

Calvary Chapel of Philadelphia

Basketball Program Guide

1. Introduction

Calvary Chapel's basketball program is ministry designed to help children become disciples of Jesus Christ through the means of sports, with a secondary emphasis on teaching them the game of basketball. One of the unique distinctions of our league is a weekly team devotional where coaches and players meet to discuss what being a disciple of Jesus Christ looks like both on and off the court.

As a part of that purpose, our league allows players of all skill levels to participate and enjoy themselves. While we do keep score and standings, our priorities are honoring the Lord, having fun, and then enjoying healthy competition in that order.

2. Team and league makeup

Six co-ed leagues are offered. These leagues are as follows:

- League A: Ages 4-5s (Elementary gym)
 - Playing time: 11 minute halves
 - Basket height: 6'
 - Basketball size: small

- League B: Ages 6-7s (Elementary gym)
 - Playing time: 12 minute halves
 - Basket height: 7 1/2'
 - Basketball size: #250 (youth ball)

- League C: Ages 8- 9s (Elementary gym)
 - Playing time: 15 minute halves
 - Basketball height: 9'
 - Basketball size: 28.5 (women's ball)

- League D: Ages 10-11s (High school gym)
 - Playing time: 17 minute halves
 - Basketball height: 10'
 - Basketball size: 28.5 (women's ball)

- League E: Ages 12-14s (High school gym)
 - Playing time: 18 minute halves
 - Basketball height: 10'
 - Basketball size: Regulation size

- League F: Ages 15-18s (High school gym)
 - Playing time: 6 minute quarters, clock stops every whistle
 - Basketball height: 10'
 - Basketball size: Regulation size

3. Season Schedule

September-October: Registration on Sundays (or until league is filled)

November (late): League rosters are fixed

December: Practices are conducted on Saturdays

January-February: Weekly games on Saturdays

February: Playoffs

4. Game details

There will be a running clock except for injuries and time outs. During the last minute of each half the clock will stop for every whistle. Each game provides two full 60-second time outs, two 30-second time outs, and two substitution time outs per team and can be carried over into overtime. The head coach or any player on the court (of the team in control of the ball) may call a time out. NOTE: The "F" League (15-18) will not be a running clock. The clock will stop on every whistle; this league will not have any substitution time outs.

Coaches and players should arrive a half-hour before their scheduled game in order to discuss game plans. All games will start on time if each team has five players in uniform. A team can continue with as few as 2 players (if players have fouled out, been ejected, or are injured – provided the referee believes that team has a chance to win). The home team bench in the elementary gym is the team nearest the sanctuary. The home team bench for the high school is closest to the concession stand. The home team wears white jerseys.

Each team is required to provide a scorekeeper (ages 6-7s and up) and a player time keeper (ages 8-9 and up). Game scoresheets and player timesheets will be provided. Games will start on time as listed on the schedules. There will be a 5-minute grace period for teams not having 5 players to start the game. After the grace period, the game will be forfeited. (A scrimmage game can be played for the remainder of the time allotted for the scheduled game.)

One (1) three-minute period is to be played, in its entirety, for any regulation game that ends in a tie. One additional full time out of 60 seconds is given to each team. If the score is still tied after this overtime, the game is over and listed in the results as a tie. Only in the playoffs will additional three-minute periods be played until there is a winner.

Players must come in full Calvary uniform in order to play. Away teams wearing blue should try to wear blue undershirts, and the home team wearing white should wear white/gray undershirts. Players cannot wear jewelry during practices/games, including earrings. Earrings cannot be taped, even if the child has just gotten their ears pierced. Players may not take drinks onto the court, even during a time-out.

5. Facilities

Our program works best when everyone is respectful of our facilities and of others who are using them. We ask that no child be left unattended while at Calvary. We do not allow recreational play in the hallways and ask that everyone leaves all personal basketballs at home. Courts are for scheduled players only, so no one is allowed to play on the basketball courts unless they are on one of the teams scheduled to play at that time. While in the stands, please be courteous of others. Do not walk in front of others during play and please clean up any trash around you. Your cooperation is appreciated.

6. Eligibility

Each player is required to register. These leagues are open not only to those presently attending Calvary Chapel, but also to anyone else that may want to participate. However, all players are required to participate

in the team devotions that will take place each week. Devotions take place before or after each team's game time slot at the coach's discretion and are considered part of the game. Players may NOT skip team devotions and attend the game portion only, as they are a critical aspect of the discipleship element of our basketball league. Any player who is unwilling to participate in team devotions, skips these times regularly, becomes a hindrance to the spiritual growth of his/her teammates, or does not act him/herself in a way appropriate for a Christian league will be asked not to sign up or to withdraw from the league.

7. Parents

All practices are held on Saturdays in December and are conducted at Calvary Chapel gymnasiums. Parents are to remain on the premises with their children during practices and games. Parents are not allowed to leave their children at the church unattended. If a child needs to leave the gym, his/her parent must be aware of the absence.

As parents are to be present with their children at the game, they retain responsibility for their children while at the game. Therefore, parents are also responsible for attending to their child should an injury occur. However, Calvary and its volunteers reserve the right to have a child removed from a game if they feel the child has sustained an injury requiring medical attention or are otherwise unfit to play. Caution should be used at all times, especially if the child has an apparent head injury or signs and symptoms consistent with a concussion. A child will under no circumstances be allowed to play with a concussion or apparent concussion.

8. Coaches

In order to coach a specific team, each person must be active in attendance at Calvary Chapel of Philadelphia. In addition, everyone must have on file a completed ministry application form. In compliance with Pennsylvania state law, volunteers must also have a completed Child Abuse History Clearance and State Criminal History background check (those living out of state must complete the FBI background check).

At no time will a coach drive a child who is not his/her own to or from practices and games. This applies whether or not they have a consent form from the other child's parents. If a coach has a practice or a game and there is only one child left to be picked up, because a parent had an emergency or failed to comply with the safety rules stated in the above paragraph, the coach must request the next to last parent to stay with you until the other parent shows up.

No coach is allowed on the playing floor (it's a technical foul) unless directed by an official. The first offense may result in a warning but any additional violations will result in a technical foul.

Coaches are to report any serious injuries by filling out an injury report. A serious injury would include (but are not limited to) a head injury, broken or potentially broken bone, severe cut, or anything that requires a hospital visit. Injury reports will be available at each gym's score table and can be submitted alongside the scorecards. Injury reports should be filled out and signed by both the child's parent and the coach/ref present on the day the injury occurs.

9. Cancellation of Games

Dave Miller shall determine if games need to be cancelled. Calvary Chapel of Philadelphia has a "call out" telephone message system, as well as automated emails. If a game is called due to some emergency reason, we will attempt to call and email you (provided you have supplied us with a good phone number and email

address). We also will post any cancellation info (or lack of cancellation, if the weather is questionable) on our website at kids.ccphilly.org/sports.

NOTE: Parents should write down their child's coach's phone number and/or e-mail address relative to any question they may have regarding the basketball league. They are the first point of contact for parents.

10. Player Participation

The Calvary Chapel League is a teaching league. Therefore, each and every player should play, as much as possible, equal amounts of time. Each team is required to assign a person who is the team's player time keeper to monitor players playing time. The player's time begins when the official beckons him onto the court.

11. Fouls

Six team fouls are allowed for each half of the game. If there is a seventh foul during a half of a game, then a "one and one" occurs. On the tenth foul and those following, two foul shots are awarded. All technical fouls are counted as team fouls. Each technical foul is two shots, and the ball is given to the same team on the ensuing possession play. An intentional foul is a technical foul.

12. Referees

One of the most thankless jobs and yet one of the most important positions in the game is that of a referee. Please remember that this is neither college nor the NBA. All referees are servant volunteers who are also our brothers and sisters in Christ. Any display of offense toward a referee is unacceptable and will result in either a warning or a technical foul. Continued abuse will result in removal from the church premises with the possibility of being ejected from all future basketball events.

13. Conduct

This league is for the children. It is intended that all involved display Christian attitudes in everything. Good conduct by players, parents, and coaches is mandatory at all times both inside and outside the gyms. If anyone becomes unruly, that person will be asked to leave the premises. Failure to comply will terminate the game and lead to the possibility of the police being called upon to remove the unruly person from the church's premises.

Any player ejected from the game will receive a minimum one game suspension. If ejected for fighting the instigator may receive an additional game suspension and possibly be suspended for the rest of the season. If ejected, the player cannot play the following week and is required to attend at least one game as a non-player to show support of his/her team before he or she can resume playing.

14. Rules of Play: Leagues A, B, and C (Blue Gym)

1. Skills & drills will be taught by the coaches/refs each week for the 4-5s and the 6-7s (except during playoffs). The length of time will vary based on the league but will last between 10-25 minutes. Players are required to attend the skills & drills in order to play during the game. Players cannot show up just for the game because they don't want to practice.
2. While a player is dribbling or holding the ball, the defensive player cannot steal the ball.
3. There are no fast breaks.
4. When the defensive team gets a rebound, the offensive team is not allowed to try to steal the ball. Once clear possession has been established, the offensive team must drop back to their side of the court on defense.

5. The offensive team shall be permitted to bring the ball to midcourt without any defender pressing the ball handler. While the ball is being brought up the court by the offensive team the defenders are to position themselves, both feet, within the 3-point arc. The offensive team has 10 seconds to cross half court.
 - a. Note: Leagues A and B
 - i. After the offensive team has crossed half court, they have an additional 5 seconds to penetrate the 3-point arc or it is a turnover. Once they penetrate the 3-point arc the defensive team can leave the 3 point arc and play defense.
 - ii. Uncontested 3 points shots will not count unless time is running out (less than 10 seconds in the half or game). When the defense is required to stay within the 3 point arc, the offensive team cannot attempt a 3 point shot, it's just not fair.
 - b. Note: League C
 - i. Once the offensive team has crossed half court the defensive team can leave the 3 point arc and play defense. They do not have to wait for the offensive team to penetrate the 3 point arc.
6. In league C, we will enforce 3 seconds in the lane (first guidance is to be given so they learn the rule).
7. The "Doran Rule" is in effect for the 6-7s and 8-9s, when there is less than 60 seconds left in the half or the end of the game. On change of possession, the clock will stop, allowing the defensive team to get back into position inside the 3-point arc. Once the dribbler crosses mid-court, the clock will resume.

Both gyms will have 3-point shots available.

15. Closely Guarded (League "F" 15-18s ONLY)

PIAA rule 4.10 "Closely Guarded" will be enforced. Definition: "A closely guarded situation occurs when a player in control of the ball in his/her team's frontcourt is continuously guarded by any opponent who is within 6 feet of the player who is holding or dribbling the ball. A closely guarded count shall be terminated when the offensive player in control of the ball gets his/her head and shoulders past the defensive player."

Here are some things you may not know about "closely guarded"

- A. A person in control of the ball who is closely guarded can actually retain possession for 12 seconds (hold the ball for 4, dribble for 4, hold the ball for another 4)
- B. Anytime the ref reaches a count of 5, it's a violation
- C. If the defenders switch, the count continues.
- D. Chasing is not guarding, no matter how close you are. If the defender is running behind the dribbler, the player is not "closely guarded"
- E. An example of 6 feet is the distance between the top of the key and the foul line or half of the center restraining circle
- F. During an 'interrupted' dribble, (dribbler loses control of the ball because it bounces off his/her leg etc.), a closely guarded count does not start or stops if it was started.