will consist of four 8-minute quarters, with a 1-minute break after 1st and 3rd quarter and a 5-minute break after the 2nd quarter.
4. Running time will be used for all quarters.
5. Each team will be allotted three 1-minute time-outs per game. No more than two 1-minute time-outs will be used during each half.
6. Clock will be stopped for official time-outs, team time-outs, and in case of an emergency.
7. Stop time will be used for the last two minutes of the 4th quarter and any over-time quarters.
8. Home team will take first possession of the ball (1st quarter). Teams will switch baskets for the second half of the game. The visiting team will get possession of the ball (3rd quarter). 2nd and 4th quarter possession will be determined by the possession arrows.
9. The ball will be put into play from the opponent's base line.
10. There will be no jump ball during games. If a jump ball situation occurs while the ball is in play, the possession arrow will be used, with the ball taken in at the nearest spot of the situation.
11. There will be no back court pressing allowed at any time. No defensive pressure may be put on the ball once possession has been established in the back court. A team has ten seconds to cross the half court line. After the offense crosses the half court line the back court rule will be enforced.
12. Double teaming, zone, or trapping style defense is not allowed in Divisions 1 & 2. Man-to-man defensive double teaming is allowed only once the ball penetrates the offensive team's free throw line within the key.
13. Overtime will begin with the toss of a coin to determine possession of the ball. One time-out is allowed to each team during overtime. Overtime will consist of one 3-minute quarter with a stopped clock.
14. Teams will forfeit ten minutes after scheduled game time if they do not have the required players.
15. Referee calls are final. Protests will not be accepted on referee judgment calls. If deemed necessary, you may address the Gym Supervisor who is scheduled for gym duty or call the Sports Coordinator at 678-7440.

16. A team may start the game with four players. If a team has less than four players, the game will be forfeited. However, you may pick up league players from other teams to have a practice game in the time allotted.
17. Only scheduled teams will be allowed on the court during game times. Parents must keep their children off the court unless they are participating in a game at that time. No one is allowed to bounce basketballs in the gym at any time other than teams that are playing their games.
18. Awards will not be given for specific placements. All participants will receive a certificate of participation.
19. If at any time during a Dixon Youth Basketball game a 20 point margin is attained and maintained by one team, a running clock will be instituted.

PERSONAL FOULS FOR DIVISION 2:

1. A player is disqualified from further play in a game when he/she is assessed their 5th personal foul.
2. Players must raise a hand above their head on all fouls to be recognized by the scorer. Purpose: to accurately record the foul at the scorer's table.
3. For all non-shooting fouls the ball will be awarded to the offended team out of bounds nearest the spot where the foul occurred.
4. Fouls during the act of shooting will be dealt with for Division 2 as follows:
 - a. When the shot is successful, 3 points will be awarded (2 for the basket and 1 for the foul) and the ball given to the scored upon team under the basket which they are defending.
 - b. When the shot is unsuccessful, 1 point will be awarded to the shooter and his/her team will also inbound the ball from the free throw line extended.
5. **Flagrant fouls** committed (with the intent to do bodily harm) will be treated as a technical foul. In addition, the offending player will be disqualified from the game.
6. Double fouls - possession will be decided by the possession arrow.
7. Technical foul - 1 point to fouled player and the ball awarded out of bounds to the offended team.

DIVISION 3

1. Basket height will be regulation 10 feet.
2. The ball size will be 29 1/2" (regulation) for boys and 28 1/4" for the girls.
3. Game will consist of four 8-minute quarters, with a 1-minute break between the 1st and third quarters, and a 5-minute break after the 2nd quarter.
4. Running time will be used for all quarters.
5. Overtime will begin with the toss of a coin to determine possession of the ball. One time-out is allowed each team during overtime. Overtime will consist of one 3-minute quarter with a stopped clock.
6. Each team will be allotted four 1-minute time-outs per game. No more than two 1-minute time-outs will be used during each half.
7. Clock will be stopped for official time-outs, team time-outs, and in case of an emergency.
8. Stop time will be used for the last two minutes of the 4th quarter, and any over-time quarters.
9. After the jump ball, possession will be determined by the possession arrows.
10. The ball will be put into play from the opponent's base line.
11. If a jump ball situation occurs while the ball is in play, the possession arrow will be used, with the ball taken in at the nearest spot of the situation. The possession for the 2nd and 4th quarter will be determined by the possession arrow. At the beginning of the 3rd quarter the ball will start with the team that did not first get position at the start of the 1st quarter.
12. There will be no back court pressing allowed at any time. No defensive pressure may be put on the ball once possession has been established in the back court. A team has ten seconds to cross the half court line. After the offense crosses the half court line the back court rule will be enforced.
13. Referees calls are final. Protests will not be accepted on referee judgment calls. If deemed necessary, you may address the Gym Supervisor who is scheduled for gym duty or call the Sports Coordinator at 678-7440.
14. A team may start the game with four players. If a team has less than four players, the game will be forfeited. However, you may pick up league players from other teams to have a practice game in the time allotted.
15. Teams will forfeit ten minutes after scheduled game time if they do not have the required players.

16. Only scheduled teams will be allowed on the court during game times. Parents must keep their children off the court unless they are participating in a game at that time. No one is allowed to bounce basketballs in the gym at any time other than teams that are playing their games.
17. All participants will receive a certificate of participation.
18. If at any time during a Dixon Youth Basketball game a 20 point margin is attained and maintained by one team, a running clock will be instituted.

Playoffs

Teams will be placed into the playoff bracket based on regular season record, then head to head record, then point differential. Playoffs will consist of 3 or 4 teams, depending upon gym availability and number of teams in the league. The winner of the championship game will be considered their division's League Champion.

Note: The only change to the playing rules for a playoff game is that there will be an unlimited number of overtimes to determine a winner if needed.

PERSONAL FOULS FOR DIVISION 3:

1. A player is disqualified from further play in a game when he/she is assessed their 5th personal foul.
2. Players must raise a hand above their head on all fouls to be recognized by the scorer. Purpose: to accurately record the foul at the scorer's table.
3. For all non-shooting fouls the ball will be awarded to the offended team out of bounds nearest the spot where the foul occurred.
4. This rule pertains to Division 3 & 4 ONLY. One and one free throws will take place after seven fouls per half are incurred by any one team.
5. Fouls during the act of shooting will be dealt with as follows: Division 3 - the player that was fouled will shoot free throws.
6. This rule pertains to Division 3 Girls ONLY. The free throw line will be at the 12 foot marking.
7. **Flagrant fouls** committed (with the intent to do bodily harm) will be treated as a technical foul. In addition, the offending player will be disqualified from the game.
8. Double fouls - possession will be decided by the possession arrow.
9. Technical foul - 1 point to fouled player and the ball awarded out of bounds to the offended team.

DIVISION 4

1. Basket height will be regulation 10 feet.
2. The ball size will be regulation (29 1/2") for boys and women's size (28 1/4") for the girls.
3. Game will consist of four 8-minute quarters and a 5-minute break after the 2nd quarter.
4. Regulation clock format will be used (clock stops on all dead ball situations).
5. Overtime will begin with a jump ball to determine possession of the ball. One time-out is allowed each team during overtime. Overtime will consist of one 3-minute quarter with a stopped clock.
6. Each team will be allotted four 1-minute time-outs per game. No more than two 1-minute time-outs will be used during each half.
7. Clock will be stopped for official time-outs, team time-outs, and in case of an emergency.
8. There will be a jump ball at the start of the game for the first quarter. The possession for the 2nd, 3rd & 4th quarters will be determined by the possession arrow.
9. The ball will be put into play from the opponent's base line.
10. If a jump ball situation occurs while the ball is in play, the possession arrow will be used, with the ball taken in at the nearest spot of the situation.
11. Division 4 will have 3 point baskets providing the games are played in the gyms where there are existing 3 point lines marked on the court. If the games are played in any other gym where there is no marking, the 3 point basket rule does not apply.
12. Referees calls are final. Protests will not be accepted on referee judgment calls. If deemed necessary, you can call (707) 678-7440.
13. A team may start the game with four players. If a team has less than four players, the game will be forfeited. However, you may pick up league players from other teams to have a practice game in the time allocated.
14. Teams will forfeit ten minutes after scheduled game time if they do not have the required players.
15. Only scheduled teams will be allowed on the court during game times. Parents must keep their children off the court unless they are participating in a game at that time. No one is allowed to bounce basketballs in the gym at any time other than teams that are playing their games.

16. All participants will receive a certificate of participation.
17. If at any time during a Dixon Youth Basketball game a 20 point margin is attained and maintained by one team, a running clock will be instituted.

Playoffs

Teams will be placed into the playoff bracket based on regular season record, then head to head record, then point differential. Playoffs will consist of 3 or 4 teams, depending upon gym availability and number of teams in the league. The winner of the championship game will be considered their division's League Champion.

Note: The only change to the playing rules for a playoff game is that there will be an unlimited number of overtimes to determine a winner if needed.

PERSONAL FOULS FOR DIVISION 4:

1. A player is disqualified from further play in a game when he/she is assessed their 5th personal foul.
2. Players must raise a hand above their head on all fouls to be recognized by the scorer. Purpose: to accurately record the foul at the scorer's table.
3. For all non-shooting fouls the ball will be awarded to the offended team out of bounds nearest the spot where the foul occurred.
4. Fouls during the act of shooting will be dealt with as follows: Player that was fouled will shoot free throws.
5. This rule pertains to Division 3 & 4 ONLY. "One and one free-throws" will take place after seven fouls per half are incurred by any one team.
6. **Flagrant fouls** committed (with the intent to do bodily harm) will be treated as a technical foul. In addition, the offending player will be disqualified from the game.
7. Double fouls - possession will be decided by the possession arrow.
8. Technical foul - 1 point to fouled player and the ball awarded out of bounds to the offended team.

UNSPORTSMANLIKE CONDUCT:

1. A player displaying unsportsmanlike conduct may be immediately benched by the referee for the remainder of the half and a technical foul will be charged. If there is a repeat of bad behavior in that game by the same player, he/she may be benched for the rest of the game as well as the next game.
Punishments will be enforced on a case by case basis at the discretion of the Sports Coordinator.
2. A parent/guardian displaying unsportsmanlike behavior will be warned by the gym monitor and then asked to leave the gym should the offensive behavior continue. If the parent/adult/fan refuses to leave, the game will not continue until he/she does so. If after two minutes of being asked to leave, he/she does not do so, the game will be cancelled with their team forfeiting.
3. The Dixon Youth Basketball Staff will support the referee's decision when he/she is forced to make a call of unsportsmanlike conduct.
4. No profanity will be allowed.

A coach displaying unsportsmanlike conduct in any way will be warned once by the Referee or Gym Supervisor and if warned again will be charged with a technical foul, and one point will be awarded to the opposing team. In the event such conduct continues, the coach will be charged with a second technical foul, a point will be awarded to the opposing team, and the coach will be ejected from the gymnasium.

Any coach who is ejected from a game is subject to disciplinary action up to and including expulsion from the league.

It is each participant's, coach's and parent's responsibility to become familiar with the League Rules and the City of Dixon's Players Code of Conduct.

DIXON YOUTH BASKETBALL CODE OF CONDUCT

1. No parent, coach, spectator or player will at any time lay a hand upon, shove, strike or threaten a game official, league coordinator or director or other City staff. If infraction occurs before or during a game/practice, the offender will be ejected and instructed to leave the premises. The incident will be reported to the Recreation Supervisor or other designated City employee for consideration.

Minimum Penalty: Suspension from one additional league game and placed on probation for the remainder of the season.

Maximum Penalty: Suspension from league attendance and/or participation for life and/or assault charges filed with Dixon Police Department.

2. No parent, coach, spectator or player will physically attack as an aggressor any player, coach or spectator. If infraction occurs before or during a game/practice, the offender will be ejected and instructed to leave the premises. The incident will be reported to the Recreation Supervisor or other designated City employee for consideration.

Minimum Penalty: Suspension from league attendance and/or participation for the remainder of the Season.

Maximum Penalty: Suspension from league attendance and/or participation for life and/or assault charges filed.

3. No parent, coach, spectator or player will verbally abuse a player, official, league coordinator or director or other City staff, i.e. name calling, challenging others to fight, threatening others with bodily harm, and slurs. If infraction occurs before or during a game/practice, the offender will be ejected and instructed to leave the premises. The incident will be reported to the Recreation Supervisor or other designated City employee for consideration.

Minimum Penalty: Suspension from league attendance and/or participation for one additional league game and placed on probation for the remainder of the season.

Maximum Penalty: Suspension from league attendance and/or participation for the remainder of the season and placed on probation for one year.

4. No parent, coach, spectator or player will use profane language even if the profane language is not directed at any person. Offenders will be given no more than one warning regarding the use of profane language. If the offender continues to use profane language, they will be ejected from the game/practice and instructed to leave the premises. Game officials and/or gym monitor will report the use of profane language to the Sports Coordinator or other designated City employee for consideration.

Minimum Penalty: Placed on probation for the remainder of the season. **Maximum Penalty:** Suspension from league attendance and/or participation for two

league games and placed on probation for the remainder of the season.

5. No parent, coach, spectator or player will refuse to abide by an official's decision. If infraction occurs before or during, the offender will be ejected from the game and instructed to leave the premises. The incident will be reported to the Recreation Supervisor or other designated City employee for consideration.

Minimum Penalty: Suspension from league attendance and/or participation for one additional league game and placed on probation for the remainder of the season.

Maximum Penalty: Suspension from league attendance and/or participation for the remainder of the season and placed on probation for one year.

6. No parent, coach, spectator or player will attend a game/practice at any time under the influence of alcohol or illegal drug during any game time. If infraction occurs, the offender will be ejected and instructed to leave the premises. The incident will be reported to the Recreation Supervisor or other designated City employee for consideration.

Minimum Penalty: Suspension from league attendance and/or participation for two league games and placed on probation for the remainder of the season. **Maximum**

Penalty: Suspension from league attendance and/or participation for the remainder of the season and placed on probation for one year and/or charges being filed with Dixon Police Department.

7. No parent, coach, spectator, team representative or participant will at any time, commit a fraudulent act (including gambling upon any play or outcome of any game) concerning any organized City of Dixon activity, function or sports program. Such act will be cause for disciplinary action.

Minimum Penalty: Suspension from league attendance and/or participation for one additional league game and placed on probation for the remainder of the season.

Maximum Penalty: One year suspension from time of incident.

***Punishments up to and including a life time ban from attending Dixon Youth Basketball events and the filing of criminal charges may be enforced depending upon the type and severity of the violation.**

CITY OF DIXON PROCEDURAL GUIDELINES

CODE OF CONDUCT PENALTY APPEALS

Those wishing to appeal penalties must do so in writing, setting forth reasons that the penalty is being appealed. The written appeal must be received at City Hall, 600 East A Street, during regular business hours, no later than three business days from the receipt of the notice of penalty. Recreation Staff will consider and rule on all appeals within five business days of receipt of written appeal. If the appealing party disagrees with the Recreation Staff's ruling, they may re-submit their appeal for consideration by the Parks & Recreation Commission. The appeal may then be considered at a regularly scheduled meeting or a special meeting. The appeal must be considered by the Parks & Recreation Commission within 30 days of the date that the appeal was re-submitted.

APPEAL HEARING

Prior to the appeal hearing, the Recreation Manager or other designated City employee shall provide Parks & Recreation Commissioners and the penalized party with a written report of the incident involving a violation of the Code of Conduct. The report must also state the penalty that was determined for the violation. The party's written appeal of the penalty shall be included with the report.

At the appeal hearing, both the Recreation Department representative and the penalized party will have the opportunity to present information regarding the incident and the penalty assessed. Witnesses will be permitted to present information to the Commission and written statements by involved individuals may also be submitted for consideration.

The burden of proof shall be borne by the penalized party. It will be the penalized party's responsibility to prove that the violation of the code of conduct did not occur or to demonstrate that the penalty assessed was not appropriate.

The Commission may uphold the penalty, alter the penalty, or eliminate the penalty altogether. After the Commission considers the appeal, Commissioners will vote on a decision after the motion and second is made. A written notification of the decision will also be sent to the penalized party making the appeal within five business days of the hearing.

NCAA® THE NATIONAL COLLEGIATE ATHLETIC ASSOCIATION

Official Basketball Signals

<p>START CLOCK</p> <p>Start clock</p>	<p>STOP CLOCK</p> <p>Stop clock</p> <p>Stop clock for foul</p> <p>WOMEN ONLY Stop clock for foul using other hand to point going other direction</p> <p>Stop clock for jump ball</p>		<p>WOMEN ONLY FULL TIMEOUT Place fingertips & thumbs of both hands together in front of chest & spread hand out to shoulder width</p>
<p>MEDIA TIMEOUT Point towards the scorers' table for radio/TV</p> <p>30-second timeout</p>	<p>VIOLATIONS</p> <p>Traveling</p> <p>Illegal dribble</p> <p>3-second violation</p> <p>Over and back or palming/carrying the ball</p> <p>5-second violation</p> <p>Excessive swinging of elbow</p> <p>Shot-clock violation</p> <p>*There is no stop clock signal prior to an out-of-bounds violation.</p>		
<p>FOULS</p> <p>Blocking</p> <p>Holding</p> <p>Hack/hit on arm</p> <p>Pushing or charging</p> <p>Hand check</p> <p>Player-control foul</p> <p>Double foul</p>			
<p>FOULS</p> <p>Technical foul</p> <p>Intentional foul</p> <p>NOTE: Bird-dogging is optional for men's game</p>			
<p>INFORMATION</p> <p>Directional signal</p> <p>Throw-in, free throw or designated spot</p> <p>Visible counts</p> <p>Beacon substitution ball dead-clock stopped</p> <p>Not closely guarded</p> <p>Shot clock reset</p> <p>WOMEN ONLY Last-second shot</p>			
<p>SHOOTING</p> <p>No score</p> <p>Goal counts or is awarded</p> <p>Point(s) awarded use 1 or 2 fingers (for 3 points, see No. 35)</p> <p>3-point field goal</p> <p>Attempt and if successful</p> <p>Bonus free throw for 2nd throw, drop one arm - for 2 throws use 1 arm with 2 fingers - for three throws use 1 arm with 3 fingers</p> <p>Withheld whistle on a lane violation by defensive team</p>			

NOTES