

ELEV8 BASKETBALL Coach's Book

**Character, Honor,
Hope in Jesus Christ**

ELEV8 Sports is a gospel ministry of
Columbia Presbyterian Church (CPC)
in partnership with
Crossroads Church of the Nazarene &
Bethel Korean Presbyterian Church



ELEV8 BASKETBALL

COACH'S BOOK

2023-24 Season

Character, Honor, Hope in Jesus Christ

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Chapter 1

Season Information

ELEV8 LEADERSHIP

ELEV8 Leadership Team

| | | | |
|--------------------|--------------------|-----------------|-------------|
| Bunny Amason | Mark Armstrong | Chuck Brogan | Dane Choe |
| Michael Dransfield | Vincent Dudek | Thomas Fahs | Curt Husted |
| Paul Johnson | Jim "Duck" Murduck | Andrew Parlette | |

Staff

| | |
|---------------------|--------------------|
| ELEV8 Director: | Michael Dransfield |
| Assistant Director: | Mark Armstrong |
| Admin Assistant: | Julie Schellin |

ELEV8 Leagues

- Level 0: 4-5 year olds (Mini – Boys/Girls together)
- Level 1: 1-2nd grades (B1, G1)
- Level 2: 3-4th grades (B2, G2)
- Level 3: 5-6th grades (B3, G3)
- Level 4: 7-8th grades (B4, G4)
- Level 5: 9-12th grades (B5-HSB, G5-HSG)

League Commissioners

| | |
|-------------|--------------------|
| Mini | Michael Dransfield |
| B1, B2 | Vincent Dudek |
| G1, G2 | Bunny Amason |
| B3, B4 | Andrew Parlette |
| G3, G4 | Mark Armstrong |
| B5-HSB | Jim Murduck |
| G5-HSG | Mark Armstrong |
| Ref Commish | Thomas Fahs |

Game-Day Coordinators

| | |
|----------------|--|
| CPC | Natalie Armstrong, Quinn Fahs, Elly Parke, Eli Sniffen |
| Crossroads: | Diego Andreichuk, Mackenzie Brooks, Megan Cyr, Elijah Kiboio |
| Bethel Korean: | Hokyoung Jang, Sam Kim, Jaden Lee, Aiden Oh |

Season Dates

| | |
|-------------------------------|---------------------|
| Evaluation Day | October 22, 2023 |
| Coaches Training | November 4, 2023 |
| Practices Begins | November 27, 2023 |
| Christmas Break | Dec. 18 – 31, 2023 |
| Practices Resume | January 1, 2024 |
| Games Begin | January 6 & 7, 2024 |
| Last Reg. Season Games | Feb 23 & 24, 2024 |
| High School Tournament | Feb 26–Mar 1, 2024* |
| ELEV8 End of Season | |
| Open House | Mar 2, 2024 |

* In the event of snow or increased number of teams, games may extend to March 4, 6 or 7.

Weather Cancellations

Practices

ELEV8 Basketball follows Howard County Community College closings for all practices. The ELEV8 Leadership Team, in conjunction with CPC, Crossroads, and Bethel Korean staff, reserves the right to cancel even if Howard County Community College does not close. Please check our website <https://www.elev8sports.org/current-status.html> for up to date closing information.

Games

The ELEV8 Leadership Team, in cooperation with the leadership at CPC, Crossroads, and Bethel Korean will make a determination as weather progresses as to the status of games. Games are subject to cancellation at any time Friday or Saturday as weather deteriorates. Missed games are generally not able to be made up with the exception of the high school tournament.

In an effort to keep families informed of both practice and game closures, we have the additional option of sending a text to the cell phone number registered with each athlete's account. Should we decide a specific notification be sent out, texts will be sent to the phone numbers we have on file.

Please visit our website <http://www.elev8sports.org/status.html> for more info and to sign up.

If you have any questions or concerns, please let us know at elev8@columbiapres.org.

Chapter 2

The Focus of ELEV8 Sports

The vision for ELEV8 Basketball (part of our ELEV8 Sports Ministry) is a high-quality basketball experience in a Christ-centered environment. Thus, coaches and referees have a dual function.

The first is to provide a Christ-centered environment for our players and parents. This starts with ourselves: making sure we are in God's Word regularly, worshipping Him in a Biblically based church, and seeking to grow in our faith daily.

How do we provide a Christ-centered environment for our players? We do this through teaching Biblical principles and modeling the Christian lifestyle. During each practice, each team will have a 5 to 7 minute devotion from the Scriptures that will center on the truth of the Gospel. These are identified and discussed in Chapters 7 and 8 of this handbook. The devotions are designed to stimulate further discussion, so be open for opportunities to share your faith and life with your players and their parents.

An equally important aspect of a Christ-centered environment is modeling the Christian lifestyle. Kids will not always hear what you say, but will more often do what you do. If they see you making faces at the referees or hear you grumbling about a call, they will reflect that behavior. ELEV8 seeks to establish an alternative environment in which coaches and players show respect to the referees as the ultimate authority on the court. When a call is made, the coaches need to encourage the referees rather than criticize them. When we win, we need to show humility. And when we lose, we need to show graciousness. The way we conduct ourselves around other coaches, referees and program participants should be an attempt to model a Christ-centered environment.

How do we provide the high-quality basketball portion of our program? We accomplish this through our basic philosophy and by our rules. In ELEV8, every player receives equal playing time regardless of his or her skills. Because our teams are limited to 10 players, every player is guaranteed to play at least one half of each game. We also seek, by our rules, to provide as much parity in the league as possible and encourage players of all skills to participate. Finally, coaches should seek to provide 1) a fun environment in which every player can succeed and 2) encouragement and support to the players. We provide training to our referees and coaches so that good basketball skills are taught and upheld during games (always recognizing that no

one is perfect and errors will be made). We do keep score at all games (Levels 2, 3, 4 and 5), but do not emphasize records or individual statistics.

We do offer our high-school-aged participants (Level 5) a tournament at the end of the season. In this tournament, we encourage the players to compete in a Christ-honoring manner by applying what they've learned throughout the season.

In summary, our focus is two-fold. We want to expose our players and their parents to the gospel message through building relationships and leading devotions. We also aim to provide them with a quality basketball experience in which they are both growing in their skills and having fun. In chapters 4 and 5 we will discuss more specific ways to build relationships and minister to the players and their families as well as provide some tools to assist you.

Chapter 3

----- Making a Kingdom Impact

In the previous chapter, we discussed the focus of the ELEV8 Basketball league. In this chapter, we will give some specific ideas on making a kingdom impact.

ELEV8 is a ministry to help you positively influence young men and women as they grow and mature. While some of your players may know Jesus Christ, others will not. Our devotions are designed to encourage and spiritually challenge players throughout the season. We also seek to develop character and honor in them, while offering them a hope found exclusively in Jesus Christ.

We don't try to provide deep Bible study in the short devotion time. We rely on the ministry of the local church to provide deeper study for players and families. This doesn't mean we can't have life-on-life encounters with those players who already know and place their hope in Jesus Christ. As you already know, this ministry is designed to positively influence participants as we coaches and leaders seek to live out and share our faith in Jesus.

In fact, it's very possible you may be the first Christian in their lives with whom they will have a close association. Therefore, it is critical that we make a strong first impression and model consistency in our actions. Realizing no one is perfect, we first and foremost rely on God's Holy Spirit for this rather than our own merit or abilities. With this in mind, one of the best ways we can make a kingdom impact is to make sure we, ourselves, are regularly in God's Word, in prayer, and in worship with a vibrant local church.

We will be spending over 3 months with our players and their families, so building relationships and getting to know them is critical. Having a parent/player meeting or just a parent meeting after your first practice can give team members an opportunity to get to know you and ask questions that may be on their minds. The first devotions planned for the players also allow for and promote "get to know you" type questions. This will greatly assist in breaking the ice. The sooner the kids and parents feel comfortable with you as their coach, the deeper the relationships can become.

Once relationships begin, it is equally important to maintain and deepen them. Here are some ideas you can use to build relationships throughout the season. This is not an exhaustive list but may be helpful:

1. Have a snack time after the game, during which you, as coach, can share positive things you observed about each player. You may also want to get a parent volunteer to set up a snack schedule.
2. Have periodic parents' meetings after practices to discuss what the kids did and what they learned. You can also do this by email, but doing so in person is always better.
3. Have periodic parents' meetings after practices to discuss what the kids did and what they learned. You can also do this by email, but doing so in person is always better.
4. Consider going out to lunch or dinner as a team after some of your games. Pizza is inexpensive but a good meal. You will find that these activities often spark great conversation.
5. Attend a local high school game with your team or (for the younger teams) come watch the ELEV8 high school games on Friday nights. This is a bigger commitment and may not be possible for many of you, but it is a good option for team building and seeing what the older ELEV8 teams are like.
6. Ask discussion questions in the devotion times and invite parents who are staying for practice to be involved in your devotion times.
7. Try to arrive a bit early and chat with parents before your practice starts or hang around afterwards to socialize.
8. Try to acknowledge birthdays before or after games. Encourage parents to bring cupcakes or some other celebratory food!
9. Keep parents well informed during the week about team progress and schedule changes.
10. When given the opportunity, share how knowing Jesus affects the way you live, coach, and make decisions.

Please speak to your commissioners and the ELEV8 leadership team if you have more specific questions or wish to discuss some of these ideas more fully.

Lastly, some helpful reminders about relationships in general are always useful. If a conflict arises, remember to be a good listener while trying to understand the other person's view. Admit when you are wrong or make a mistake, and don't let conflicts fester or linger.

Months and years after the season, most players will not remember their season or how many games they won. They will remember that coach who befriended them, that coach who helped them fit in, that coach who shared about their relationship with Christ, or that coach who was there during a family crisis. We cannot predict the circumstances of the players we will have on our teams this year, but we can make building relationships for kingdom impact a priority of our coaching.

Chapter 4

Expectations of an ELEV8 Coach

Living for the Kingdom in today's culture can be a real challenge. We are pulled in many directions, and there are many expectations placed upon us as husbands, wives, fathers, mothers, daughters and sons. This does not even take into account the expectations that we have from our employers. The ELEV8 Leadership Team understands the many responsibilities that each coach has in his or her life.

For our head coaches, we ask that you read, sign, and return to the Leadership Team the statement in the Appendix of this Coach's Book.

For all of our coaches, we encourage you to:

- Seek to grow in the Lord through prayer, personal Bible study, and fellowship with the body of Christ (the church).
- Extend the grace of Christ to the parents and children around you by sharing your lives and the Gospel of Christ.
- Have fun while serving in this ministry!

Chapter 5

----- Basketball Rules

2023-24 ELEV8 Basketball Rules

In general, our ELEV8 program follows the National Federation of State High School Associations (NFHS) rules. However, we will utilize the following adjustments/clarifications for our league and reserve the right to make further enhancements (as the need arises) to promote the vision of our program, which is to develop character and honor in our young participants and to offer them a hope found exclusively in Jesus Christ.

Specific Clarifications & Modifications

1. Start of Each Game (Possession or Jump Ball)

All ELEV8 Levels 4 & 5 games will begin with a jump ball at half court, with a possession arrow given to the team losing the jump. All future possession decisions (jump balls and the start of each period) will be determined by the possession arrow. All other ELEV8 games will begin with possession given to the visiting team, with a possession arrow given to the home team. All future possession decisions (jump balls and the start of each period) will be determined by the possession arrow.

2. Full Court Defense

Full court defense is allowed in ELEV8 Levels 4 & 5 by the defending team as long as they are either behind in the game or have a lead that is less than 15 points (Level 5) or 10 points (Level 4). If this rule is violated, the referee will warn the offending player and the offending team's coach. If the same player violates the rule again, the referee may assign the offending player a personal foul.

3. Foul Shooting: Entering the lane after a shot

When a player (free thrower) is shooting a foul shot, other players lined up in marked lane spaces are allowed to enter the lane once the ball is released by the free thrower. The restrictions for the free thrower and players not in marked lane spaces (i.e. behind the three point arc) remain in effect until the free throw touches the rim or backboard, or until the free

throw ends. This rule clarification will better allow officials to monitor violations and fouls that may occur on a free throw attempt.

4. Timeouts (length: 1 minute)

- Level 5 teams are awarded two timeouts per game.
- Levels 3 & 4 teams are awarded one timeout per game.
- Levels 0 through 2 do not have timeouts.

Only head coaches may call a timeout.

In order to call the timeout, either a team must have possession of the ball or a dead ball situation must exist. If a coach calls a timeout when he has none (already used it), a technical foul will be called.

During all timeout situations, the clock is stopped and does not start until the ball is inbounded. If a timeout is called prior to a foul shot, the clock is again started only after the ball is touched on a foul shot miss or inbounded on a foul shot make.

5. Fouls

Levels 1-2: Players are allowed 2 fouls per period. Once a player receives 2 fouls in a period, a player of equal or lesser skill must replace him or her.

Levels 3-5: A player is allowed 5 fouls per game. A player may not receive more than 3 fouls in any one period. For example, if a player has not been called for a foul the whole game, they cannot then commit 5 fouls in the last period. Once the player has been called for 3 fouls in any period, he/she will be asked to leave the game for that period.

A player may not be removed from a period if he/she is in "foul trouble." For example, if a player gets 3 fouls in the first period and 1 in the third period, the coach may not remove him/her from the third period to keep him/her from fouling out.

6. Intentional fouls

Illegal intentional fouls are defined as fouls that violate the spirit of the ELEV8 running-clock rules. An example is a foul committed at the end of a non-final period to prevent the opponent from taking a final shot.

A legal Intentional foul would occur when a player with the ball is non-flagrantly fouled to stop the clock at the end of the game. This action will result in the fouled player shooting a one-and-one foul shot.

The penalty for an illegal intentional foul violation is the clock stopping, two foul shots being awarded to the offended player, and the offended team retaining possession of the ball.

7. Consequence for fouls in final 2 minutes

For levels 1-2, the game clock does not stop for fouls (or any other whistles). A shooting foul in the last 2 minutes will result in 2 points (3pts. for a 3-point attempt) being awarded to the offended team and possession being given to the offending team. A non-shooting foul in the last 2 minutes will result in 1 point being given to the offended team and possession also being given to the offended team.

For levels 3-5, the clock will stop on fouls and all other whistles.

- 1) If the foul is a non-shooting foul (including off the ball), then the clock is stopped and the fouled player is to shoot a one-and-one foul shot. If the player makes the first shot, he/she is awarded one point and a second foul shot is awarded. If the first foul shot is missed, the clock starts as soon as the ball is touched. If a second shot has been awarded and is made, the clock starts when the ball is touched on the inbound pass. If the second shot is missed, the clock starts as soon as the ball is touched.
- 2) If the foul is a shooting foul and the basket is not made, then the clock is stopped and the fouled player is to shoot two foul shots. If the foul occurs while shooting beyond the 3-point arc, and the basket is missed, then the player is to shoot three foul shots. If the second (or third) foul shot is missed, the clock starts as soon as the ball is touched. If the foul shot is made, the clock starts when the ball is touched on the inbound pass.

- 3) If the foul is a shooting foul and the basket is made, then the clock is stopped and the fouled player is to shoot one foul shot. If the foul occurs while shooting beyond the 3-point arc, and the basket is made, then the player is to shoot one foul shot. If the foul shot is missed, the clock starts as soon as the ball is touched. If the foul shot is made, the clock starts when the ball is touched on the inbound pass.

8. Rules for Overtime

- All ELEV8 regular season games ending in a tie score will remain a tie (no overtime is played).
- All ELEV8 tournament games (Level 5 only) ending in a tie will be extended by an overtime period of length 2 minutes and will continue until a winner is awarded. End of regulation rules apply (fouls, foul shooting, player rotation and equal playing time, etc.).
- Overtime starting lineups: Use the players who were on the bench during Period 6 and then supplement with players on the court in Period 6 with the fewest number of periods played that game.
- One timeout is allowed per overtime period.
- Fouls carry over into overtime periods.

9. Flagrant/Technical Fouls

Flagrant and/or technical fouls will be called when a referee determines that a player or coach has committed an extreme act in violation of the ELEV8 rules (on or off court). Some examples of this are: "Unsportsmanlike behavior", "dissent", "persistently breaking the rules", and offensive or threatening language."

Consequences: In the event of a flagrant or technical foul, the clock is stopped, the offending player is removed for a minimum of one period (as determined by the referee and/or Elev8 Leadership), and the offended team gets two foul shots and the ball out of bounds (the offended team gets to choose the shooter). In the event of a player fight or serious altercation, the involved parties of the incident will be immediately removed from the game. Further penalties, including but not limited to, game suspension or league ejection may occur depending on the severity of the incident as determined by Elev8 Leadership.

IMPORTANT REFEREE NOTE:

Flagrant/technical fouls are extremely subjective and open to interpretation. Consider two examples: a flagrant foul **is not committed** when a player dives after a ball and accidentally makes contact with an opposing player, but a flagrant foul **is committed** when a player has an open fast break and is purposely pushed or hard contact is made with the perceived purpose of stopping play..

These types of fouls and situations will be called in the best judgement of the referee and are subject to Elev8 Leadership in attendance.

10. Concussions (Head Injuries)

- 1) When the referee determines that a player has suffered an impactful head collision during practice or a game, he or she must be removed for the remainder of that event.
- 2) The coach must inform the parent or guardian as soon as possible of the injury.
- 3) The coach must fill out an injury report and report the injury to the Game Day Coordinator or the ELEV8 Leadership Team.
- 4) Referees and coaches should discuss the situation prior to a determination being enacted on the court.
- 5) Once a player has been removed due to head injury, he/she may not return (even if a parent, coach or injured player believes the player is okay).

Definition of Head Injury:

Any time a player suffers a blow to the head that results in that player's slow recovery from the incident or the perceived severity of the incident by the referees and/or present Elev8 leadership. This could be the result of hitting the head on floor, another player, the goal, the rim or any other object in or near the field of play. Elev8 will always err on the side of safety for the player, which may include removal from the game. In severe instances, a doctor's note may be requested prior to returning to team activities.

Rules Chart

| General Rules | B1 | G1 | B2 | G2 | B3 | G3 | B4 | G4 | B5 | G5 |
|----------------------------------|----|----|----|----|----|----|----|----|----|----|
| Basketball: 27.5 | | | | | | | | | | |
| Basketball: 28.5 | | | | | | | | | | |
| Basketball: 29.5 | | | | | | | | | | |
| Goal: 8 ft. | | | | | | | | | | |
| Goal: 9 ft. | | | | | | | | | | |
| Goal: 10 ft. | | | | | | | | | | |
| Full court | | | | | | | | | | |
| Half court | | | | | | | | | | |
| Scorekeeping | | | | | | | | | | |
| Fast-break | | | | | | | | | | |
| Back-court defense | | | | | | | | | | |
| 3-point shots | | | | | | | | | | |
| Foul shots | | | | | | | | | | |
| 3-second violation | | | | | | | | | | |
| Man-to-man defense only | | | | | | | | | | |
| Defense inside 3-point line only | | | | | | | | | | |
| Defense behind half-court only | | | | | | | | | | |
| Help defense on fastbreak | | | | | | | | | | |
| Switch on picks | | | | | | | | | | |
| Help defense in lane | | | | | | | | | | |
| Zone defense allowed | | | | | | | | | | |
| Full court press | | | | | | | | | | |
| 6 6-minute periods | | | | | | | | | | |
| 6 7-minute periods | | | | | | | | | | |
| 1 timeout per game | | | | | | | | | | |
| 2 timeouts per game | | | | | | | | | | |
| 5-second inbounding | | | | | | | | | | |
| 10-second backcourt | | | | | | | | | | |
| Players wear color band | | | | | | | | | | |
| Fouls in last 2 min = points | | | | | | | | | | |
| Fouls in last 2 min = 1-and-1 | | | | | | | | | | |
| (2) Fouls Maximum per Period | | | | | | | | | | |
| (3) Fouls Maximum per Period | | | | | | | | | | |

Chapter 6

----- Practice and Game Day

Elements of Practice

- Connecting with players & parents
- Skills & drills
- Offensive & defensive plays
- Rules
- Devotions (5-7 minutes)

Practice Info

- Each practice is 1 hour, including a 5-7 minute devotion.
- Each practice time slot has 2 teams.*
- Each team is responsible for placing balls back in bins following practice.
- Do not expect there to be enough balls for every player to have their own ball. If a player brings a ball to practice, please ensure their name is on it.
- Quickly leave the court when your time is up. Every second you go over means the next team loses time on the court.
- Take post-practice conversations and instructions off the court. (e.g. move to the lobby)
- Last practice of the night does not have freedom to stay longer. Cleaning crews need to shut down the facilities.
- Siblings and waiting players may not dribble balls or shoot while teams are practicing.
- Please remind parents to supervise non-participating children during practice at all times. Roaming the facilities is not allowed!
- As a coach, you have the authority to GENTLY remind children to respect the facilities that we use.

Protect Yourself

- Coaches are NOT to take children to the restroom.
- Coaches are NOT to drive alone in a car with players that are not related to them.
- Coaches should avoid being in any space alone with a player.
- Coaches should not engage players in any social media platform. All contact should be through parents. (Ex: cc parents on email)

Game Setup

- Level 1-3 games consist of six periods that are 6 minutes in length.
- Level 4-5 games consist of six periods that are 7 minutes in length.
- Each game will have a brief half time
- Period breaks are just long enough to make rotation changes.
- Our league is about equal playing time. Follow your rotation to ensure equal playing time throughout the season.
- All games have a running clock.
- Clock stops at period breaks or at the discretion of the referee.
- For other clock stoppages (levels 3-5), see rules in chapter 5

Game Day

- Be there first so you can welcome parents and players! (Have team arrive 30 min. early)
- Be Prepared: rotations, nicknames, etc....
- Be ready to have fun!
- Set the tone by greeting refs and fellow coaches and players. This can be a great example for your team and parents.
- Remember the following: Character, Honor, Hope in Jesus Christ

Post Game

- Gather your team in the lobby at CPC, Crossroads, or Bethel Korean,
- Hand out game day bracelets (Mini, levels 1-3)
- Give highlights of the team's play.
- Stay positive when it comes to the other team and the referees.

Player Rotation

ELEV8 is committed to providing equal play for all leagues. This means your most skilled player should play near the same amount of time as your least skilled player. For help in filling out your rotations, talk to your league commissioner. Below are additional rules pertaining to substitution that will allow us to better facilitate equal play.

Ranking Players (Levels 3 - 5)

Each team will rank their players 1-10, 1 being the most skilled and 10 the least skilled

Game Line Ups (Levels 4 - 5)

- Coaches will provide their line-ups to scorer's table prior to each game. You don't have to put numbers on rank; just list names in order.
- All players are to be rotated into the game. No player may sit more than one period before he/she shall re-enter the game at the next substitution timeout.
- No player may play a 3rd period unless all players have played 2 periods.
- No player may play a 4th period unless all players have played 3 periods.
- No player may play a 5th period unless all players have played 4 periods.

Missing Player (All levels)

If a player misses their rotation due to arriving late or an injury, a coach may put any player in to cover that period. However, the rotation for the remainder of the game will have to be adjusted in order not to allow that subbing player to play an additional period before all the other players get their fair share of playing time.

Example: A team was already going to be down a player for the game and is expecting 9 players. Three players will be required to play 4 periods. However, unexpectedly, a player arrives late and misses his/her rotation in the second period. A player that was already going to play 4 periods that game should not be inserted in the second period to cover that absence without removing them from a later period. In this instance, the coach should insert a player only going to play 3 periods into that second period to avoid the situation where a player ends up playing 5 periods while several only play 3.

The coach is not obligated to make up the time missed by the late arriving or injured player, but the coach may not use this as an opportunity to play a player 5 periods when others will only play 3.

Player Rotation each week (All leagues)

A player that played an extra period in a previous week may not play extra until all members of the team that are present have played an extra period as well. This rule also carries over to post season tournament play for high school leagues.

Substitutions during foul-outs or injuries

- When a player fouls out or is injured, a coach may substitute as follows:
- If Rank 1 fouls out/is injured – any other player Rank 2-10 may sub in.
- If Rank 2 fouls out/is injured – player Rank 1 or Rank 3-10 may sub in.
- If Rank 3 fouls out/is injured – any other player Rank 4-10 may sub in
- If Rank 4 fouls out/is injured – any other player Rank 5-10 may sub in
- If Rank 5 fouls out/is injured – any other player Rank 6-10 may sub in
- If Rank 6 fouls out/is injured – any other player Rank 7-10 may sub in
- If Rank 7 fouls out/is injured – any other player Rank 8-10 may sub in
- If Rank 8 fouls out/is injured – any other player Rank 9-10 may sub in
- If Rank 9 fouls out/is injured – Player Rank 10 may sub in
- If Rank 10 fouls out/is injured – Player Rank 9 may sub in

Note: If a coach has no players on the bench that are ranked lower, the coach may select the next higher rank to go in.

Example: Player ranked 6 fouls out, but ranks 7-10 are already on the floor, the coach may select the player ranked 5 to sub in. If that player is injured or unable to go in, the coach may go to the next higher rank.

When a player is subbing in during a period that is already underway (due to injury or foul out), this does not count toward the rule that a player cannot play 3 periods before all have played 2 periods.

Chapter 7**Devotions****Devotion Overview****Levels 1*****The Jesus Storybook Bible***

(by Sally Lloyd-Jones)

Read the following stories:

Practice 1: None (Meet and Greet your team)

Practice 2: He's Here! (Page 176)

Practice 3: Light of the World (Page 184)

Practice 4: King of all Kings (Page 192)

Practice 5: Heaven Breaks Through (Page 200)

Practice 6: Let's Go! (Page 208)

Practice 7: Captain of the Storm (Page 236)

Practice 8: The Servant King (Page 286)

Practice 9: A Dark Night (Page 294)

Practice 10: The Sun Stops Shining (Page 302)

Practice 11: God's Wonderful Surprise (Page 310)

Levels 2-5***Fruit of the Spirit***

Galatians 5

The ELEV8 Devotional Book is broken up into eleven separate lessons. It will be made available on the ELEV8sports.org website and is separate from this coach's book. Please follow the lesson each week. This year's devotion will focus on what the Bible calls the "Fruit of the Spirit" and look at how Jesus' life and interaction with others show us what these Biblical fruits truly look like. As we understand how Jesus lived these out each day, we'll pray for the Spirit to enable that fruit to flow from each of us as we interact with others.

The devotion time should be a highlighted time of each practice. This can be difficult as a coach, since you have limited time with your players, and you want them also to be able to

learn more about the game of basketball. That is an understandable and valid difficulty. However, each of us is coaching because we want to see the gospel go forth, not only in our actions but also through the word of God proclaimed to our players. This happens primarily during the devotion time.

If you are going to miss a practice, then you need to have a coach who has been approved by either the commissioner or a member of the Leadership Team fill in for you.

If you have questions, contact your level's commissioner or the ELEV8 Leadership Team.

Chapter 8

Scripture Memory

Week 1 – Memorize Galatians 5:22-23

Week 2 – Memorize John 3:16 (LOVE)

Week 3 – Memorize Romans 15:13 (JOY)

Week 4 – Memorize Philippians 4:7 (PEACE)

Week 5 – Memorize Romans 12:12 (PATIENCE)

Week 6 – Memorize Ephesians 4:32 (KINDNESS)

Week 7 – Memorize Romans 12:21 (GOODNESS)

Week 8 – Memorize Psalm 36:5 (FAITHFULNESS)

Week 9 – Memorize Philippians 4:5 (GENTLENESS)

Week 10 – Memorize 2 Timothy 1:7 (SELF-CONTROL)

Week 11 – Review

Players that memorize these verses before the end of year open house will get a special gift

Parents or Coaches should keep track and Coaches can sign off that their player has memorized the verses.

ELEV8 Sports Head Coaches

ELEV8 Sports has been serving families in Central MD for many years. The program offers a fun, instructional, and competitive basketball program to kids in kindergarten (age 4) through seniors in high school. Our vision is to positively develop strong character in young men/women while seeking to honor and offer life-changing hope found in Jesus Christ. ELEV8 Sports is directed by a Leadership Team (LT) from Columbia Presbyterian Church (CPC) and jointly operated by CPC, Crossroads Church of the Nazarene, and Bethel Korean Presbyterian Church.

Thanks for your interest in volunteering to serve as a head basketball coach in ELEV8 Sports. The ELEV8 LT requires all head coaches to be disciples of Jesus Christ and to be actively seeking to serve him as Lord of their life. Therefore, if you're interested in serving as one of our head coaches, we ask you to complete and sign the statement below acknowledging your current faith and trust in Jesus Christ as both your personal Savior and Lord of your life.

I, _____ (print your name), confess Jesus Christ as my Lord and Savior and will submit to the guidance of the ELEV8 LT as I serve as an ELEV8 Sports head coach. During my service as a head coach, I will seek to honor Jesus in my interaction with players, parents, other coaches, game day coordinators, and referees.

If any dispute arises between me and other coaches, referees, players or participating families, I will seek to resolve the dispute through the ELEV8 LT, following Biblical principals found in Matthew 18 (please see www.Peacemaker.net for more info).

_____ (please sign)

Please return a signed copy to your commissioner or the ELEV8 LT prior to the season. Current ELEV8 Leadership Team:

Michael Dransfield
Julie Schellin
Bunny Amason
Mark Armstrong

Jim Murduck
Andrew Parlette
Chuck Brogan
Dane Choe

Thomas Fahs
Curt Hustead
Paul Johnson
Vincent Dudek