LMYA BASKETBALL PROGRAM DETAILS

PHILOSOPHY: The purpose of this program is to provide Christ-centered opportunities for children in Lancaster County and surrounding areas to play sports in a nurturing environment

that promotes sportsmanship, fun, knowledge, and enjoyment of the game.

<u>Timing</u>: LMYA basketball Program will consist of a practice night during the week and games on Saturday Mornings. Practice days/times along with game times will not be determined until registration has closed and head coaches are surveyed for their availability. The Program Director will have a coaches meeting and will distribute a final schedule shortly after registration has closed. The coaches will then distribute the season schedule to the parents on their roster. The season generally runs from beginning of December till mid to late February (off for Christmas and New Year's and if there is an LMS event)

<u>Registration Refund</u>: Once the season begins, there will be no refunds given. Full refunds will be given while registration is still live. Partial refunds will be given after registration has closed but before the season begins.

Late request post Registration Closing: Student Athletes that attend LMS will be made every effort to be added to a team, but not guaranteed. Any Student athlete who does not attend LMS will not be added to a roster. There will be a \$10 additional fee assessed for a late registrant.

PARENT/COACH CODE OF CONDUCT: It is important for parents and coaches of a girl/boy in LMYA to remember that the philosophy/purpose of the program is to teach fundamental skills. We want each child to enjoy the time they spend in practice and at games. The focus of player's involvement should

not be winning or losing, but rather learning, enjoying the game, and developing relationships with others.

Please remember:

- Children have more need for example than criticism.
- Participation for players and others should be a positive experience.
- Respect and kindness should be shown to coaches. In our program the coach is a volunteer who

is giving his/her time and resources to provide a recreational activity for your child. This

service is offered without reward other than personal satisfaction and an occasional "thank you."

- Good play by your team and the opposing team should be applauded.
- Referees call the game to the best of their abilities. Please refrain from criticizing the referee's judgment, and never his/her honesty. The referees are symbols of fair play, integrity, and sportsmanship.
- No dropping off players along main roads

Accepting the results of each game is part of the game. Please encourage your child to be gracious in victory and to turn defeat into victory by working toward improvement.

Your attitude toward your child, the opposing team, the officials, and the coach influences your child's values and behavior in sports. Criticism and disrespect for officials, coaches, and opponents undermines the purpose of team sports, and in particular the LMYA program. Additionally, it brings stress into the game beyond normal competition. When young players cannot effectively cope with this stress, it contributes to behavior that is counter to the spirit of the game. Positive adults contribute to positive children.

EQUAL PLAYING TIME: Coaches are expected to provide equal playing time for all players. Coaches are expected to be aware of the playing time they have provided for each player and strive to keep it close to equal among all players. This rule applies to all games. If a coach desires to have an exception to this rule (e.g. a player has not attended practice and should not receive equal playing time as a discipline),

The coach should inform the child's parents, the refs and the other coach during a pregame coaching conference. Equal playing time is not to be varied by age or ability within players on a team. All players get equal playing time regardless of age, grade or ability.

Cost: The LMYA Basketball program cost for a player will be \$80. This will include uniforms

for the season.