



*DIXON YOUTH
BASKETBALL LEAGUE*



COACH'S & PLAYER'S HANDBOOK

DIXON YOUTH BASKETBALL LEAGUE
2019-2020 Season Schedule

January 6, 2019	Practice Begins
January 11, 2020	Scrimmage & Picture Day Pictures will be taken at Anderson Elementary School Gym Scrimmages will be at an assigned gym
January 18, 2020	First Day of Games
January 21, 2020	Make Up Picture Day
March 7, 2019	Final Game Day

DIXON YOUTH BASKETBALL LEAGUE
2019-2020 Staff

Recreation Supervisor	Austin George	ageorge@cityofdixon.us	(707) 678-7441
Sports Coordinator	TBD	TBD	TBD
Sports Coordinator	TBD	TBD	TBD
Sports Coordinator	TBD	TBD	TBD
Sports Coordinator	TBD	TBD	TBD

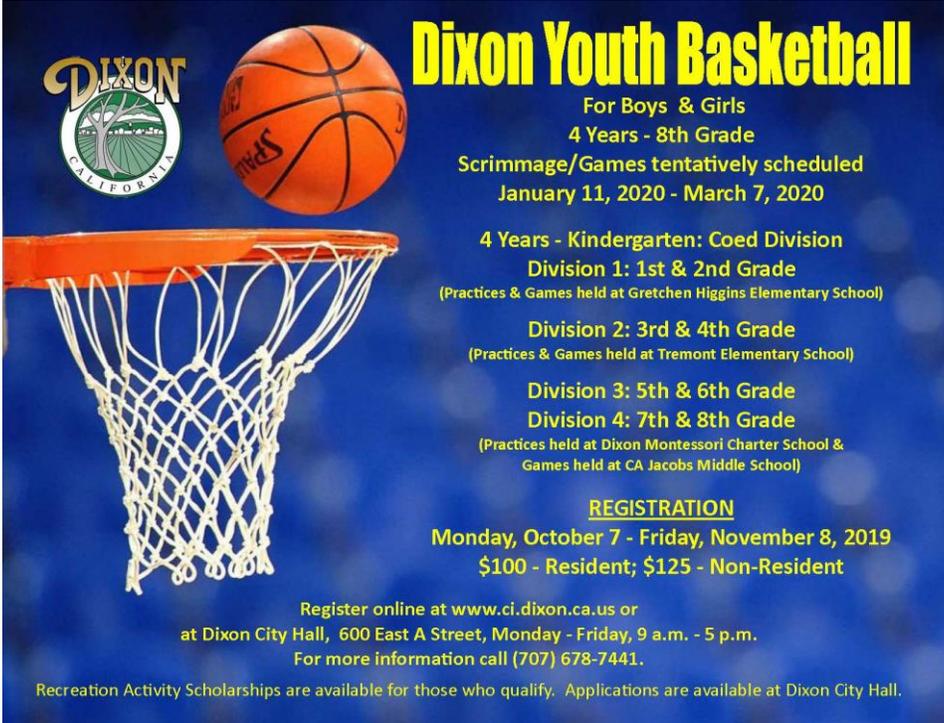
DIXON YOUTH BASKETBALL

Dixon Youth Basketball will provide Dixon's youth with an environment in which they can learn teamwork, discipline, improve their playing skills, and participate in a competitive atmosphere while enjoying the sport of basketball. The goal is for children to learn the fundamentals of basketball 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>, clicking on the "Departments" tab, following the "Recreation Programs" link, and typing "DYB" in the search bar. 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. Registration starts Monday, October 7, 2019 and will be open until Friday, November 8, 2019. The youth basketball games will be held on Saturdays for grades Pre-Kindergarten through eighth grade. The cost is \$100.00 per participant. There currently is not a sibling discount. Registration fee includes eight league games, a team jersey, pictures, and a certificate of participation.

WAITING LIST:

In the event a Division is full before registration has ended, the Recreation Supervisor will keep a waiting list for those who sign up late. If a team loses a player during the season, the slot will be filled in order of the waiting list.



Dixon Youth Basketball
For Boys & Girls
4 Years - 8th Grade
Scrimmage/Games tentatively scheduled
January 11, 2020 - March 7, 2020

4 Years - Kindergarten: Coed Division
Division 1: 1st & 2nd Grade
(Practices & Games held at Gretchen Higgins Elementary School)

Division 2: 3rd & 4th Grade
(Practices & Games held at Tremont Elementary School)

Division 3: 5th & 6th Grade
Division 4: 7th & 8th Grade
(Practices held at Dixon Montessori Charter School &
Games held at CA Jacobs Middle School)

REGISTRATION
Monday, October 7 - Friday, November 8, 2019
\$100 - Resident; \$125 - Non-Resident

Register online at www.ci.dixon.ca.us or
at Dixon City Hall, 600 East A Street, Monday - Friday, 9 a.m. - 5 p.m.
For more information call (707) 678-7441.

Recreation Activity Scholarships are available for those who qualify. Applications are available at Dixon City Hall.

PARENT RESPONSIBILITIES

1. Do everything to encourage your child and all children playing, remember you are a role model, and good sportsmanship is expected from you at all times.
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 the whole team. 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 rules. Assist the facility attendants in observing the following rules:
 - No food or drinks (i.e. snacks, cans of soda, etc.) in the facility.
 - No pets allowed on the school grounds.
 - No unsupervised siblings or friends at practices. The coaches are there to help your child, not to baby-sit.
 - If you notice a potential hazard to anyone, please bring it to the attention of a facility attendant, coach or referee.
 - No running in the halls at the schools.
 - If you see someone not observing a rule, please assist us in correcting the problem.
 - Only scheduled teams will be allowed on the court during practice and game times. Parents must keep their children off the court unless they are participating in a practice or 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. Keep the negative comments to a minimum. If you cannot say it in a positive manner, do not say it at all.
8. **DO NOT** allow any volunteer coach/assistant to transport your child in any vehicle during the 2019/2020 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.
9. If you have any questions or want to address a specific issue, please call the Recreation Supervisor, at (707) 678-7441.

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 have fun. The coaches should not only respect the official's calls, but support them as well. We are all working together to ensure a fun, safe and competitive atmosphere on and off 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. There is no place for coaches to create a "win at all costs" attitude in this recreational youth basketball league.

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

- Help the players develop physically by learning sports skills.
- Help players socially by learning how to cooperate in a game atmosphere.
- Demonstrate sportsmanship and the players will follow your example.
- Everyone plays.
- Use positive reinforcement when coaching.

Volunteer coaches and assistants are not permitted to transport any participant in any vehicle during the 2019-2020 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 youth. It's going to be fun!

OFFICIALS RESPONSIBILITIES

1. Ensure player safety at all times.
2. Teach/help players who are still learning the basics.
3. Help the participants understand the rules by explaining your calls.
4. Arrive 15 minutes before the start of the first game.
5. Inspect the gym for any safety hazards and assist in getting the gym ready to play.
6. Start the games as close to the schedule as possible. Keep the players hustling.
7. If you are working with another referee, communicate with each other. Help each other whenever possible; do not overrule your partner unless he/she asks for help.
8. When reporting fouls, use signals to communicate to the bench and scorekeeper the team color and then the number of the offending player.
9. Know the basics of basketball and thoroughly understand the Dixon Youth Basketball rules. (See Rules section)
10. For “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 a problem with a coach or parent, call on the Sports Coordinator to assist you.

DIXON YOUTH BASKETBALL RULES

Team Formations:

Co-Ed division for children age 4 - Kindergarten
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

Divisions 1-4 are divided by boys and girls

TEAMS: Co-Ed, 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:
 - Past experience and participation with Dixon Youth Basketball.
 - Children participating in Dixon Youth Basketball
 - Past conduct with players, referees, city employees and parents.
 - Successful completion of a criminal history check.
4. Players will be placed on a team randomly by the Recreation Supervisor, but age, skill level and teammate requests (if possible) will be considered.
5. The number of coaches per team is unlimited, but only two will receive coach's shirts.
6. A maximum of two players (coach's children) will be placed on a team.
For example, if a team has two coaches, each coach may have one child on the team.
7. 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.
8. There must be a signed mutual consent of players, parents and the coaches. Mutual consent must be confirmed by the Recreation Supervisor.
9. There will be no draft.

TEAMS: 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:
 - Past experience and participation with Dixon Youth Basketball.
 - Children participating in Dixon Youth Basketball.
 - Past conduct with players, referees, city employees and parents.
 - Successful completion of a criminal history check.
3. The only players to be placed on a team prior to the draft will be the coach's child.
4. The number of coaches per team is unlimited, but only two will receive coach's shirts.
5. A maximum of two players (coach's children) will be placed on a team before the draft. For example, if a team has two coaches, each coach may have one child on the team.
6. In the event a coach is not a parent of a player, he/she will be allowed to choose two players for their team before the draft. This option will not be allowed if the coach has a child of their own on the team.
7. Each team is allowed two players before the draft.
8. There must be a signed mutual consent of players, parents and the coaches. Mutual consent must be confirmed by the Recreation Supervisor.
9. Coaches may choose to put his/her child into the draft.
10. 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.
11. Once registration is closed, all coaches will be given a list of registered players prior to the draft and will include:
 - a. Player's name
 - b. Height
 - c. Years of experience
12. **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 Recreation Supervisor 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. Dixon Youth Basketball issued uniforms may not be altered or modified in any manner. There will be no writing, cutting or defacing of any kind allowed.
2. During Dixon Youth Basketball games, all uniforms must be tucked in. This is a CIF, NCAA and NBA standard uniform regulation.
3. Missing two (2) consecutive games and/or practices without notice will be construed as a withdrawal from the team. Parent or guardian must notify their coach or Sports Coordinator to be excused from absences, otherwise, it will mean the loss of your spot on the 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 jersey, athletic shorts and tennis shoes during the game.
8. ***All players in all Divisions are guaranteed to play a minimum of one-half of the game.*** If a player will not be playing at least one-half of the game, the coach must meet with the Sports Coordinator 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 Sports Coordinator 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.
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:
 - Throw in
 - Held ball situation
 - Time-Out
 - Free throw situation
 - Any other dead ball situation
2. Referees and scorekeepers 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 the Co-Ed Division and Division 1.**
4. Double dribbling:
 - Dribble—stop dribble—dribble.
 - 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 rulebook by the National Federation of the State High School Associations, plus the following special youth basketball considerations:

Co-Ed and DIVISION 1 RULES

1. Basket height will be 8 feet (6 or 7 feet for Co-Ed).
2. The ball size will be 27.5”.
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 quarters.
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. 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 the Co-Ed Division or Division 1.
12. There will be no three-point baskets.
13. There will be no backcourt pressing allowed at any time. No defensive pressure may be put on the ball once possession has been established in the backcourt.
14. Double-teaming, zone defense, or trapping style defenses are not allowed in the Co-Ed Division or Division 1. Man-to-man defensive double-teaming is allowed only once the ball penetrates the offensive team’s free throw line within the key. To assist players with man-to-man each player will wear a colored wristband that matches an opposing player. This does not mean that only the players with matching wristbands can play defense on one another. Any player can play defense on any other player on the court regardless of wristband color as long as the defense is 1-on-1.
15. Referee calls are final. Protests will not be accepted on referee judgment calls. If deemed necessary, you may address the Sports Coordinator or call the Recreation Supervisor at (707) 678-7441.
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 allocated.
17. Teams will forfeit five minutes after scheduled game time if they do not have the required players.
18. 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.

PERSONAL FOULS FOR DIVISION 1:

1. A player is disqualified from further play in a game when he/she commits their 5th personal foul.
2. Players must raise a hand above their head on all fouls to be recognized by the scorekeeper. The purpose is to accurately record the foul at the scorer's table.
3. 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.
4. **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.
5. Double foul—possession will be decided by the possession arrow.
6. 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 28.5”.
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 two 1-minute time-outs per half.
6. Clock will be stopped for official time-outs, team time-outs, and in case of an emergency.
7. 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.
8. The ball will be put into play from the opponent’s base line.
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. There will be no backcourt pressing allowed at any time. No defensive pressure may be put on the ball once possession has been established in the backcourt. A team has ten seconds to cross the half court line. After the offense crosses the half court line, the backcourt rule will be enforced.
11. Trapping style defense is not allowed.
12. There will be no three-point baskets.
13. Overtime will begin with the toss of a coin to determine possession of the ball. One time-out is allotted to each team during overtime. Overtime will consist of one 3-minute quarter with a stopped clock. In the event of score remains tied at the end of overtime, the possession arrow will determine possession and a “sudden death” situation occurs with the first team to score wins (there are NO time-outs during ”sudden death”; and is limited to 5 minutes).
14. Teams will forfeit five minutes after scheduled game time if they do not have four or more players.
15. If at any time during a Dixon Youth Basketball game a 15 point margin is attained by one team, the score will be removed from the scoreboard for the remainder of the game and the game clock will not be stopped.
16. Referee calls are final. Protests will not be accepted on referee judgment calls. If deemed necessary, you may address the Sports Coordinator or call the Recreation Supervisor at 678-7441.
17. 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.
18. 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.

PERSONAL FOULS FOR DIVISION 2:

1. A player is disqualified from further play in a game when he/she commits their 5th personal foul.
2. Players must raise a hand above their head on all fouls to be recognized by the scorer. The purpose is 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:
 - 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 offending team under the basket which they are defending.
 - 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 10 feet
2. Ball size will be 29.5" for boys and 28.25" for girls.
3. Games will consist of four 8-minute quarters, with a 1-minute break between the 1st and 3rd quarters, and a 5-minute break at halftime.
4. Running clock format will be used.
5. Overtime will begin with the toss of a coin to determine possession of the ball. Each team is allowed one timeout during overtime. Overtime will consist of one 3-minute quarter with a stopped clock. In the event of score remains tied at the end of overtime, the possession arrow will determine possession and a "sudden death" situation occurs with the first team to score wins (there are NO timeouts during "sudden death"; "sudden death" is limited to 5 minutes).
6. Each team will be allotted two 1-minute timeouts each half of the game.
7. Game 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 overtime periods.
9. The ball will be put into play from the opponent's base line.
10. Home team will take possession of the ball (1st period). Teams will switch baskets at half time. The visiting team will get possession of the ball (3rd period). 2nd and 4th period possession will be determined by the possession arrows.

11. There will be no jump ball during the first five games of the league. 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 remainder of games there will be a jump ball at the start of the game for the first period. The possession for the 2nd and 3rd period will be determined by the possession arrow. At the beginning of 2nd the ball will start with the team that did not first get possession at the start of the 1st period.
12. The offense has ten seconds to cross the half court line. Girls: No full-court pressure.
13. There will be no three-point baskets.
14. Referees calls are final. Protests will not be accepted on referee judgment calls. If deemed necessary, you may address the Sports Coordinator or call the Recreation Supervisor at 678-7441.
15. A team may start the game with four players; if the team does not have five players after 5-minutes, the team will forfeit. If a team has less than four players, the game will be forfeited.
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.
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.

PERSONAL FOULS FOR DIVISION 3:

1. A player is disqualified from further play in a game when he/she commits their 5th personal foul.
2. Players must raise a hand above their head on all fouls to be recognized by the scorer. The purpose is 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. One and one free throws will take place after any one team incurs seven fouls per half.
5. Fouls during the act of shooting will result in the fouled player shooting free-throws.
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 fouls: 1 point to fouled player and the ball awarded out of bounds to the offended team.

DIVISION 4

1. Basket height will be 10 feet.
2. Ball size will be 29.5" for boys and 28.25" for girls.
3. Games will consist of four 8-minute quarters, with a 1-minute break between the 1st and 3rd quarters, and a 5-minute break at halftime.

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. Each team is allowed one timeout during overtime. Overtime will consist of one 3-minute quarter with a stopped clock. In the event of score remains tied at the end of overtime, the possession arrow will determine possession and a “sudden death” situation occurs with the first team to score wins (there are NO timeouts during “sudden death”; “sudden death” is limited to 5 minutes).
6. Each team will be allotted two 1-minute timeouts each half of the game. Teams will switch baskets at half time.
7. Game clock will be stopped for official time-outs, team time-outs, in case of an emergency, and all other dead ball situations.
8. There will be a jump ball at the start of the game and start of overtime. Possession for the 2nd, 3rd, and 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. Referees calls are final. Protests will not be accepted on referee judgment calls. If deemed necessary, you may address the Sports Coordinator or call the Recreation Supervisor at 678-7441.
12. A team may start the game with four players; if the team does not have five players after 5-minutes, the team will forfeit. If a team has less than four players, the game will be forfeited.
13. 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.
14. 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 4:

1. A player is disqualified from further play in a game when he/she commits their 5th personal foul.
2. Players must raise a hand above their head on all fouls to be recognized by the scorer. The purpose is 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. One and one free throws will take place after any one team incurs seven fouls per half.
5. Fouls during the act of shooting will result in the fouled player shooting free-throws.

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 fouls: 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 first, and asked to leave the gym should the unsportsmanlike 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 Referee or Sports Coordinator will warn a Coach displaying unsportsmanlike conduct once. If warned again, the Coach 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 ejected from a game will face disciplinary action up to and including expulsion from the league.

It is each participant, coach, 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, physically attack, strike or threaten anyone. If an 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 use profanity or verbally abuse a player, official, sports coordinator or anyone. Example include but are not limited to: indirect profanity, name calling, challenging others to fight, threatening others with bodily harm, and slurs. If an 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.

3. No parent, coach, spectator or player will refuse to abide by an official's decision. If infraction occurs before or during a game, 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.

4. No parent, coach, spectator or player will attend a game/practice at any time under the influence of alcohol, medication, or illegal drugs. If an 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.

5. 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.

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 Division 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 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 party making the appeal, within five business days of the hearing. Any decision made by the Parks & Recreation Commission can be appealed to the City Council.