

Guidelines for Coaches and Parents

PLAYING TIME

- ❖ Varsity coaches may play whomever they want, whenever they want.
- ❖ Coaches decide which player play at what level.
- ❖ Non varsity games should allow for playing time for all athletes except for tournaments or championship games, which are at the coach's discretion.

SPORTSMANSHIP

- ❖ Coaches should be conscientious about running up the score on opponents. A general rule is 20 points for basketball and 30 points for football. Coaches should use substitutes and conservative play to avoid unsportsmanlike conduct. At the high school varsity level in MEL football play a running clock will used when the point differential reaches 35 points in the 2nd half as per KSHSAA rules. In basketball a running clock will be used when the point differential reaches 30 points in the 4th quarter per KSHSAA rules.
- ❖ Coaches should stress sportsmanship to all players and monitor their own behavior in that regard.
- ❖ Coaches should avoid profanity at all times. Proper behavior, especially anger control, should be modeled. Remember that your behavior will have an impact on your athletes and the crowd.

COMPLAINTS

- ❖ Complaints from parents, students, or patrons should be addressed using the proper chain of command in the proper order:
1) Coach, 2) Building Administrator, 3) Superintendent, 4)BOE
- ❖ If a complaint's concern is not satisfied they should then proceed to the next level of the chain of command. Subordinates should notify their superiors of impending appeals when possible.
- ❖ Anonymous complaints and complaints originating with upper echelons thereby avoiding investigation will not be considered in coach's evaluations.
- ❖ **Please feel free to contact a coach anytime about playing time or other concerns. My only request is that it not be on game day.**

MISCELLANEOUS

- ❖ Except for faculty members, there can be no "volunteer" coaches at practice.
- ❖ Coaches should speak with individual players about their role and expectations before games begin and should communicate any changes.