

Journeyman Basketball

Game Coaches Guide

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Selecting POG/HM and Post-Game Review (do not modify this topic - excerpt from JBBPM)

- Remember that we are looking for players that have far exceeded their typical or past performances.
- We are not necessarily looking for the top scorers or players that have filled the stat sheet. You must consider but not limit to the following:
 - Hustle, defense - aggressiveness - attitude - unselfishness - teamsmanship - leadership
- Coaches should be aware of the past history of all players' nominations for POG and HM as to try to involve all **deserving players** at some point during the season. They still must be deserving. POG recognition is not awarded in "turns".
- **Choosing a POG is not mandatory**. This small point of recognition needs to retain its integrity. Giving POG to an average hard working player when you lost by 30 gives people the impression you were OK with the loss.
- Accepting feedback from the stat bench is encouraged before making your final decision. Often there is personnel at the bench that have watched many of these athletes for years.
- When addressing the players at the end of the game, be loud enough so all players and spectators can clearly hear what you're trying to convey to your team and others.
 - Take notes during the game to have some talking points during closing statements.
 - Please refrain from comments such as "He or She did what I told them to" or more specifically, in a win, commenting on the other team to imply they are better than you. Also refrain from mentioning what your team does not have in the huddle.
 - **DO NOT RECITE THE STAT SHEET!** This is extremely frowned upon and not the message we are trying to send. This only gives people the impression that POG recognition is about stats. There is nothing wrong with saying "Patrick rebounded well" but do not reference exact numbers from the sheet. Tenured coaches at Journeyman often leave the stat sheet at the stat table before heading to the POG huddle.
 - Try to convey a positive message to your team when addressing everyone at the end of the game. Stating a point of needed improvement is also encouraged. Your comments of strong dissatisfaction are better left for a team huddle or a later time and not while in front of both teams and all spectators. Also try to keep your comments factual and to the point. **And if you don't mean it, don't say it!**
 - Be aware of time restraints. Games often run over the allotted time (weeknights) and some parents have concerns of homework, dinner, travel after the game or other games to follow (weekends)
- As a reminder, the ultimate decision of **who has earned POG is at the discretion of the game coach**.

Playing Time

- It is priority #1 that coaches play all players within the rule stipulated below.
 - Rotate starters within reason
 - Reserve stronger players for crunch time
 - Injury time-outs or Player Safety Time Out guidelines can effect this rule.. (review JB Handbook)
- The **1530 RULE** states that the main goal is to ensure all players are on the floor for a minimum of 15 minutes and 30 seconds. Although we do our best to ensure that all players participate, we also understand a teams' passion and goal is to win the game. This often means putting more qualified players on the floor in close games. We also understand the need for players to get better by experience. The 1530 RULE protects both aspects of playing time.
- **1530 RULE addition.** *Stat bench staff have authority to inquire about the playing status of a player with a coach. If the staff at the bench have monitored and annotated actual playing time and has determined that a player is not receiving their share of allocated court time, this same staff can demand that a player must be substituted for a player on the court. This player is chosen by the coach. Furthermore the goal is that the stat bench determine this inequity of court time in the first half of play. (4.2.2016)*
 - **EXPLANATION of 1530:** *If the game clock provides four, 9 minute quarters, then the game is 36 minutes in length. If you then allow a game coach to have anyone on the floor he chooses for the last 5 minutes (game situation dependent), then half of a game is technically 15 minutes and 30 seconds.*
 - **SPECIAL ATTENTION:** *No one plays the entire game! This of course is subject to the number of athletes you have for the contest. Quite simply put, ALL PLAYERS PLAY..... ALL PLAYERS SIT!*
- We know this is a difficult task. Winning games and ensuring everyone plays evenly is hardly ever two goals that work well together. However, winning a game knowing you used your full team is a great experience for all involved. Furthermore it is important for Journeyman coaches to understand that our athletes join Journeyman to play.

Pre-Game (6.14.2016)

- Officials may ask coaches to assign a team representative. This representative is a liaison, or point of communication that represents the team in the event that the official needs to communicate with the team. The program wishes to encourage coaches to select a rational and responsible young adult or team leader to assume this duty.

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Conduct

- Coaches should stay positive throughout the game when publicly addressing their players, officials and stat bench. Asking questions to all involved should be stated in a calm and respectful manner.
- Using profanities or strong language is UNACCEPTABLE and in direct violation of the Coaches Code of Ethics.
- Carefully consider your choice of words when addressing a player. Try to speak of the positive actions as well as the negative. (Example below)
 - "Matthew, I like the fact that you are ready to be aggressive, next time consider passing out of the double team."
- Group comments should be those related to the group and not discriminatory of a single player.
- If a parent has a concern, you must direct them to a board member or have a witness (particularly a board or JAC member) present to help address the situation. This standing rule is in accordance with our policies and procedures and is designed to protect the interest of the program and its volunteers. Furthermore this is a non-negotiable point of emphasis.
- Remember, you and your team **must thank all officials and volunteers** after the game. This includes shaking hands with officials and the opposing team.
 - Carefully watch your team for those that you expect to be dissatisfied or disgusted. You have an opportunity to address it right away.
- At the end of the game please ensure that your bench area is as clean or cleaner than it was when you arrived.

Tournament Points

- At the end of a Journeyman games coaches are allowed to give Tournament point to two players from the opposition. These points should be given to the two players that they feel were the most productive in determining the outcome of the game. THIS IS NOT THE SAME CRITERIA AS POG! 3 points should be awarded to the oppositions most productive player and 1 to the second most productive. (the two best players from the opposing team)

Uniforms (Extremely Important!)

- Encourage your team to keep their uniforms clean. **Jerseys belong to the organization.** Teach them to care about the way they represent their team. Yes, the **shorts do belong to the players**, however this does not mean a severely stained uniform isn't worthy of a pre-game technical foul.
- When you know that your team is **playing in their last game**, have them prepared to **turn the jerseys in immediately** following this game! We do have means to clean them ourselves. This helps us avoid a multitude of phone calls trying to track the jerseys down after the session is over. If there is a theme and t-shirts have been given to the players for the session, there is no need to return them.



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