

## West Diablo CYO

# 2022-2023 Season Rules of Note

**1. All Play Rule:** All healthy, uniformed players must play the minimum of a full continuous *playing period* during the first half (3 minutes). Each player entering the game for the first time must enter at the beginning of the *playing period* and play the full *playing period*. The only exception will be due to injury or disqualification. To define *playing period*, the first quarter of a game will be divided in half for a total of *two playing periods*.

(NOTE: If officials deem it necessary, to accommodate the total number of players on a team, the second quarter may also be divided in half. However, if all players on both teams have played one complete playing period in the first quarter, the second quarter will be administered as a full timed quarter.)

The team in possession of the ball shall retain it at the beginning of the subsequent playing period with a throw-in at the spot nearest the point of last possession. The alternation possession procedure shall be used to begin the 2nd, 3rd, and 4th **quarters**. When there is no possession of the ball (a pass is possession, a missed shot is NO possession) at the end of a playing period, then rule the defense is in possession.

All players on the team must be placed on the official score sheet before the start of the game. If a player is sick or injured, he must still be listed with the appropriate notation. Any player arriving to a game after the beginning of the last playing period in the first half, must play continuous time during the game equal to a playing period.

There will be a technical foul issued for each violation.

In addition, coaches are instructed that each child shall play the minimum time equal to the time of one quarter. Repeated violations shall be a breach of sportsmanship.

## 2. Time Periods:

- 2<sup>nd</sup>-6<sup>th</sup> grade            All Levels            Four (4), 6-minute stopped clock quarters
- 7<sup>th</sup>-8<sup>th</sup> grade            All Levels            Four (4), 7-minute stopped clock quarters
- OT all grades & levels: In the event of a tie score at the end of a regulation game, there will be a maximum of two overtime periods.
  - First Overtime: 2-minute stopped clock
  - Second Overtime: 1-minute stopped clock
  - If the score is tied at the completion of the second overtime period, a one-minute rest period shall be taken, followed by a “sudden death” period played. The first team to score (either by a free throw or a field goal) shall immediately be declared the winner.

### Note:

1. To accommodate the All-Play Rule, **the first quarter of each game is divided into two time periods.**

\*If all players have played their minimum required time by the end of the first quarter, the second quarter shall be a full timed quarter, as determined by the game officials.

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### 2. Press Rule:

- **No Press at any level in 2<sup>nd</sup>**
- **NO PRESS** (for all levels) means that no defensive action may be taken in the back court, including pass interception. It also means that the team with the ball must be allowed to safely dribble the ball into the front court. **Violation will result in one warning being issued by the referee, followed by a technical foul issued on each subsequent violation.**

Grade	Boys National	Boys American	Girls National	Girls American
<b>3<sup>rd</sup> Grade</b>	Press only the final minute of the game	Press only the final minute of the game	Press only the final minute of the game	Press only the final minute of the game
<b>4<sup>th</sup> Grade</b>	Press only the final minute of the game	Can press up to a 10-point lead	Press only the final minute of the game	Can press up to a 10-point lead
<b>5<sup>th</sup> Grade</b>	Can press up to a 10-point lead	Can press up to a 10-point lead	Can press up to a 10-point lead	Can press up to a 10-point lead
<b>6<sup>th</sup> Grade</b>	Can press up to a 15-point lead	Can press up to a 15-point lead	Can press up to a 15-point lead	Can press up to a 15-point lead
<b>7<sup>th</sup> Grade</b>	Can press up to a 15-point lead	Can press up to a 15-point lead	Can press up to a 15-point lead	Can press up to a 15-point lead
<b>8<sup>th</sup> Grade</b>	Can press up to a 15-point lead	Can press up to a 15-point lead	Can press up to a 15-point lead	Can press up to a 15-point lead

### 4. Technical Fouls: All technical fouls are administered as two shot fouls with possession of the ball.

- Technical fouls count as team fouls for bonus free throw purposes.
- Any coach who receives two technical fouls for unsportsmanlike conduct during a game will be ejected from the game and will be suspended for the next two games. That coach will also be asked to appear before the West Diablo Sportsmanship Committee.
- Any coach who physically abuses a player, spectator or an official will be immediately ejected from the game and may be suspended for the remainder of the season or disqualified from future CYO participation.
- Any player who receives two technical fouls during a game will be ejected from the game and will be suspended for the next game.
- Any player who physically abuses a fellow player, spectator or an official will be immediately ejected from the game and may be suspended for the remainder of the season and/or disqualified from future CYO participation.

### 5. Three Second Rule: No offensive player shall be permitted to remain within the offensive "key" for more than three (3) seconds. **The 3-second count starts over with each legitimate attempt at a shot.**

### 6. Backcourt: Backcourt is called at all levels of play. To violate the backcourt rule, both the ball and body (both feet) must first be completely established in the front court.

### 7. Ten Second Count: From the moment the ball is inbounded and touched by an offensive player, that team will have ten seconds to bring the ball across half court. Failure to do so will result in a violation and the defensive team will gain possession of the ball.

### 8. Three (3)-Point Goals: The three-point shot is adopted for play at all levels in **7<sup>th</sup> and 8<sup>th</sup>** grades ONLY.

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**9. Free Throws:** For all levels, there are **4 defensive & 2 offensive players** allowed to line up on the FT lane lines. Other than the shooter, all others must be located outside the 3-point line above FT line extended (i.e., **first space is the space above the block & it is required to be occupied by defender on both sides**; second spaces **may** be occupied by offensive players; third spaces **may** be occupied by defenders; **FT shooter at the appropriate FT line (see detailed chart below)**; the remaining 3 players (& any others not lined up on lane lines) need to stand **above the FTLE and outside the 3-point line.**)

- When the FT shooter releases the ball, the players lined up in lane spaces may enter to rebound.
- The FT shooter AND the players located outside the lane spaces must wait until the ball strikes the backboard/rim before entering.
- **The ball must hit the rim to remain in play**, otherwise a FT violation has occurred.

2 <sup>nd</sup> Grade Boys	3 <sup>rd</sup> Grade Girls	3 <sup>rd</sup> Boys National	3 <sup>rd</sup> Boys American	
Players shoot from the closer/modified free throw line (~3 feet in from the regulation free throw line). They are <b>not</b> allowed to step on or over this line.				
*Additionally, each player will shoot one free throw at halftime at the basket in front of their bench (i.e., the basket which is their front court for the second half). <b>Each team is afforded an equal number of free throw attempts (e.g., Team A has 10 players &amp; Team B has 7 players – 3 different players from Team B will attempt a second FT to bring total # of attempts to 10 to match Team A’s attempts).</b> Each made free throw is counted as one team point and added to the score.				
4 <sup>th</sup> Boys National	4 <sup>th</sup> Girls National	4 <sup>th</sup> Girls American		
Stand at the regulation free throw line but are permitted <b>one normal step</b> over the free throw line after shooting.				
4 <sup>th</sup> Boys American	5 <sup>th</sup> Grade All Levels	6 <sup>th</sup> Grade All Levels	7 <sup>th</sup> Grade All Levels	8 <sup>th</sup> Grade All Levels
Stand at regulation FT line. Not permitted to step on, or go beyond, FT line until ball hits the rim or backboard.				

**10. Bonus Free Throws:**

- Bonus free throws, **“one and one,”** will be awarded on the **7th team foul** in a half.
- On the **10th team foul** in each half, a **two (2)-shot bonus** will be awarded.

**11. Substitutions:**

- All substitutes must report to the scorekeeper prior to entering the game.
- Substitutes may enter a game only after the referee has beckoned them onto the court.
- At the end of the first playing period in each of the 1<sup>st</sup> quarter (and 2<sup>nd</sup> when needed), substitutes shall report to the scorekeeper prior to the end of the playing period. At the end of a playing period, remaining players are to remain on the court ready to play and substitutes will enter as in any other inbound play. **This is a substitution only; it is not to be administered as a timeout.**
  - **Coaches** - W/the expensive fees and limited time in this area, please help the games run on time.
- **Substitutions during Free Throws:** All subs enter **before the final Free Throw attempt** (i.e., before the last attempt if one, two or three). And, if applicable, following a successful final attempt, any legal substitutes available & at the table, are allowed to enter the game **prior to the throw-in taking place.**

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**12. Timeouts:** Four (4) timeouts are allotted per regulation game. No timeouts will carry over from regulation play into overtime play. If game necessitates additional overtime period(s), no timeouts will carry over. **One timeout per team, per overtime period, will be allowed.**

**13. Overtime Periods:**

- A. Jump ball will determine possession. **Teams will shoot at the same basket they shot at for the second half & all penalties carry over (e.g., fouls and bonus).**
- B. If a game is tied at the end of the second (2nd) overtime period, a third (3rd) overtime period shall be played using the "**sudden death**" format for all grade levels.
  - A jump ball will determine possession.
  - The first team that scores (either by a free throw or a field goal), wins.

**14. Uniforms:**

- Shirts must be tucked in during game play.
- T-Shirts or compression shorts worn under the uniform shirt must match the primary color of the uniform, or be of black, gray, or white. Colors of all players on the team must be the same.
- **\*Home team shall wear the lighter-colored jersey; Away team will wear the darker-colored jersey.**

**15. Coaches must be seated: Coaches must be seated during the game.** West Diablo officials may allow a coach to stand briefly to issue a coaching instruction to his/her players, but then the coach must immediately be seated. A coach is **NOT** allowed to "pace" the sidelines. A coach who stands and remains standing, shall be warned once. A technical foul will be given for subsequent violation of this rule.

**16. Coaches Certification:** Only CYO certified coaches can sit on the team bench during a game. Coaches' certification cards may be checked prior to each game. If no certified coach is present with a team, the game will be forfeited. If a coach says he/she is certified but can't immediately produce his card, play the game. Make a note on the back of the score sheet and advise the coach that he/she has 48 hours to submit proof of certification to the referee coordinator to prevent forfeit.

**17. GAME TIME IS FORFEIT TIME (A team must have 5 or more players present at game time):** Regardless of the forfeit, both teams must pay the referees at the scheduled game time. (i.e., A representative from that team – Coach or team Representative of forfeiting team – must show up & compensate the referee).

**18. Basketball - Regulation Size as follows:**

- All girls: Play with a 28.5" (circumference) size ball.
- 3rd, 4th, 5th Boys: Play with a 28.5" (circumference) size ball.
- 6th, 7th, 8th Boys: Play with a regulation size basketball.

**19. "A2 Team Status":** All A2 teams will follow the National rules for their grade level to comply with Diocesan playoff rules.

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# Regulations

### Section 1 – Rules and Regulations

1. All rosters and supporting materials must be submitted to the President by a designated date established by the Board. Any team who has not submitted a roster shall forfeit all games until the roster is submitted. Any player who has not had appropriate documentation regarding proof of age submitted shall be ineligible and shall cause the forfeit of all games that he/she played until the documentation is submitted.
2. Players may be added to the roster up to the last day before the first league game as per diocesan CYO bylaws. The President or eligibility chairperson shall be notified before that day of additions, or that player shall not be eligible.

## Classification of Divisions

### Section 1 – Classification of Divisions

The “a” division will be known as the American Division. The “b” division will be known as the National Division. The assignment of teams to American or National Divisions shall be by the league board of directors. Generally, the first team entered in a grade by a parish shall be an American Division team unless assigned by the league board of directors to the National League. Parishes must petition the league to not play at the American level. The league will review the success of the team at the level they are playing to determine if they need to play American or National. The board, however, also takes into consideration the number of teams in each league. The board has the final decision in determining the level of play that the parish needs to participate in.

## Forfeits

### Section 19 – Forfeits

1. Game time is forfeit time and is recorded as a loss.
2. Regardless of the forfeit, the Coach or team Representative must still arrive to the game, on-time, to pay the referees the game fee.
3. Teams could also be assessed a \$75 fine.

## Protests

### Section 1 – Protests

1. All protests must be filed in writing, in triplicate, and sent to the league president within three days after the protest occurred.
2. Protests must concern a point of rule or the eligibility of a player. In matters of judgment, a referee’s decision is final.
3. Protests must be made to the referee at the time of the alleged infraction(s) or protest will not be considered, except in the case of a player’s eligibility. Protesting coach must enter in writing on the back of the score sheet: 1. Protest, 2. Score, 3. Quarter and the time of the alleged infraction, 4. Team and personal fouls, time outs remaining. No more than the word “Protest” shall be put down on the back of

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the sheet at that time so the game can continue immediately. At the end of the game comments of rule may be put down, if so desired.

4. Written protest must contain the date, time, league, teams, place of games, and the rule and section violated must be cited, protest must be signed by athletic director and coach.
5. Each individual protest must be accompanied by a protest fee of \$25.00 which is refundable only if the protest is upheld.
6. A team voluntarily not finishing a game forfeits the game and cannot protest the incident which caused them to not finish.
7. Videos/Pictures/etc., are not allowed as evidence in a protest procedure.
8. Failure to comply with the protest procedures in this section will automatically cause the protest to be invalid.

## **Player Eligibility**

West Diablo abides by the Oakland Diocese player eligibility rules. Priority (i.e., the first priority) on participation is for those children attending the parish parochial school, followed by Faith Formation (two consecutive years minimum), followed by residency in parish boundaries. Exceptions to this can only be granted by Diocesan CYO Office which may grant permission individually for participation of a Catholic child from a parish too small to host a CYO program. Starting in 2012, West Diablo has been forming a 2<sup>nd</sup> grade division for those parishes that wish to provide a team. If each year, we do not have enough teams to form a division, 2<sup>nd</sup> grade teams will play at the 3<sup>rd</sup> grade level. We do not currently allow 2<sup>nd</sup> grade players to transfer parishes if their parish does not have a second-grade team.

## **Equipment and Uniforms**

### **Section 1 – Equipment and Uniforms**

1. All equipment purchased for the league shall be kept by an assigned parish
2. Any parish admitted to the league shall clear the selection of the team colors with the Board of Directors
3. Parish team colors shall be assigned by the league Board of Directors.

## **Game Procedures**

### **Section 1 – Game Procedures**

1. Game time is forfeit time. A fee of \$75 could be charged to the forfeiting team. The forfeit fee will be paid within 30 days, or each game played during that time will be forfeited with a \$25 fine until all fines are paid. Additionally, the game fee owed to the referee must be paid at the game time, regardless of the team forfeiting (i.e., Coach or Team Representative of the team needs to show up on time to pay the official.
2. Five or more players from each team must be present to start the game.

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3. Games may not be postponed by coaches. The penalty for such action will be forfeiture.
4. Under no circumstances will a coach call the League Scheduler for any changes. League game changes will only occur when the league is responsible for the scheduling problem, such as, gym closures, scheduling errors, or when there is a conflict with a parish schools' event.
5. Shirts worn under the uniform shirt must match the primary color of the uniform shirt. Any team not having regular uniform tops must appear in numbered tee-shirts.
6. No press – Player and ball must be allowed to cross half court before being guarded by a member of the opposing team.

## **Game Officials**

### **Section 1 – Game Officials**

1. The league is utilizing ref-ology® training and assigning organization who will collaborate with the league to assign two referees for each game. If one referee fails to appear by game time, the game will be officially played with only one official and will be considered an official league game. If neither official is present, the game will be rescheduled.
2. For anyone interested in officiating, please have them register on [www.ref-ology.com](http://www.ref-ology.com) and they will be contacted to get them the information needed to join to program.

## **Regular Season Tie Breakers**

1. The first determination is the regular season head-to-head competition. The second, in the event the teams split their regular season competition, and have no other losses, then a play-off game will be played to determine who will be seeded number one in the league tournament.
2. For second through fourth, the following formula will be used: If the teams have split their head-to-head competition, then a comparison of how each team has done against the teams(s) that have finished ahead of them during the league season one by one from the first-place team downward until the tie is broken. If this fails, then a comparison of records versus the teams that finished below them will be reviewed. If teams are still tied, a coin flip will determine the place of the teams. Within 3<sup>rd</sup> grade, a coin flip will occur also for 1<sup>st</sup> place team determination if needed.

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# West Diablo CYO CODE OF CONDUCT

Pages 3 & 4 of the Oakland Diocese CYO Athletic Manual contain Codes of Conduct for the Coaches, Players, and Spectators. These sections should be read and addressed and stressed with the coaches by the AD, and with the players and parents by the coach.

The West Diablo CYO League will not tolerate violations of this code. The following penalties for violation of the Code of Conduct are effective:

### **Coaches**

Any coach that physically or verbally abuses or threatens to abuse an official, administrator, spectator, or players of the contest, before, during or after the contest, will receive an immediate 2 technical foul and be ejected from the game. That coach will also receive an immediate 2 game suspension and must appear before the sportsmanship committee. The sportsmanship committee will decide if that coach shall be suspended for the remainder of the season or disqualified from CYO participation.

Any coach that verbally makes derogatory or inflammatory comments or gestures toward an official, administrator, spectator, or player of the contest, before, during, or after the contest will receive an immediate technical foul. If in the judgment of the official the comment or gesture was of a severe nature, the coach will be assessed a 2 technical foul and be ejected from the game. The coach will also receive an immediate 2 game suspension and must appear before the sportsmanship committee.

Any coach receiving three (3) technical fouls of a sportsmanship nature, in any one season of play, will receive a 2-game suspension.

Any coach receiving three (3) technical fouls of a sportsmanship nature, and a resulting two (2) game suspension in two consecutive seasons, will be disqualified from CYO participation.

### **Players**

Any player that physically or verbally abuses or threatens to abuse an official, administrator, spectator, or players of the contest, before, during or after the contest, will receive an immediate 2 technical foul and be ejected from the game. That player will also receive an immediate 2 game suspension and the case brought before the sportsmanship committee. The sportsmanship committee will decide if that coach shall be suspended for the remainder of the season or disqualified from CYO participation.

Any player that verbally makes derogatory or inflammatory comments or gestures toward an official, administrator, spectator, or player of the contest, before, during, or after the contest will receive an immediate technical foul. If in the judgment of the official the comment or gesture was of a severe nature, the player will be assessed a 2 technical foul and be ejected from the game. The player will also receive an immediate 2 game suspension and the case brought before the sportsmanship committee. The sportsmanship committee will decide if that player shall be suspended for the remainder of the season or disqualified from CYO participation.

### **Parents/Spectators**

Any parent or spectator that physically or verbally abuses or threatens to abuse an official, administrator, spectator, or players of the contest, before, during or after the contest, their team will receive an immediate two



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(2) technical foul and the person shall be ejected from the game and receive a two-game suspension from attendance at CYO contests. If it is a parent or guardian of a player, that player will also be ejected from the game and receive an immediate two game suspension and the case brought before the sportsmanship committee. The sportsmanship committee will decide if that player shall be suspended for the remainder of the season or disqualified from CYO participation.

Any parent or spectator that verbally makes derogatory or inflammatory comments or gestures toward an official, administrator, spectator, or player of the contest, before, during or after the contest, their team will receive an immediate technical foul and the parent/spectator shall be ejected from the game and receive an immediate two game suspension from attendance at CYO contests. The case shall be brought before the sportsmanship committee. The sportsmanship committee will decide if that parent/spectator shall be barred from attendance at any CYO contest for the remainder of the season or barred permanently.