



Youth Basketball League

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**G·D·R·D**

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Georgetown Divide Recreation District

**Coaches  
Handbook**

2010/2011

Revised 8/10

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It is the goal of the **GDRD Youth Basketball League** to provide an organized program that the youth of our communities can partake in at a reasonable cost to their families. The Youth Basketball League has divisions from the 3<sup>rd</sup> through the 6<sup>th</sup> grade level. Eligibility for participation in the Youth Basketball League will be based upon age/grade level and the participants' actual place of residence in relation to the school of residence boundaries.

## YOUTH SPORTS PHILOSOPHY

### Georgetown Divide Recreation District

The Georgetown Divide Recreation District recognizes the need to inspire changes in youth sports to make the experience safe, positive and fun for everyone involved, and believes in its vision “Creating Community and Quality of Life Through People, Parks and Programs.” We believe in the benefits and attraction of youth sports as a means to teach the children of GDRD values and skills that will be of benefit to them throughout life.

In order to realize the true value of youth sports participation and to provide a safe, positive and fun environment for youth and their families to participate, we must raise the standards among the users of our GDRD’s youth sports facilities; and the Recommendations For Communities that were derived from the National Summit on Raising Community Standards in Children’s Sports outlines a comprehensive community strategy to assist us in meeting these objectives.

We have appointed a qualified professional recreation coordinator who has been trained and certified to oversee all organized youth sports programs.

We believe volunteer coaches and parents should receive orientation and education as to their individual roles and responsibilities in GDRD’s effort to raise the standard of youth sports programs and that volunteer coaches and parents be accountable for their behaviors.

We believe young children must be given the opportunity to develop motor skills and sports specific knowledge with their parents in a structured program before they enter organized sports.



## RIGHTS AND RESPONSIBILITIES IN YOUTH SPORTS

*“We create positive youth sports experiences, better sports for kids, better kids for life”*

What are **RIGHTS** and **RESPONSIBILITIES** in Youth Sports?

**RIGHTS** are what **YOU** can expect to happen in youth sports.

**RESPONSIBILITIES** are what **OTHERS** can expect from **YOU**.

**Everyone in youth sports has RIGHTS and RESPONSIBILITIES:** Administrators, Coaches, Parents, Young Athletes, Officials and Fans.

By understanding and communicating them, **WE CAN KEEP SPORTS SAFE and FUN**

**BETTER SPORTS FOR KIDS...BETTER KIDS FOR LIFE!**

### No Tolerance Rule

The No tolerance rule is in effect. Any coaches showing unsportsman-like conduct may be banned. This includes manipulation of segment sheets and harassment of the officials. The officials have been instructed to use technical fouls to enforce this rule during the game. The GDRD will be informed of all technical fouls and will take appropriate action. Remember, it 's not just basketball or winning; it's about life. Set good examples for your players. You are a role model. Act like one.



## COACHES RULES & REGULATIONS FOR GAMES.

1. Score sheets must be completed and turned in before the start of the game. Coaches must present their roster to the score table complete with players first and last names and their jersey numbers. Please put players in numerical order.
2. Players are not allowed to wear or use anything that might endanger the other players. Wearing jewelry or watches is not allowed.
3. All shirts must be tucked in.
4. Possession will be alternated on jump balls.
5. At the beginning of a new half, the ball would be awarded to the team who currently has control of the jump ball possession.
6. **Overtime Game:** if a game should go into overtime, the clock will be set for a 3-minute period. The clock will be stopped at every whistle the last minute in overtime. If the game must go into a second overtime, it will be played as Sudden Death—whichever team scores the first point is the winner. Each team will receive one time-out in each overtime plus any time-outs carried over from regulation play. All overtime periods begin with a jump ball. **The segment play rule is not in effect during overtime play. There are no ties in basket ball.**

All technical fouls will be an automatic two points and possession of the ball.
7. If the score is more than 20 points, the clock will not stop.
8. Point spread: If a team increases their lead over an opponent to 20 points or more, the score on the scoreboard shall be frozen to reflect that score. The scoring in the official book and segment play will continue as prescribed by the rules of the league. If the point differential falls below the 20 point deficit the score will again be shown. To be perfectly clear, this means the scoreboard is fully functional until the deficit of the game reaches 20 points. If the score never reaches a 20 point deficit, the score board remains fully operational.

9. After a substitution break, the ball will be awarded to the team who had the possession before the break.
10. Coaches can only call a time out when their team has possession of the ball.
11. Only Referees can tell the timekeeper to stop the clock.
12. Any player or coach receiving two technical fouls in one game is subject to the following:
  - Player:** Ejection from the game. Player will automatically receive a one game suspension and be put on probation for the remainder of the season.
  - Coach:** Ejection from the gym. If a league approved assistant or parent is unavailable to coach the remainder of the game, the game will be a forfeit. The coach will automatically receive a one game suspension and be put on probation for the remainder of the season. Once on probation, any subsequent technical fouls will result in further disciplinary actions up to and including removal from the league.
13. Control your bench. Display respect for the opponent at all times.
14. Control your parents. No one is to yell at the coaches, players or officials. This includes yelling for calls.
15. Exhibit respect for the officials. The officials of any contest are impartial arbitrators who are trained and perform to the best of their ability. Mistakes by all those involved in the contest are a part of the game.

**\* All coaches must remain at their benches during the game.**

### 3<sup>rd</sup> – 4<sup>th</sup> Grade CO–ED

1. The game is divided into two, fifteen minute running halves.  
**During the last one minute of a game, provided the score is within 10 points, it is now open full court pressure.**
2. Time Outs: Two 60 second time outs only in the second half.  
**Substitution/segment play rules:** As close as possible to each five minute mark in the game, the clock will be stopped for a substitution break. This break should take place during a dead ball. The referee and scorekeeper will work together on this. Stop the clock only after the official blows the whistle. Players may be substituted during these five minute segment breaks only. There will be no subs honored during other dead balls. The only exception is in the event of injury or a fouled out player. **COACHES:** in this instance, be sure to substitute a player that has the least playing time first. **Teams not following the rules of segment play will be subject to forfeitures of all games in question.**
3. The substitution break is 30 seconds in length and **IS NOT** an official time-out, (and is not to be used as such). Coaching (i.e. drawing up a play) is not allowed during the break. We will line up at each substitution break. Let your players know where they are playing before entering the game. Sub players at center court, not at your bench.
4. Foot in the Key: Once a team secures the rebound and is advancing in transition, players may not play defense until they have put one foot in the key and keep it in the key until the ball crosses half court. On a fast break no defence until half court.
5. Defense: Man to Man only. While using a man-to-man defense there will be no trapping or double teaming outside the free throw line. This rule was established to aid teams in their offensive games. A team double teaming or trapping the dribbler outside the free throw line will receive one warning from the referee and will then be charged a technical foul on subsequent infractions. Fast breaks and players driving under the basket are not affected by this rule. **No double teaming outside the free throw line.**

6. Backcourt rules: No backcourt pressure is allowed in 3<sup>th</sup>–4<sup>th</sup> grade recreation games (*see exception rule #2*). Once a team gains possession of the ball in it's backcourt, the opposite team may not pressure the ball or players until the ball passes over the half court line. A team and the coach will be given one warning by the referee when this rule is broken. Upon a second infraction, the referee will charge a time out to that team, allowing the coach to explain the rule to the players. Any subsequent infractions will result in two points being automatically awarded to the team that was pressured and a technical foul assessed to the player who committed the back court pressure.
7. If a team brings the ball across the half court line and the ball goes out of bounds, but possession is retained by the same team, that team will be allowed to throw the ball into their back court without pressure from the other team. The team then has **ten seconds to cross half court**.
8. If a player is fouled in the act of shooting and the basket is not good, the defensive player is called for the foul and the offense gets the ball out of bounds plus one point.  
If a player is fouled and the shot is good, **2 points** will be given to the offense, the defensive player is charged with a foul and possession goes to the offense under the basket.  
On and after the 5<sup>th</sup> team foul per half by a defensive player the offense will be awarded one point and the ball out of bounds.
9. **Their must be at least two girls playing at all times.**
10. The focus of 3<sup>rd</sup>/4<sup>th</sup> Grade play is on fundamentals. There will be no tournament play.

## 5<sup>th</sup> — 6<sup>th</sup> Grade

1. The game is divided into two twenty-minute running halves. The clock will be stopped (on every dead ball) in the last two minutes of the game, provided one team does not have a lead greater than 10 points. (Three minutes for half time.)
2. Time-outs per game — four (4)  
Two 30-second time-outs and two 60 second time-outs.
3. No full court pressure first 3 weeks.
4. **Ten second rule:** After an opposing team gains possession of the ball in the backcourt, in whatever fashion, that team has ten seconds to bring the ball across half court.
5. Only 5 seconds to inbound ball.
6. Defense: Zone or Man to Man
7. Teams should warm-up at the basket opposite their bench.
8. Home team sits left of the scoreboard.

## LEAGUE ENDING PLAY

The end of season 5<sup>th</sup>—6<sup>th</sup> grade tournament will be seeded based on 7 weeks of play. The final, or 8<sup>th</sup> week of games will not be used for seeding.

### 5<sup>th</sup> — 6<sup>th</sup> Grade Tournament Rules

1. Double Elimination
2. Games are 20 minutes
3. Only 2 time outs
4. Four fouls & out.
5. Regular season decides place for seeding in tournament
6. If there is an odd number of teams, there will be a bye.
7. Final game is full length with regular session rules.
8. If a final game is replayed we'll have a 20 minute game to decide winner of tournament.

### **Exhibit respect for the officials**

The officials of any contest are impartial arbitrators and perform to the best of their ability. Mistakes by **all** those involved in the contest are part of the game.

## **UNSPORTSMANLIKE CONDUCT**

**(At the discretion of the referee)**

### **A Coach**

A coach displaying unsportsmanlike conduct is subject to a technical foul, and if the behavior continues will be expelled from the gym.

*Games can be lost, players injured, and friendships strained because of ignorance or disregard for the rules. This is sad and ironic, since basketball has one of the most simple and fair sets of playing rules that exist in team sports. We hope that this book will spread greater knowledge and enjoyment of those rules and of the sport of basketball. Young players should concentrate primarily on developing playing skills, not becoming basketball lawyers. When the action is the hottest and fastest, it is the superior player and coach who stays within the rules who will triumph. The best players know the rules so well that they are second nature. Emphasis should be on playing, improving, and having fun—not winning.*

## **SUGGESTED SKILL ACHIEVEMENT FOR PLAYERS**

### **3<sup>rd</sup>– 4<sup>th</sup> Grade**

1. Basic concepts of the game  
Man to man defense
2. Fundamentals of passing
3. Pivot foot and pivoting
4. Fundamentals of dribbling
5. Fundamentals of lay-ups
7. Out of bounds and inbound concept
8. Passing Techniques — Bounce, chest, overhead
9. Stationary dribbling both hands without looking at the ball
10. Weak hand dribble, spot dribbling.
11. Simple out of bounds play.

### **5<sup>th</sup> –6<sup>th</sup> Grade**

1. Reinforce passing; add wrap around and extensive weak hand work
2. Two point landing with options
3. Lay-ups with proper foot work
4. Passing: refine techniques to include off the dribble and on the run
5. Setting screens, pick and roll, give and go
6. Defending against screens, communication on the court
7. Running dribble both hands
8. Rebound techniques, positioning
9. Offensive plays and out of bounds plays
10. Introduction to zone defense
11. Refine shooting technique from floor and free throw line
12. Strong emphasis on shooting properly
13. Dribble moves — pivot, hand change protecting the ball

# PRACTICES

## COACHING TIPS

1. Always arrive at the gym before your players
2. Ask parents to walk their child into the gym to make sure you are there. Also be sure all your team members have been picked up before you leave the gym after practice.
3. Do not leave any kids without a parent or legal guardian present.
4. Parent/Coach Orientation meeting: Hold a short meeting 10–15 minutes in length with the parents of your players. Parents usually have questions about the team and what you expect from your players. Also remind parents about arriving and picking up children on time.
5. Assistant Coach: We encourage every coach to have an assistant coach. An assistant coach can make your season a lot more enjoyable because you can divide up the managing and coaching aspects of the job. Your assistant coach needs to complete the necessary form. **Only one assistant coach on the bench per team. No team managers, etc.**
6. Practice: Conduct a well planned out practice that consists of relevant drills aimed at improving the skills of your players. Have your practice worked out from beginning to end before stepping into the gym.
7. Emphasize that practices are for learning and improving skills. Do not create an atmosphere in which your players are afraid to make mistakes.
8. If your players are not able to master a skill, go on to something else and come back to that skill later. Start an easier level and assess where each player is stumbling. Be sure to commend their efforts even when they don't execute a skill properly. Always begin with a positive comment about their ability, then give constructive comments next.
9. Warm-up activities followed by stretching routines are impor-

tant to physical and mental preparation.

- A . Warm-ups can include: trotting, change of pace and direction, short sprints, and executing defense slides.
  - B. Stretching increases your readiness to perform and helps prevent injuries. Hold each stretch position for 8–10 seconds and never bounce in a stretch position. Stretching can also increase flexibility by moving further into the stretch and holding for another 8–10 seconds.
10. At the end of practice take about 5 minutes to cool down. This is an excellent time to stretch, because the muscles are warm. Cool down is especially important when it is chilly outside.
  11. Be sure players are wearing proper attire when leaving the gym and going out into the cool winter air.

## **AFTER THE GAME**

Win or lose, when the game is over, you and your players should congratulate the coaches and players of the other team with a handshake. You should then bring your team together in a quiet area and spend a few minutes discussing the game. Typical questions to ask might include:

- A. Did everyone have a good time?
- B. What went well for the team today?
- C. Did we have a good attitude toward the other team?
- D. Did we have a good attitude toward the officials?
- E. What can we do better next time?
- F. What do we need to work on in practice?

As your players respond, many other questions will arise. The purpose of this short meeting is to stimulate the thinking of your players and let them talk to you and to each other.

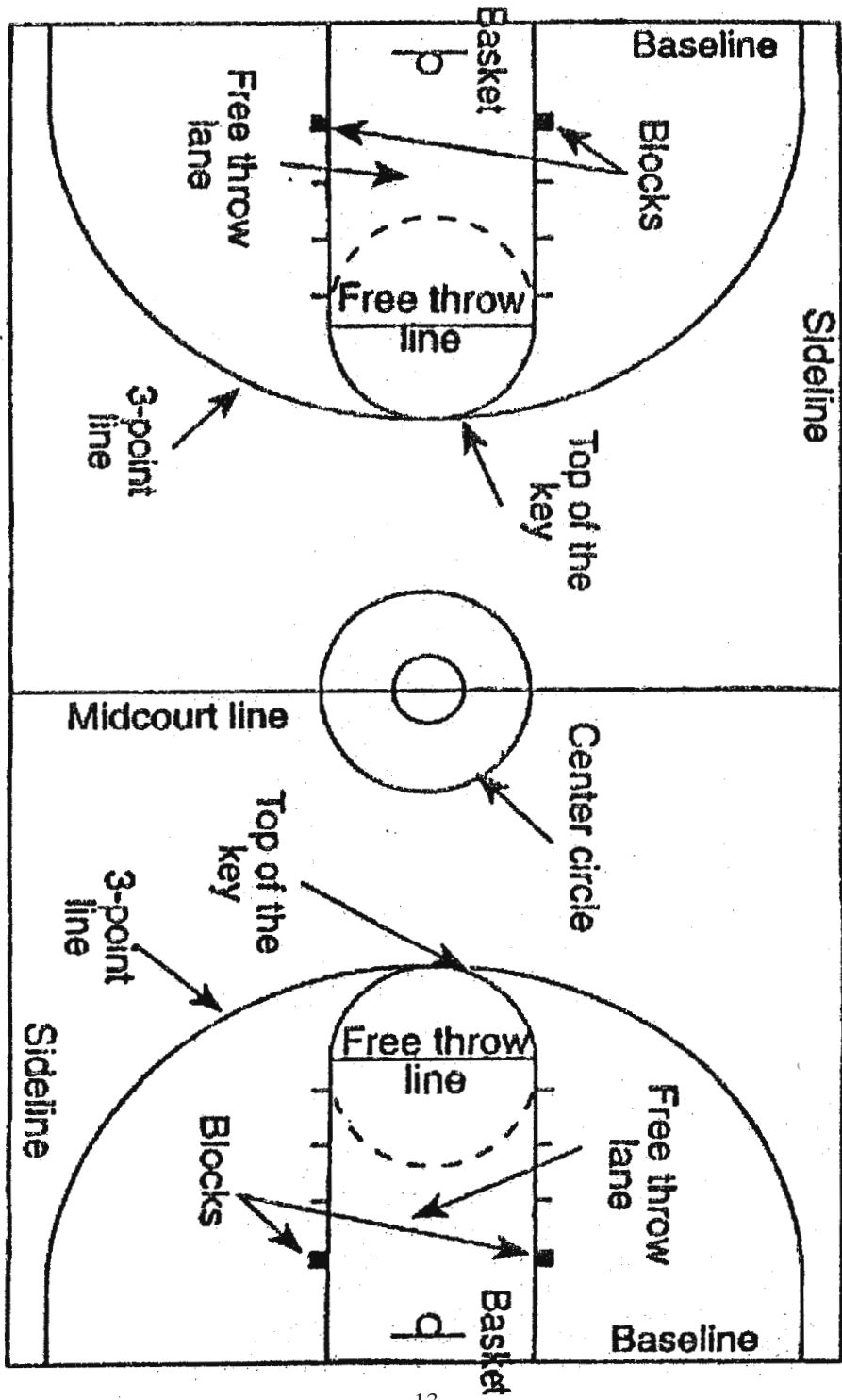
## **TIMEKEEPER AND SCOREKEEPER RULES & REGULATIONS FOR GAMES**

1. The clock can start and stop only when the referee has instructed so. Coaches do not control the clock.
2. Twenty minute running halves. The clock is stopped in the last

two minutes of the game, provided one team does not have a lead greater than 10 points.

3. Time outs can only be called when the coach's team has possession of the ball. Timekeepers should wait for the official to grant the time out. Do not stop the clock until the referee blows the whistle.
4. At half time, the timekeeper and scorekeeper should go over the segments. Coaches should be informed how many time outs they have left and whom might be in foul trouble.
5. Do not use a coaches segment sheet to mark off the segments on the score sheet. The segment sheet is for coaches use only. The scorekeeper must verify the player is going into the game.
6. If a scorekeeper is unsure of a call, they should get the attention of the referee and request a clarification. This is done to keep the score sheet correct.
7. It is the responsibility of the scorekeeper to notify the referee of the sixth team foul (if possible). If one team has committed **five fouls**, the other team is entitled to a bonus free throw. The scorekeeper should wait until the ball is dead to signal the official. The scorekeeper should also notify the official when the 10<sup>th</sup> team foul occurs.
8. The scorekeeper should notify the official when a player has five personal fouls.
9. **TIMEKEEPER:** It is the timer's job to start and stop the clock at the appropriate times. The timer must pay close attention and immediately start or stop the clock.
10. This is a list of the reasons that cause the game and clock to be stopped:
  - \* an official grants a player's request for a time-out
  - \* an official grants the coach time-out
  - \* an official stops play due to injured player
  - \* Officials conferring with each other at the score table

When officials stop play because of injury, they should wait until the ball becomes dead or until it's being controlled by the team of the injured player, or at a stop play while the other team has the ball. This means that they usually won't stop play while



## PLANNING A PRACTICE SCHEDULE

	ACTIVITIES	TIME
Warm-Up		
Review Previous Practice		
Teach New Skills		
Practice Under Competitive Conditions		
Fitness Training		
Evaluation & Review		
Cool Down		

**Notes:**

the other team has the ball. This is done to prevent player from faking injuries to stall a fast break opportunity. If the injury is serious enough, an official may suspend play to protect injured player and get him or her immediate medical attention.

11. No smoking or chewing tobacco is allowed in or around any gym or on school premises, including parking lots.
12. No food or drinks in any gym (lock-top plastic water bottles containing water are OK in gym or multipurpose room, and **no gum chewing.**)
13. Pick up all trash after your game.
14. No skateboarding
15. Do not leave any kids without a parent or legal guardian present.
16. Keep an eye on your team.
17. Do not throw balls against walls.

**Do not sit under baskets if there is not ample room in the gym. Assemble the team of the next game for a discussion outside the gym. Abide by all the rules & regulations of the facility as our privilege and your privilege can be revoked at any time!**

## DEFINITIONS

**Disqualified Player:** A player who is no longer allowed to participate in the game due to committing five personal fouls or a serious unsportsmanlike foul

### Fouls

**Personal Foul:** When a player comes in personal contact with an opponent while the ball is alive. Holding, pushing, charging or tripping an opponent is not allowed.

**Technical Foul:** A technical foul is when a player, coach or substitute is disrespectful to an official; behaves in an unsportsmanlike manner; intentionally delays the game; or enters the court without official permission.

**Unsportsmanlike Conduct Fouls Include:**

- taunts, teases, points at, ridicules, or uses obscene language or gestures to another player
- uses hands to block an opponent's vision near their eyes
- grasps the basket, except to prevent injury to himself or another player
- showing disrespect to officials

- Blocking:** Illegal personal contact which hinders the progress of an opponent.
- Boundary Lines:** The end and sidelines on the basketball court. The inside edges of these lines mark the inbound and out-of-bounds area.
- Charging:** When the ball handler comes into personal contact with a defensive player who has established his/her position.
- Court:** The playing area of a basketball game. A court is divided into two parts, front and back. A team's front court includes its offensive basket and backboard between the end and half court lines. A team's back court includes its defensive basket and backboard between the end and half court lines.
- Dead ball:** The ball is considered dead and out of play when:
1. A held ball occurs or the ball gets stuck on the basket support
  2. An official's whistle is blown
  3. Time expires for a quarter, half or extra period
  4. A foul occurs.
- Screen:** An action by a player which prevents an opponent from reaching a desired position. The screener, when visible, can make physical contact, but if coming from the blind side must leave room.
- Throw-in:** A method of putting the ball into play from out of bounds.
- Traveling:** To walk or run illegally while holding the ball.

- (Walking):** Also illegal if there is movement of the pivot foot without completing a pass or shot.
- Jump ball:** The tossing of the ball between two opponents in the beginning of the game. All other jump ball situations are decided by alternating possession.
- Lane:** The area on the court which extends from the basket line to the top of the free throw line. The lane boundary lines are marked on all basketball courts.
- Pass:** The movement of the ball caused by a player who throws, bounces, or in any manner gives the ball to another player.
- Double foul:** When two opponents commit personal fouls against each other at the same time.
- Free throw:** A free throw is a chance to score a basket without obstruction or interference from the opposite team. A free throw is awarded according to the bonus situation and whether it was in the act of shooting. Each free throw is worth one point.
- Held ball:** Two opponents have both hands on the ball and possession cannot be established without unnecessary roughness.

### TECHNICAL FOULS

#### **Technical fouls can be called for the following reasons:**

- Your team can get a technical foul before the game starts. If your side delays the beginning of the game by a minute or more, or if you don't get the roster to the score-keeper before the game, it's a technical foul against your team.
- During the game, if your team stays in a huddle too long or in any other way delays a throw-in or free throw, or takes too many time-outs, they may get a technical foul.
- having too many players on the court.
- staying on the court after being disqualified
- if, after warning, your team is batting the ball or holds the

ball to prevent opponents from putting it quickly into play.

- after a warning, reaching across the out of bounds line and making contact with any part of the game (ball, players).

Anytime a coach, player on the bench, team attendant or assistant does any of the following, they may earn their team a technical foul:

- try to effect how an official makes a call
- bait or address an official or opponent with disrespect.
- curse
- object to an official's decision, even by only rising from the bench and/or gesturing.
- throw debris on the court.
- enter the court without authorization.
- incite unruly behavior in the crowd.

## **PLAYER'S OR SPECTATOR'S BASKETBALL TERMS & INTERPRETATIONS**

**Basic knowledge:** Games are usually officiated with 2 or 3 officials. If there are two officials, one official is around the half court line and one is out-of-bounds on the end lines (baseline). The officials move with the ball.

**An official's job is to officiate the consequence of the ball formerly called "advantage or disadvantage" of a foul.** Every contact between players could be classified as a foul. However, this contact needs to have an advantage gained or lost between opposing players. The official "referees" the defense primarily. When a foul is **not** called, the following things happened:

1. Incidental Contact - Normal body movement between players.
2. The person that made the contact got no advantage in the play. It was better to let the play continue.
3. There may be some contact away from the ball, however it should not be overly rough.
4. The referee was screened and missed it.

**Common misinterpretations:**

1. Over the Back
2. Reaching
3. Using the player's behind to "boxout" by pushing.
4. Catching a shot "airball" by the same player that shot the ball
5. Carry vs. high dribble
6. Traveling on the first dribble
7. Backcourt call on an out-of-bounds or rebound
8. Charging/Blocking
9. Frontcourt/Backcourt
10. Three Seconds in the key
11. Moving Screen

## **PLAYER'S OR SPECTATOR'S BASKETBALL TERMS & INTERPRETATIONS**

### **Rule Interpretations**

1. There is **NO** over the back rule in Basketball. The correct foul is a push. Just because a player comes over the back of an opponent does not mean that player has committed a foul. It is determined by the following criteria:
  - a. Is it a long rebound?
  - b. Did the player behind jump straight up in the air?
  - c. Did someone push to get position for the rebound before the ball hit the rim?
  - d. Is the person in front making contact with the player behind?
2. **Reaching is NOT a foul.** If the players do not reach, they cannot get the ball. Generally, the correct call will be illegal use of hands. This is determined when a defender touches the ball handler. Remember **the hand IS part of the ball**, therefore contact needs to be on the wrist or the forearm.
3. Once position is established for a rebound, that player may not use their behind to push a player back away from the basket.
4. Any player may catch a ball once a legitimate shot is attempted. This includes the person that shot the ball.

5. A dribbler may not allow the basketball to come to rest in their hands. Therefore, a high dribble is legal as long as the ball does not come to rest.
6. A player starts a dribble by pushing, throwing or batting the ball into the floor. However, the pivot foot may not come off the floor until the ball is released to touch the floor. The pivot foot may be lifted to make a pass or to shoot only.
7. There is **NO** backcourt on an out of bounds play or a rebound attempt. Trapping the ball backcourt or throwing the ball when out of bounds to the backcourt is **NOT** a violation.
8. In order to call a charge, the following must be observed by an official:
  - a. The defender must obtain initial guarding position on a player with the ball by:
    1. Getting to the spot first without contact
    2. Having both feet touching the floor
    3. The defender must initially be facing the opponent
  - b. The defender may move laterally, at an angle, or backwards to maintain position.
  - c. The defender may raise their hands in a normal stance or may jump vertically within their vertical plane.
  - d. A defender may turn or duck, (usually seen as a slight movement, not bent over) to absorb shock.
  - e. A defender may not move into the path of the opponent after the opponent is in the air.
  - f. The defender who extends an arm, shoulder, hip or leg into the path of an opponent and causes contact would be "blocking".
  - g. The defender may not move forward into an opponent to cause contact. This is also a block. The defender must re-establish their position if they move forward toward the dribble.
  - h. The player with the ball must get their head and shoulders past the front torso of the defensive player.
9. The basketball is considered to be in the front court from the backcourt only when the following has been established. Both feet of the person in contact with the ball, as well as the basketball itself need to cross the half court line completely first, before the

possibility of backcourt being called. In addition, a player catching the ball in the air from the frontcourt and landing in the backcourt is considered to be a backcourt violation, because the last place the player made contact with the floor is front court.

10. Three seconds in the key is called when an offensive player is in the key and the ball is in the frontcourt. There is **NO** 3 seconds when the ball is released for a shot, if the ball is in the backcourt or if the ball is out of bounds.
11. There is no such thing as a **MOVING SCREEN**. It should be classified as an illegal screen. A screen is legal when a player, without causing contact, delays or prevents an opponent from reaching a desired position. The screener may face any direction. They **MAY NOT** lean, or extend their hips into the path of the opponent. Remember, **contact MUST be made for any screen to take place, whether it is legal or illegal.**

# GDRD YOUTH BASKETBALL LEAGUE

## INCIDENT REPORT

Date: \_\_\_\_\_ Time: \_\_\_\_\_

Location: \_\_\_\_\_

Name(s) of person(s) involved:

Name	Address	Phone
------	---------	-------

\_\_\_\_\_

Describe incident in detail on separate piece of paper. Without description of incident, report is invalid.

Witnesses:

Name	Address	Phone
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\_\_\_\_\_

Game Information:

Referee Name	Team Name	Phone
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\_\_\_\_\_

Coaches/Names of both teams

\_\_\_\_\_

Name(s) of person(s) filing this report:

Print Name: \_\_\_\_\_

Signature: \_\_\_\_\_

Phone/e-mail: \_\_\_\_\_

GDRD Youth Basketball will review all incidents and will make an appropriate decision.



# GDRD YOUTH BASKETBALL LEAGUE

## REFEREE EVALUATION

Referee's Name: \_\_\_\_\_ Date: \_\_\_\_\_

Location: \_\_\_\_\_

Team Name/Grade Boys or Girls: \_\_\_\_\_

Your Name: \_\_\_\_\_

Address: \_\_\_\_\_ City/State/ Zip \_\_\_\_\_

E-Mail: \_\_\_\_\_ Game Time: \_\_\_\_\_

Appearance:

Shirt tucked in \_\_\_\_\_ Jewelry \_\_\_\_\_ Black Attire \_\_\_\_\_

Mechanics:

- |                                      |                              |                             |
|--------------------------------------|------------------------------|-----------------------------|
| 1. Strong Whistle                    | <input type="checkbox"/> Yes | <input type="checkbox"/> No |
| 2. Raised Hand with whistle          | <input type="checkbox"/> Yes | <input type="checkbox"/> No |
| 3. Proper hand signa for infractions | <input type="checkbox"/> Yes | <input type="checkbox"/> No |
| 4. Watches area of responsibility    | <input type="checkbox"/> Yes | <input type="checkbox"/> No |
| 5. Communicates with paratner        | <input type="checkbox"/> Yes | <input type="checkbox"/> No |
| 6. Communicates with score table     | <input type="checkbox"/> Yes | <input type="checkbox"/> No |
| 7. Communicates with players         | <input type="checkbox"/> Yes | <input type="checkbox"/> No |
| 8. Makes the call                    | <input type="checkbox"/> Yes | <input type="checkbox"/> No |
| 9. Gets into clear view              | <input type="checkbox"/> Yes | <input type="checkbox"/> No |
| 10. Has control of the game          | <input type="checkbox"/> Yes | <input type="checkbox"/> No |
| 11. Knows the rules                  | <input type="checkbox"/> Yes | <input type="checkbox"/> No |
| 12. Knows the penalties              | <input type="checkbox"/> Yes | <input type="checkbox"/> No |
| 13. Keeps the game moving at breaks  | <input type="checkbox"/> Yes | <input type="checkbox"/> No |
| 14. Punctuality _____                |                              |                             |
| 15. Hustle _____                     |                              |                             |
| 16. Attitude _____                   |                              |                             |

**Comments:**

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Please use this form for **positive** comments as well as negative ones. State the **FACTS** and avoid personal attacks. Write legibly Use an extra piece of paper for more comments.

This is your chance to evaluate the officials working your game. **Turn this evaluation in with the score sheet at the end of your game.**

# GDRD Youth Basketball League

## Coach Evaluation

Coach Name: \_\_\_\_\_

Your Name: \_\_\_\_\_

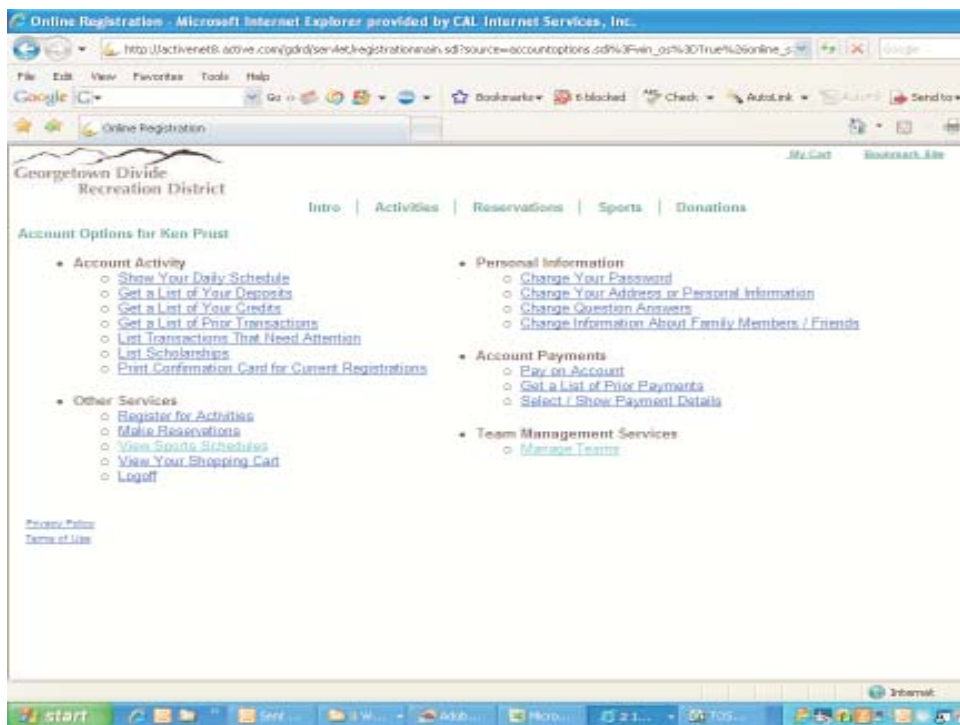
Please rate your opinion of your team's coach's performance.  
Number 1 is an excellent rating and number 5 is a poor rating.

1. Reflects an understanding of the age group. 1 2 3 4 5
2. Sets a good example for those with whom he/she works with. 1 2 3 4 5
3. Cooperates with others in making the basketball program a benefit to all youngsters. 1 2 3 4 5
4. Shows, by example, that he/she respects the judgement and position of the referee. 1 2 3 4 5
5. Exercises the leadership role adequately but leaves the ball game in the hands of the players. 1 2 3 4 5
6. Provides an opportunity for each player to participate. 1 2 3 4 5
7. Encourages players at every opportunity. 1 2 3 4 5
8. Instills a desire to win and improve. 1 2 3 4 5
9. Imparts as much basketball knowledge as possible. 1 2 3 4 5
10. Encourages good grooming and care of the uniform. 1 2 3 4 5
11. Is instrumental in shaping acceptable behavior patterns whether the team wins or loses. 1 2 3 4 5
12. Knows the Rules and Regulations of GDRD and adheres to their intent. 1 2 3 4 5
13. Instills in the players a respect for the rules. 1 2 3 4 5
14. Is cautious and uses sound, reasonable judgement in protest situations. 1 2 3 4 5
15. Has knowledge of first aid and safety. 1 2 3 4 5

**Write comments on a blank sheet of paper.**

## Viewing Team Roster On-line

- Go to [www.gdrd.org](http://www.gdrd.org)
- Select “Classes and Activities” tab
- Follow On-line Registration link
- Go to “My Accounts” in the upper right hand corner
- Log in User Name and Password (Check with Recreation Coordinator)
- Note options under “Team Management Services”



## **Facilities**

**Northside School – Cool, California**

**Golden Sierra High School – Garden Valley, California**

**Bayley Barn – Pilot Hill, California**

**GDRD Office: 4401 Highway 193**

**Greenwood, CA**

(530) 823-9090 or 333-4000

GDRD Recreation Coordinator

Heather Schelske, [hschelske@gdrd.org](mailto:hschelske@gdrd.org)

Dassen Murchie, Head Official

Visit the GDRD Web page: [www.gdrd.org](http://www.gdrd.org)