



Cross Court Boys Basketball

League Handbook

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Cross Court Sports Ministries

The CCSM Board acknowledges that CCSM exists today by the inspiration and provision of our Lord Jesus Christ and that He should receive the thanks and glory for any good benefit that comes from your participation with us.

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Mission Statement

The goal of CCSM is to develop character in young people through involvement in sports. CCSM also affirms that lasting character and healthy self-esteem are ultimately built on a personal relationship with Jesus Christ. CCSM aim is to bring together players from diverse backgrounds so that relationships will be established resulting in opportunities for friendship evangelism.

History

Cross Court Sports Ministries was started in the fall of 1999 with the goal of building self-esteem and Christian character in the lives of young men through sports. That first year, CCSM fielded one team of junior high aged boys who played against teams from the Boys and Girls Club, Tolson Center, Lifeline, and local home-school groups.

During its next several seasons, Cross Court grew in size until currently we have 4 JV teams and 8 Varsity teams. We expect to continue to grow as the community learns more about CCSM and our vision for the youth.

Over the years there has been some interest in expanding our league. The Cross Court leadership has done some preliminary planning for the construction of our own building in order to expand our ministry capabilities. CCSM has received a parcel of land south of Goshen as a potential building site.

In 2020, the CCSM board officially adopted the name Cross Court Boys Basketball for the boys basketball program. This is the only sports program the ministry currently offers.

Coaches Requirements and Responsibilities

1. Pursuant to the goals of CCSM, it is essential for all CCSM coaches to be committed Christians.

2. All head coaches are to be approved by the CCSM board prior to the start of each season. All coaches are subject to a criminal background check as part of the approval process. All coaches will need to be CPR-AED certified before they are allowed to draft a team.
3. Each coach will be assigned an assistant coach where possible. Assistant coaches are to abide by the same standards as head coaches.
4. Coaches are to lead their team in prayer before games and during each team practice. Devotional materials for use at practice will be provided to all coaches. Coaches should use examples from sports and daily life during team devotions.
5. Coaches are to stress basketball fundamentals and teamwork.
6. Coaches must attend all games and practices, or arrange for a substitute well ahead of time if necessary. A coach must notify the coaches' liaison or another board member prior to a game if a substitute coach will be used.
7. CCBB will provide each team with basketballs and a first aid kit that can be used at practices and games. Notify a board member if your first aid kit needs to be restocked.
8. Coaches are expected to attend all coaches meetings.
9. Coaches conduct is subject to review by the Board at any time during the season.

Player Requirements and Responsibilities

1. Players who are between the ages of 12 & 18 years old, as of December 31st are eligible for CCBB, provided they are not playing basketball on a school team or in any other organized league. Junior Varsity players are generally those that would be attending 6th, 7th or 8th grade in the public school system.

Varsity players are generally those who would be attending 9th through 12th grade in the public school system). Any exceptions to this rule require board approval.

2. Players must have a current application and produce a copy of their birth certificate upon request to participate in CCBB activities. Players will be required to sign a statement acknowledging receipt of this handbook. The application and birth certificate will be kept on file with the CCSM board for the duration of the current season.
3. Players must exhibit good sportsmanship at all times, especially during games. Unsportsmanlike technical fouls committed by a player will result in the following penalties. Upon the first technical foul, the player will be removed from play for a period of not less than 10 minutes. A second technical foul in a game will lead to the player being removed from the remainder of the game (at least 20 minutes of playing time). If the penalty for any technical foul cannot be enforced due to lack of time remaining in the current game, the penalty will be carried forward to the next game that the player attends. Coaches are expected to enforce this rule. Examples of unsportsmanlike technical fouls are: swearing or inappropriate language, arguing with the referee or a coach, intentional or flagrant fouls, and hanging on the basket rim.
4. If a player is ejected from a game by a referee, or the player leaves the court area during a game without a coach's permission, the player is subject to immediate suspension by the league. Reinstatement of the player will be considered after a meeting between the board of directors, the coach, and the player. Players are not permitted to practice or attend games as a player while under suspension. The Board will determine an appropriate length of suspension ranging from a minimum of 10 minutes of game time to a maximum of ejection from the league for the remainder of the current season.
5. Players must be respectful to everyone. Remember, you represent Cross Court at school, home, practices, and games.
6. Players should encourage each other, and must maintain self-control on or off the court.

7. Basketball is a team sport, and all players are expected to practice and play together as a team. Failure to do so will result in disciplinary action at the coach's discretion.
 - a. Players must notify the coach before practice or games if they will be late or absent ("excused" absence). Failure to notify the coach at least one hour before practice or a game will result in disciplinary action. Players who fail to exhibit proper CCSM behavior at practices or games are also subject to disciplinary action. The penalties associated with disciplinary action include:
 - b. The player will lose up to half of his playing time for the next/current game.
 - c. The player may not enter the next game for at least the first 5 minutes of play. Coaches must enforce this rule to ensure fairness to other players who make an effort to be on time.
 - d. Coaches must notify all players of their disciplinary action on the day of the offense.
8. Consistent absence will be cause for a meeting with the board to evaluate the continued eligibility of that player.
9. Players must be at the game location 15 minutes prior to the scheduled start of a game to avoid an unexcused absence.

League Rules

1. Cross Court varsity players may not play in any other organized basketball league during the CCSM season without board approval.
2. Teams will consist of no more than 9 players.
3. All IHSAA rules for basketball apply except as noted below:
 - a. JV games consist of two 18 minute halves. Varsity games consist of two 20 minute halves.
 - b. The clock will stop only on timeouts, except during the last two minutes of each half when the clock will stop on all referee's whistles. In tournament play, the game clock will stop on free throws.
 - c. Overtime(s) will be decided by (a) two minute period(s), with the clock operating as in the last two minutes of regulation play and one timeout allotted per team. Timeouts do not carry over from the game.
 - d. Three full timeouts are allowed per team per game. Coaches may also call for a "substitution timeout" if they possess the ball in the back court, in order to allow player substitutions without requiring a full timeout. Coaches may not confer with players during a substitution timeout. Calling a full timeout when there are no remaining timeouts left will cause the offending team's coach to incur a technical foul.
 - e. There will be a 4 minute timeout between halves, and at least 5 minutes between games.
 - f. We aim to give every player the opportunity to play at least 18 minutes (JV) and 20 minutes (V) in each game during the regular season, unless a player is under disciplinary action or is serving a penalty for a technical foul. Players with unexcused absences may play no more than half their allowed time. Coaches are responsible for enforcing all playing time rules.

The board reserves the right to modify playing time rules for tournament play.

4. There is a 20-point no-press / man-to-man defense rule.
 - a. Pressing is defined as any full-court pressure by an individual or a team. Players that do not move across mid-court to the front court immediately upon a change of possession from offense to defense are considered to be pressing the opposing team.
 - b. Trapping is defined as deliberate double-teaming of an offensive player in the front court. Trapping violates the no-press rule.
 - c. When one team leads their opponent by 20 or more points, the no-press rule is in force and the defensive team may not press or trap the offensive team.
 - d. Violations of the no-press rule will result in a single warning with a technical foul for subsequent infractions.
 - e. Man-to-Man defense is not allowed when the point spread is 20 points or more.
5. Unsportsmanlike technical fouls will not be shot. Instead, the non-offending team will receive an automatic 2 points and the ball.
6. For regular season games, if a team has 5 or fewer players available for a game, they may borrow a player from another team (JV may not borrow Varsity players). The opposing coach has the right to refuse to admit any borrowed player.
 - a. A team must have at least 4 of its own players to play an official game. An unofficial game (scrimmage) may be played with less than 4 team members, but the team with an insufficient number of players will officially

record the game as a forfeit (loss), and the opposing team will record the game as a win.

- b. Borrowed players are to be used only as substitutes for regular team members to allow players to rest.
7. “Runaway” games: If one team maintains a lead under the no-press rule for more than 10 minutes, then the game is considered a “runaway” game. The coach of the leading team will be expected to adjust his strategy to give the opposing team an opportunity to close within the no-press rule’s number of points.
 8. Scorers and timekeepers are responsible for managing the clock and keeping track of statistics during the game. Specific guidelines regarding the scorers and timekeepers include:
 - a. When a player reaches 4 personal fouls, the player’s coach is notified. At 5 fouls, the referees are notified and play does not resume until the player leaves the floor.
 - b. When a team is one foul shy of reaching the bonus (1-and-1) or double-bonus foul count in a half, the coaches are to be notified.
 - c. Coaches and referees may only ask for information from the scoring table when play is stopped. Players and spectators are never to ask for information from the scoring table until the game is completed!
 - d. Players are to present themselves to the scoring table prior to being admitted to the floor. The scoring table will sound the horn at the next available opportunity for the players to enter the game (at the next whistle or next offensive inbound if allowed). Players may not enter the game until the referee acknowledges the horn.

Officiating Requirements

1. Where possible, all CCSM games will be officiated by at least one sanctioned (“patched”) referee. All tournament games will be officiated by sanctioned referees.
2. Referees have the responsibility of managing the basketball-related aspects of CCSM games. Coaches and players will defer to the referees regarding any IHSA rule interpretations.
3. Referees are encouraged to participate in the pre-game prayer to demonstrate solidarity with Cross Court’s mission.
4. Any coach’s disagreement with a referee’s call should be deferred until the next timeout occurs. Discussions between head coaches and referees should take place at a distance from either player’s bench. No other person on the bench (player or assistant coach) should attempt to initiate a discussion with the officials during a game.
5. Any time a coach feels that a violation of the rules in the Cross Court handbook has occurred during a game, the coach has a right to call an uncharged timeout to confer with the opposing coach and the referees. If necessary, a board member may be consulted (if available) to resolve any handbook issues.

Practices & Games

1. There will be one practice and usually one game per week (multiple games may be necessary during tournaments).
2. Team practices are typically 2 hours in length at various gyms in the Goshen area.
3. Attendance is required unless an absence is excused. Participation in devotions is considered an important part of Cross Court’s mission and an essential part of practice.

Resolving Conflicts

1. Coaches are the first source for resolving conflicts between players.
2. If a conflict arises between a coach and a player, or between a coach and parents/guardians, the matter will be resolved by the CCSM board. Board members are present at all CCSM functions.
3. The CCSM board reserves the right to admit or deny admission to any person at any CCSM activity.

Fan Support

- Encouragement is always the best motivator.
- Always show support for your player regardless of the circumstances.
- Support your player's team in a positive manner.
- Enjoy the games! Your player's time involved in athletic activities is only a small part of life - make it a time of happy memories.
- Show class and dignity toward fellow fans, opposing players, coaches, and referees. Spectators should never be the cause of the disruption of a game. Fans who demonstrate an inability to follow any posted rules are subject to removal from the game or practice facility.
- We request that parents and other coaches do not enter a timeout huddle or attempt to coach from the sideline during the game or during halftime. This can complicate the efforts of the coach and confuse the players.