

Community Youth Council

CYC was formed in the 1950's so that boys of Japanese ancestry could participate in competitive sports on a more equal basis. Because of their relatively small stature, they were unable to compete with boys of other races their own age.

CYC recognizes that all boys are not equally talented, athletic-wise. But, CYC does not want to reject any eligible boy that desires to compete in its sport's program, strictly because he lacked the skills of more talented boys. CYC philosophy has never been about winning but, about friendly competition, sportsmanship, promoting parent involvement, and learning about their cultural heritage, while developing the young boys in its program to grow up to be responsible adults.

Lately, more coaches, parents and teams have set aside the CYC philosophy and have put winning as their No. 1 priority. We understand that this trend may be strictly due to people being unfamiliar with the philosophy of CYC. We all like to win. That is a natural thing in all of us. However, to prevent an eligible boy from participating in CYC or only playing him the minimum number of minutes per half, strictly because his skills may keep his team from winning, is not only disturbing, but against CYC policy. Therefore, we are asking that everyone take an active part in this program and help the coach teach the boys the skills of basketball, the value of sportsmanship, and the fun of playing team sports.

Each team and all organizations in CYC should review its own philosophy and do everything possible to adhere to the CYC philosophy.

Table of Contents

CYC Invitational League	3
Rotation of Responsibilities	4
Division Director Assignments	4
2011/2012 Points of Emphasis	4
I. <i>General</i>	5
II. <i>Team Responsibilities</i>	5
III. <i>Official CYC Seasons and Tournaments</i>	5
IV. <i>League Standings</i>	5
V. <i>Awards</i>	6
VI. <i>Registration Fees and Forms</i>	7
VII. <i>Team Formation, Eligibility and Player Participation</i>	8
VIII. <i>Player Transfers</i>	9
IX. <i>Equipment</i>	9
X. <i>Officials</i>	10
XI. <i>Game Guidelines</i>	10
XII. <i>Infractions</i>	12

CYC Invitational League

Community Youth Council

Officials and Contacts

2011/2012

Sponsoring Organizations	
Japanese Optimist Club	Bella Vista Optimist Club
Westside Optimist Club	
CYC Operational Board	
Commissioner of Basketball Operations	Scott Tsuji
Assistant Commissioner of Basketball Operations	Russell Hoshizaki
Prep League Commissioner	Paul Ishimaru
Megalopolis Representative	Kyoko Muronaka
Scorekeeper Supervisor	Phil Teramoto
CYC Referee Program Supervisor	Dave Uyeshima
Muni Referee Coordinator	Mark Shimasaki
Webmaster	Kevin Yeh
CYC Governing Board	
Chairman	Cliff Shinmei
Vice Chairperson	Charlene Nishimura
Assistant Vice Chairman	Sam Kozono
Optimist/JAO	Russell Fujii
Trustee	Mark Shimasaki
Trustee	Yosh Hirai
Participating Organizations and Representatives	
Organization	Representative
Evergreen SGV	Ed Lum
Hollywood Dodgers	Craig Takeuchi
Montebello Jets	Kyoko Muronaka & Cayleen Nakamura
Monterey Park Mustangs	Ron Matsumoto
Pasadena Bruins	Richard Wong
Sabers	Cheri Kim
Tigers	Tom Kawada

Rotation of Responsibilities

Commissioner

Each organization will elect a person to fulfill the duty of Basketball Commissioner on the basis of the following schedule:

<u>Year</u>	<u>Commissioner of Basketball Operations</u>	<u>Pee Wee Commissioner</u>	<u>Megalopolis Representative</u>
2011-2012	Bruins	Jets	Tigers
2012-2013	Jets	Dodgers	Mustangs
2013-2014	Dodgers	Tigers	Evergreen
2014-2015	Tigers	Mustangs	Sabers
2015-2016	Mustangs	Evergreen	Bruins
2016-2017	Evergreen	Sabers	Jets
2017-2018	Sabers	Bruins	Dodgers

Division Director Assignments

PW1 (1 st Grade)	Pee Wee Commissioner (incoming operation commissioner)
PW2 (2 nd Grade)	Tigers
MB3 (3 rd Grade)	Mustangs
MB4 (4 th Grade)	Dodgers
MA5 (5 th Grade)	Sabers
MA6 (6 th Grade)	Jets
JB7 (7 th Grade)	Evergreen
JB8 (8 th Grade)	Bruins

2011/2012 Points of Emphasis

The following are points of emphasis for the upcoming CYC year.

Pee Wee: It has always been our goal that the Pee Wee division is a solid introduction to the game of basketball and that the players will learn and enjoy the game of basketball. With this in mind, there are significant changes to the guidelines for our PW1 and PW2 divisions. Please read carefully and familiarize yourselves with the playing time guidelines and changes to the possession rules.

I. General

- A. All CYC officials are empowered to enforce the CYC Guidelines according to the spirit of CYC.
- B. Participating teams are represented by CYC affiliated organizations
- C. Composed of boys between the grades of K-12
- D. Insurance/Injuries
 - 1. All injuries must be reported within 10 days of the occurrence to the CYC Commissioner of Basketball Operations.
 - 2. CYC insurance will be secondary; the injured party will use his personal insurance first.
 - 3. The maximum payable by CYC is \$1,000, and applies to supervised practice sessions during CYC season and all CYC sponsored league, Jamboree, and sanctioned tournament games. The CYC insurance will not apply to any other post-season games.
- E. These Guidelines do not apply to Friendship or Prep leagues but should be used as general guidelines.

II. Team Responsibilities

- A. Transportation of members
- B. First Aid
- C. Actions of their players and spectators during a CYC activity or event.

III. Official CYC Seasons and Tournaments

- A. Number of games is ***not guaranteed*** since scheduling is dependant upon gym permits. CYC will do it's best to schedule a full season.

Season	Divisions	Begins First Weekend in	Ends/Duration
Winter	PW1 – JB8	November	10 games over Approx. 12-14 weeks
Megalopolis Tournament	MB3 – JB8	March, following Winter Season	
Summer	PW1 – JB8	June	6 games over Approx. 8 weeks

- B. Summer League
 - 1. CBO, CYC and SEYO shall utilize these guidelines.
 - 2. Summer rosters are not official - A player participating in Summer League does not automatically qualify to play in CYC the following Winter season.

IV. League Standings

- A. Tie breaker rules
 - 1. Who beat whom
 - 2. Total points surrendered

B. Championship

1. Who beat whom
2. Playoff game, if time permits (commissioner’s choice).
3. If championship cannot be determined by (1) or (2) above, co- or tri-champion awards will be presented in lieu of second or third place awards, respectively.

V. Awards

A. CYC Sportsmanship Award (PW1-MB4 Divisions – Winter Only)

The CYC (Sportsmanship) Award will be presented to each player on the winning team at the CYC Basketball Jamboree.

Following criteria will be used:

1. Sportsmanship and conduct of players and coaches on and off the court.
2. General conduct of parents and supporters.
3. Attendance by the parents of the players.
4. Cooperation with the CYC
5. Commissioner of Basketball Operations shall make the final determination.
6. Division Director and referees will grade each game on a scale of 0 to 4, taking into consideration the first two factors. In order to grade the teams, the following point system will be used:

Parent Attendance	one-third	4 points max.
Division Director	one-third	4 points max.
Referee	one-third	4 points max.

7. The above three criteria will weigh 75% toward the CYC Award.
8. Cooperation with CYC will weigh 25% towards the CYC Award.
9. A parent will get credit even if that person is not at the game for any of the following reasons:
 - a) If attending another son’s CYC game
 - b) If attending a daughter’s JAO game
 - c) Performing duties as a CYC official

B. CYC Placement Awards

1. PW1/PW2: Participation, Sportsmanship
2. MB3-JB8: There will be 3 placement awards for divisions with 8 teams or more, and 2 placement awards for divisions with 7 teams or less.
3. All awards will be forfeited if less than minimum players on the roster are not present. See below. In the event this is not met, award will be given to the runner-up determined by operations commissioner, or no award presented.

Total Players on Team Roster	Minimum Players in Attendance at Jamboree
7	5
8	6
9	7
10	8
11	9
12	10
13	10
14	11
15	12
16 or more	13

VI. Registration Fees and Forms

A. Season Fees

1. Must be submitted by the team's sponsoring organization at the time of roster submission. No pay, no play.

Division	Winter Fee	Summer Fee
PW1– PW2	\$850.00	
MB3 – JB8	\$900.00	
<i>Deadline</i>	<i>1st week September</i>	<i>1st week May</i>

B. Registration Forms (all forms are found on website)

1. All forms must be typed. Handwritten forms are not acceptable.
2. Rosters
 - a) Head Coach and Organization Representative must sign roster to verify accuracy and that it is complete
 - b) Head Coach and all adult assistants must be listed on roster. Each one listed should have a Coach's Cards issued by your organization.
 - c) Roster changes should be dated and distributed by hard copy to trustees, and electronic copy to web master.
3. Coach's Card
 - a) Each organization is responsible for issuing a card to their respective coaches, indicating that the CYC code of conduct for coaches has been reviewed and that every coach will be held to its standard.
 - b) A list of people issued a coach's card, name of individual responsible for issuing card, and coach's signed conduct sheet must be given to CYC chairman prior to 1st game.
4. Organizations will collect and verify report cards.

Forms are distributed as follows:

Hard Copies	Digital	Recipient	Roster	Reg.	Code of Conduct	Waiver of Liability	3 rd Party Consent for Treatment	Report Card	Birth Certificate
	1	CYC Webmaster	X						
1		Commissioner (MB3 -JB8)			X				
2		PW Commissioner (PW1/PW2)			x				
3 / 4		Board of Trustees	2	X		X			X
		Organization					X	X	

C. Score sheets (all forms are found on website)

1. Must be typed, filled in electronically, complete and accurate. No exceptions
2. Name and number of all players in numerical order (from low to high).
3. Do not modify or delete players who do not show up to the game.
4. Corrections
 - a) at the start of the game by Scorekeeper.
 - b) after the game starts, a technical foul will be assessed for each correction (i.e. wrong number for a player).

D. Sign-in sheets (applies to PW1-MB4 Divisions)

1. Compiled throughout the season and used to determine the CYC Award recipient at the annual Jamboree.
2. Names and numbers of all players in attendance must be listed and signed by the coach.
3. Players must be listed in numerical order with the lowest uniform number appearing first.
4. Teams will submit their sign-in sheet ten minutes before the start of the game to the Division Director. It should not be signed by parents.
5. It will then be returned to the respective team rep in order to obtain attending parents' signatures. The form should then be returned to the Division Director before the start of the second half.
6. See section V.A for details.

VII. Team Formation, Eligibility and Player Participation

A. Formation

1. Player must be born before December 2, 2006.
2. Teams are formed on the basis of school grade level
3. Minimum of seven (7) players are required to start the season.
4. After the PW2 winter season, a new team will be accepted only if approved by CYC governing board and a 2/3 vote of participating organizations.
 - a) *New Team*: 5 or less players from the original/existing team.
 - b) *Existing team*: 6 or more players from original/existing roster.

B. Adding Players

1. After the season starts, players may be added if a team falls below the minimum 7 players on the roster because of illness, injury or relocation, and there are at least 5 games remaining on the schedule.
 - a) The Commissioner and Governing Board must receive satisfactory proof of necessity before a replacement player can be added.
 - b) If a player is added because an existing player is ill or injured, and cannot play, the injured player will remain on the roster but not be allowed play in the remaining games unless approved by the Commissioner of Basketball operations and CYC board
 - c) A relocated player may be removed from the roster.

C. Participation

1. Winter Season: Each player must play in at least 50% of all scheduled games
 - a) Failure to do so will subject the team to forfeiture of any and/or all awards, ineligible for the Megalopolis Tournament, and subject to fines (*See section XII.G.2 for fines*)
 - b) Excused absences:
 - (1) Injuries - requires verification from a medical, board-certified doctor in a timely manner.
 - (2) Family relocation or similar circumstances are excused. Verification may be required
2. Summer Season: 50% participation is waived.
3. Members of CYC teams may participate with club, school, other basketball or other sports teams as long as it does not overlap with their CYC schedule. If there is a conflict in schedule, it is expected that CYC take priority.
4. Basketball Leagues and/or Tournament Participation
 - a) A player concurrently participating in, or having already participated this current season in any organized league, or tournament similar to CYC

such as but not limited to SEYO, CBO (including CYC, "JA Community Leagues"), shall be ineligible to play in CYC unless such league or tournament is sanctioned by CYC.

- b) Basketball tournaments held during the regular CYC season must have the approval of CYC. Please verify with your representative.
- c) Violations will result in forfeiture of all games played, minimum of at least two years suspension of the CYC team, and possible sanctions by the other leagues.

VIII. Player Transfers

- A. Except as otherwise provided in this section, no player shall move from:
 - 1. One Organization to another,
 - 2. CYC to another JA Community League,
 - 3. Another JA Community League to CYC.
- B. Requirements for transfer request
 - 1. CYC Release form signed by present CYC organization rep **and** President, and acceptance from another organization, or
 - 2. Has not played (sat out) one complete CYC Winter Season on any other recognized like-Asian league. In order for the required "sit out" time to begin, notification to their team or organization is required.
 - 3. Approval from the Commissioner of Basketball Operations and board
 - 4. A player who transfers without approval from their present organization or from CYC shall be suspended for the season and his team will forfeit all games in which the player has participated. (See section XII.G.2 for fines)

IX. Equipment

- A. Uniforms
 - 1. Teams must be uniformly dressed: same team colored jersey and shorts.
 - 2. Jerseys
 - a) Tucked in.
 - b) Undershirt color must match jersey color or be removed before play.
 - c) Numbers on front and back (recommend 4 inch/front, 8 inch/back).
 - d) No duplicate numbers.
 - e) Either 0 or 00, but not both.
 - f) Tape may NOT be used to alter a number
 - 3. Home team wears a light colored jersey
 - 4. Visiting team must provide contrasting color approved by the referee and scorekeeper.
 - 5. Basketball shoes only
 - 6. Each uniform infraction constitutes a technical foul (2 free throws).

B. Basketball and Hoop

Division	Basketball Size	Hoop Height
PW1 /PW2	Size 5 (youth) rubber balls	8 ½ Feet
MB3 /MB4/MA5	Size 6 (28.5") ball	10 Feet
MA6 & JB leagues	29.5" Regulation men's basketball	10 Feet
Basketball (in order of preference)	Synthetic, Leather, Rubber	

X. Officials

A. Division Director (DD)

1. Appointed by the organization
2. Responsible for maintaining order and managing operations at their gym assignment. He/She will be located near the scorekeeper's table. Please refer to the 2011-12 Division Directors document for a full list of duties.
3. Confer with CYC Commissioner, assist or settle any disputes that should arise.
4. If there is an injury, the DD will assist with communication to all related parties.

B. Referees

Appointed by CYC and are under the general direction of CYC.

C. Scorekeepers and Timekeepers provided by CYC

D. CYC official officers

(See **Officials and Contacts**, Page 3)

XI. Game Guidelines

A. Summary of guidelines for all Divisions (see below for details)

Rule	PW1	PW2	MB3	MB4	MA5	MA6	JB7 & JB8
Injury – head injuries must have signed written consent from parent before player will be allowed to return to game. Parent must sign scoresheet stating permission to return to game	X	X	X	X	X	X	X
No Blood on person or uniform	X	X	X	X	X	X	x
Scorekeeping - Score kept for game			X	X	X	X	X
Game Time	5,5,5,5/ 5,5,5,5	5,5,5,5/ 5,5,5,5	20/20	20/20	20/20	20/20	20/20
Shot Clock – 35 sec. upon request							X
Stop Time – last 2 minutes, score < 16 points			X	X	X	X	X
Three Second Rule Extended count	X	X	X				
Normal count				X	X	X	X
Free Throw Shooting							
Bottom of Free Throw Circle, may cross as part of follow through	X	X					
Bottom of Free Throw Circle, may not cross until the ball touches rim			X				
Free Throw Line and may cross as part of follow through				X	X		
Free Throw Line but may not cross until ball touches rim						X	X
Back Court Pressing Never	X	X	X				
After 2:00 mark in the second half and differential < 16 pts.				X			
Anytime During Game					X	X	X
Possession Home team (start game)	X	X	X				
Jump				X	X	X	X
Time Outs – No restrictions on when used (30/Full)	2/2+1	2/2	2/2	2/2	2/2	2/2	2/2
Sign In Sheets	X	X	X	X			
Inbound from sidelines only	X	X					

B. PW1 – PW2 Divisions

1. Time Out
 - a) 30 second, and two 1 minute time outs per regulation game.
 - b) 1 additional time out per half for substitution only
2. Playing Time
 - a) Game will stop game every 5 minutes. Each player must be substituted at 5 minute mark.
 - b) No further substitutions during this 5 minutes unless there is an injury or other unforeseeable circumstance
 - c) No player may stay on the court for more than 10 minutes continuously. Exception: not enough players present.
 - d) Violation of this rule constitutes a forfeit (*See section XII.G.2 for fines*)
3. 3-Second Violation:
 - a) Taking advantage of a long count (referee judgment).
 - b) Not moving within the key.
4. Back Court Press:
 - a) no pressing or guarding any offensive player in the backcourt.
 - b) The defense cannot impede the offense from bringing the ball from backcourt to frontcourt.
 - c) If such a violation occurs, the offensive team will be awarded the ball at half court.
 - d) On the second violation, a technical foul can be assessed on the defensive team.
 - e) The offensive team must be allowed one full step into the frontcourt with complete control of the ball before he can be guarded.

C. MB3-JB8 Divisions

1. 2 halves, each half is 20 minutes.
2. 5 minutes between halves if time permits (as determined by the DD).
3. Stop time
 - a) Last 2 minutes of the game
 - b) Waived upon mutual consent of the DD and both coaches.
 - c) Allowed if point spread is <16 points at 2 minute mark. Will not change regardless of subsequent changes in the score.
 - d) Referee's time out.
4. Time Out
 - a) two 30 second and two 1 minute time outs per regulation game.
5. Backcourt Press (MB3-MB4):
 - a) If a time out is called while in the backcourt, the 10-second back court count will resume from where it left off (when the ball is put back into play).
 - b) If the ball is brought to the front court, a time out is called, and the ball is inbounded to the back court, opposing team is allowed to press.
6. Tie games
 - a) Two minute overtime period with stop time. One time out, 1 min.
 - b) Second overtime: sudden death. NO time outs
7. Playing Time
 - a) Each Player is required to play minimum 5 minutes half
 - b) Exceptions: player fouls out, is injured, or becomes ill.
 - c) 5 minute minimum playing time violation will forfeit game. Scorekeeper is ***not*** responsible to inform coaches of lack of minutes played.
 - d) Overtime does not count towards minutes played.
8. Substitutions
 - a) no substitution allowed for the first 5 minutes of each half.

- b) Players must check-in with scorekeeper prior to entering the game or the player(s) will be assessed a technical foul(s).
- 9. Late Arrivals
 - a) Eligible to enter the game at anytime after the first 5 minutes of the half during which he arrives,
 - b) Must notifying the Division Director of his tardiness.
 - c) For any half that a player plays, the minimum 5 minute playing time requirement will apply.
- 10. 3-point shots
 - a) Allowed if a three-point line is marked on the court.
- 11. 35 second shot clock (**JB7 & JB8 divisions only**)
 - a) Upon request, at any time. It will remain on for the duration of the game.
- 12. Point spread
 - a) Greater than 20 points, the coach of the advantage team should consider removing the backcourt press.
 - b) The backcourt press may resume at any time.
 - c) If the advantaged team is asked to remove press or coach in a way to minimize point spread by the opposing coach, a CYC official, scorekeeper, Division Director or referee, the coach must comply.
 - d) Failure to comply will result in a head coach technical. Continued non compliance results in immediate forfeit of the game and head coach suspended for an additional 3 games.
 - e) If there are excessive point spreads in more than one game, a review to suspend the coach indefinitely will be called by the Chairman of CYC.
- 13. Clock Stoppage
 - a) The clock will stop when a player fouls out of the game and resume when the substitute player enters the game. This does not impact the coach's 30 second limit to replace the player who fouled out.
 - b) player is injured and resumes when the referee determines the player is cleared to play or a substitute player enters the game.
 - c) Both stoppages will be an official's time out and not charged to either team.
- 14. Mercy Rule
 - a) The Mercy Rule may be called at any time in the second half by either coach. At this point, score keeping will stop and score boards will be turned to zero and two.
 - b) Once invoked, the Mercy Rule cannot be reversed.
 - c) Use of the mercy rule does not negate any other violations.

XII. Infractions

<i>decorum technical foul</i>	Player Penalty	Coach/Assistant Coach
One Technical Foul Season	Min. 1 game suspension assessed beginning with the next game. (winter game and/or Mego)	Min 3 Game Suspension
Two Technical Fouls Season	Min 3 Game Suspension assessed beginning with the next game. (winter game and/or Mego)	1 full season (1 year) Suspension
Two in one game	Automatic 3 games (winter game and/or Mego)	Automatic 1 year suspension from CYC and (a) forfeit of present game being played, (b) \$400.00 (four hundred dollar) fine to the organization
Three Technical Fouls Year	Automatic one full Season suspension (1 year)	

A. Decorum Technical Fouls

1. a violation after a warning by a referee
2. Profane or abusive language or other offensive language or gestures.
3. trash talking, foul language, and/or taunting towards another player or coach
4. Fighting or provoking a fight
5. Smoking on the premises
6. Damaging or defacing the gym or adjacent property.
7. Flagrant violation of CYC rules.
8. Unsportsmanlike conduct

B. All infractions will be reviewed by the CYC Governing Board and are subject to disciplinary action.

C. CYC reserves the right to suspend any player, coach, or parent for any amount of time it deems necessary when it feels that he/she has acted in a manner detrimental and contrary to the philosophy of the CYC Program.

D. The referee may at any time eject, with or without warning, a player, coach, or spectator

E. Non-Decorum are investigated and ruled on by the CYC governing board. All rulings will be considered final.

F. Suspension

1. Coach or other Adult

not allowed to be present in the gym or doorway at any CYC game in any division during the suspension period

2. Player

must sit on bench, at game, dressed in jersey during the period of which he is suspended to count towards suspension. DD and scorekeeper should be notified of presence

G. Forfeit

1. Reasons:

- a) Not having five players in uniform and on the floor ready to play as scheduled. There will be a 10 minute grace period.
- b) No certified adult representative (coach's card) on bench for entire game.
- c) Use of an ineligible player.
- d) Violation of minimum playing time

2. Fine:

- a) No show, game not played: \$400.00
- b) completed game but later determined to be a forfeit: \$200.00.

3. All forfeits must be paid and confirmed by operations commissioner prior to next scheduled game or an additional penalty will be applied.