

Community Youth Council

CYC Invitational has a long and proud history of serving the Asian-American community. CYC was formed in the 1950's so that boys of Japanese ancestry could participate in competitive sports. Our philosophy continues to focus on friendly competition, sportsmanship, parent involvement and exposure to cultural heritage.

CYC's goal is not about winning games, but providing a program which teaches participants the skills of basketball, the value of sportsmanship and the fun and camaraderie of playing team sports.

League Personnel

Sponsoring Organizations			
Bella Vista Optimist Club		Japanese American Optimist Club	
CYC Governing Board		CYC Operations Board	
Chairman		Commissioner of Basketball Ops	Debbie Okihara
CEO/Trustee	Mark Shimasaki	Pee Wee Commissioner	
CFO	TBD	Prep League Commissioner	Gerald Yee
Trustee		Megalopolis Representative	Phil Teramoto
Bella Vista Optimist	Mark Hirai	Scorekeeper Supervisor	Phil Teramoto
JAO	Russ Fujii	CYC Referee Program Supervisor	Bob Amano
		Muni Referee Coordinator	Phil Teramoto

CYC Board

Orgs and Representatives		Rotation of Responsibilities			
Organization	Representative	Division	Commissioner Basketball Operations	PW Commissioner	Megalopolis Representative
Pasadena Bruins	Brett Yoshimura	PW1/JB8	2018-19	2024-25	2022-23
Jets	Hannah Chang	MA6	2019-20	2018-19	2023-24
Hollywood Dodgers	Toby Hiromoto	MB4	2020-21	2019-20	2024-25
Tigers	Gerald Yee	PW2	2021-22	2020-21	2018-19
MP Mustangs	Yuki Cutcheon	MB3	2022-23	2021-22	2019-20
Evergreen SGV	Jon Saguchi	JB7	2023-24	2022-23	2020-21
Sabers	Shauna Hiranaka	MA5	2024-25	2023-24	2021-22

2017/2018 Revisions

- These guidelines are effective September 1, 2018 and supersede all previous versions. Updates in red

I. General

- A. These guidelines are effective September 1, 2018 and supersede all previous versions.
- B. All CYC officials are empowered to enforce the CYC Guidelines according to the spirit of CYC.
- C. Participating teams are represented by CYC affiliated organizations
- D. Composed of boys ages 1st – 8th grade for Winter Season; K – 8th for Summer Season
- E. Insurance/Injuries
 - 1. All injuries must be reported within 10 days of the occurrence to the CYC Commissioner
 - 2. The injured party's insurance is primary, CYC insurance is secondary.
 - 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.
- F. Pets are not allowed on school premises.
- G. Smoking of tobacco cigarettes, e-cigarettes, vape, pipe, or any other substance is strictly prohibited on school premises.

II. Officials

- A. League Director (LD)
 - 1. Appointed by the organization
 - 2. Responsible for maintaining order and managing operations at the gym they are assigned.
 - 3. LD should be seated near the scorekeeper's table.
 - 4. Please refer to the 2018-19 League Directors document for a full list of duties.
- B. Referees - Appointed by CYC and are under the general direction of CYC.
- C. Scorekeepers and Timekeepers - provided by CYC
- D. **League Commissioners**
- E. CYC Governing and Operations Board

III. Organization and Team Responsibilities

- A. Certification of Coaches
- B. First Aid kits, and administration of First Aid
- C. **Mandatory that coaches receive certificate of concussion protocols. Organizations are responsible to verify that their coaches have received this certificate**
- D. Provide qualified and informed LD for assigned Divisions and Positions per Rotation of Responsibilities Schedule

IV. Official CYC Seasons and Tournaments

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

Season	Divisions	Begins First Weekend in	Ends/Duration
Winter	PW ₁ – JB8	November	10 games over Approx. 12-14 weeks, Jamboree, and concludes with the Megalopolis Tournament
Megalopolis Tournament	MB ₃ – JB8	March 9-10, 2019	
Summer	PWK – JB8	May	6 games over Approx. 8 weeks

- B. Summer League
1. CBO and CYC 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.

V. Registration Fees, Forms and Documents

A. Fees

1. *Organizations must submit with rosters. No pay, no play.*

B. Registration Forms

1. All forms must be typed (date and opponent do not need to be typed). Handwritten forms are not acceptable.
 - a) A copy of registration forms will be submitted to the Chairman
 - b) Organizations will collect, verify, and keep report cards (unless requested)
 - c) New players are required to submit a birth certificate or copy of passport to the CYC Qualifier for verification purposes.
2. Rosters
 - a) Electronic copy submitted to Webmaster and 1 hard copy to each of the following: Commissioner, PW Commissioner (for PW teams), Chairman
 - b) Head Coach and all adult assistants must be listed on roster, maximum 3. Each one listed **must** have a Coach's Cards issued by your organization.
 - c) Roster changes should be dated and distributed by hard copy to Commissioner, CYC Chairman, and electronic copy to web master.
 - d) Deadline for all rosters is first meeting in September. If team withdraws after registration deadline, registration fee is forfeited. No refund. There is a \$100 fee penalty for each team registrations turned in after deadline

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

1. **Handwritten forms are not acceptable.**
2. Requirements:
 - current year's version of **CYC scoresheet**
 - printed on 8.5" x 11" paper in landscape direction
 - **must be typed** (date and opponent do not need to be typed),
 - **Required to have full roster of players listed in numerical order from low to high**
 - **Head coach and parent rep will sign score sheet to verify accuracy**

3. Corrections
 - a) Do not modify or delete players who do not show up to the game.
 - b) The Scorekeeper is the only one that can make corrections to the score sheet.
 - c) After the game starts, a team technical foul will be assessed for each correction (i.e. wrong number for a player, uniform, score sheet).

4. **Violations:**

1 st violation	Game Played, Warning + forfeit
2 nd Violation	Game Played, \$400 Fine + forfeit
3 rd Violation	Game Played, \$1000 fine + forfeit
No Scoresheet	No game played, \$400 Fine + forfeit

VI. Team Formation, Player Eligibility and Participation, and Coaches

A. Team Formation

1. Teams are formed on the basis of player's school grade
2. Minimum of seven (7) players are required to start the season.
3. New Team: 5 or fewer players from the original/existing team.
 - a) After the PW2 winter season, a new team will be accepted only if
 - (1) approved by CYC governing board **and**
 - (2) a 2/3 vote of participating organizations.
4. 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 and Governing Board
 - c) A relocated player may be removed from the roster.
2. New players will require a full set of paperwork.

C. Player Transfers

1. Except as otherwise provided in this section, no player shall move from:
 - a) One Organization to another,
 - b) CYC to **CBO or SEYO**
 - c) **CBO or SEYO** to CYC.
2. Requirements for transfer request
 - a) Transfer players from within CYC will need to submit a CYC release.
 - (1) CYC Release form signed by present CYC organization rep **and** President
 - (2) Acceptance from another organization, or
 - (3) If player 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 and organization is required. Time will not start until proper paperwork has been submitted.
 - b) Approval from the Commissioner and Governing Board
3. *A player who transfers without prior approval as set forth above, shall be suspended for the season and his team will forfeit all games in which the player has participated. (See [section XI](#). for fines)*

D. Participation

1. Winter Season: Each player must play in at least 50% of all scheduled games. A player will be considered as having played a game if they have played 6 minutes in the 1st half **and** 6 minutes in the 2nd half. Players sitting out due to illness will get credit for sitting on the bench for the whole game.
 - a) 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
 - b) 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 XI](#) for fines)
2. Summer Season: 50% participation is waived.
3. Members of CYC teams may participate with club, school, other basketball (note exceptions listed in "4. a)") 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, is ineligible to play in CYC unless such league or tournament is approved 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.

E. Coaches

1. **Primary Coach will be held accountable for the actions of his/her players and spectators during a CYC activity or event.**
2. A list of people issued a coach's card, name of individual responsible for issuing card, and coach's signed conduct sheet must be kept by organization prior to 1st game.
3. Coach's Card - Organizations will 'certify' that their coaches have reviewed and understand the Code of conduct for CYC coaches. The following guidelines for a coach are part of the "Code of Ethics for a CYC Coach" that each coach is required to read and acknowledge by signature on a separate form in order to coach during the season.
4. If a Coaches card is revoked by an issuing Organization, said revocation will apply to all coaching privileges, including those granted by another organization. CYC must be informed of such action

VII. League Standings

- A. Tie breaker rules for seeding
 1. Who beat whom
 2. Least total points surrendered to common tied opponent(s)
- B. Championship
 1. Who beat whom
 2. If a champion cannot be determined by above, a co-champion awards will be presented in lieu of a 2nd place award (or possibly 3rd place in divisions with 8 teams or more).
 3. Additional awards will be given at Chairman's discretion

VIII. Awards

- A. Yosh Hirai Award (PW1-MB4 Divisions – Winter Only)

The Yosh Hirai Award will be presented to each player on the 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. Vote by head coaches (other than own team), of the division and Gym Director (other than own team or organization)
4. Cooperation with the CYC
5. Commissioner of Basketball Operations shall make the final determination. Award is optional and not mandatory

B. CYC Awards

1. PW1/PW2: Participation, Optional Yosh Hirai Award
2. MB3-JB8: There will be a maximum of 3 awards for divisions with 7 teams or more. Divisions with 6 teams or less, TBD
3. MB3-MB4: optional Yosh Hirai award
4. All awards will be forfeited if less than minimum players on the roster are not present at Jamboree. See below.

Total Players on Team Roster	Minimum Players in Attendance at Jamboree
7	5
8	6
9	7
10	8
11	9
12	10
>13	no less than 3 players missing

IX. Equipment

A. Uniforms

1. Teams must have similar, organization logo jerseys and shorts to play. It does not have to be exactly same, but must be identifiable with the organization which the team is affiliated. If player has a jersey that is not identifiable with organization, player will not be allowed to play.
 - a) Jersey 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
2. Home team wears a light colored jersey
3. Visiting team must provide contrasting color approved by the referee and scorekeeper.
4. Shorts with pockets are prohibited
5. Basketball shoes only
6. Compression sleeves, leggings, or similar clothing on is not allowed
7. If uniform infraction is flagged during course of play, a dead ball will be called. Player must leave the game and correct any infractions. He will be allowed to re-enter game at next dead ball. Playing time will reset to the time player re-enters the game. No credit given for time played. No technical foul

B. Basketball and Hoop

Division	Basketball Size	Hoop Height
PW1	Size 5 (youth) rubber balls	8 ½ Feet
PW2	Size 5 (youth) rubber balls	10 Feet
MB3 – MA5	Size 6 (28.5”) ball	10 Feet
MA6 - JB8	29.5” Regulation men’s basketball	10 Feet
Basketball (in order of preference)	Synthetic, Leather, Rubber	

X. Game Guidelines

NOTE: REMINDER, PW is a progressive development league. All provisions contained in these guidelines are subject to review and may be revised or changed by CYC and implemented during the season. Org Reps and LD will be notified by Commissioner of any changes if implemented.

A. PW₁

PW₁ Division contests, as similar to all other division contests, will be officiated under the rules of the National Federation of High Schools (NFHS) Association Rules of Basketball, except for certain rules which are specifically modified by CYC Board of Directors.

I. Standard Equipment (Modifications)

- a. Size of ball: 27"-27.5" ball, composite, leather or rubber
- b. Baskets: Height of goals will be reset to accommodate 8 feet from playing court to tip of rim.
- c. Uniforms: Teams are required to wear uniforms with numbers. T-shirts, if all the same style and color with numbers, are acceptable until uniforms are acquired. Teams must have uniforms by 5th game.

II. Rules, Violations, Fouls Guidelines (Modifications)

- a. Game will start with JUMPBALL at division line center circle.
- b. Alternating Possession Arrow will determine thereafter.
- c. Defense cannot guard/play defense outside the 3-point arc line. No back court press.
- d. Free throws will be administered for all shooting fouls. Free throw line will be "first" hash mark line from bottom of circle extended thru key. Free throw shooter cannot attempt a rebound on release and after ball hits the rim, unless it spontaneously bounces back to him.
- e. NO free throws for BONUS (7th team foul or 10th foul in the half.)
- f. Inbounding of ball will be from either sidelines or endlines, nearest the spot of occurrence of violation or foul. Violation will not constitute turnover possession to opposite team. Officials will call the violation (i.e. travelling, double-dribble, etc.), return to team for inbound. Instead referee will quickly explain violation and promptly return to player for inbounds. Coaches are asked to reinforce this teaching aspect. NO five (5) second inbound violation, will be called, explained and returned.
- g. Double-teaming defense will be allowed, but no ball-stealing.
- h. Referees will stop clock every five (5) minutes, or closest to it, for required substitution and the bench must be cleared of all players. Players cannot play more than ten (10) consecutive minutes, unless there are less than 8 players on the team. Play will be resumed after substitution stoppage by Point of Interruption (POI).

III. Officials (Referees) Duties, Procedures and Coach Access

- a. At Referee's discretion, flagrant and any "violent" or unsportsmanlike conduct by a player, warranting a Technical Foul will be called. Coaches will be required to immediately remove involved player(s) and explain, educate and address the issue. Substituted player may come back at next dead-ball substitution after the explanation.
- b. Each team is allowed one (1) :30 second time out per half which cannot be carried over. There will be a two (2) minute intermission between halves.
- c. Only one (1) coach per team will be allowed on court during "live" play. Coaches may only access scorer's table side sideline from endline to endline to coach players. No access across endlines, division line or any other part of playing court during "live" play.

B. PW₂

- a. Playing time rule is same as PW₁
- b. Team on defense cannot guard above the top of the key extended. Once the ball enters this area, then the defensive team start to can guard anywhere in the front court.
- c. **All other MB₃ rules will apply**

C. MB₃-JB₈ Divisions

1. 2 halves, each half is 20 minutes, 5 minutes between halves if time permits (as determined by the LD).
2. Must have a minimum of 5 players present to start the game.
3. Time Out
 - a) Regulation: two 30-second and two 1-minute
 - b) Overtime: One time out, NO CARRYOVERS from regulation time
 - c) Second Overtime: No time outs
4. Stop time
 - a) Last 15 seconds of first half
 - b) Last 2 minutes of the game if point spread is <16 points at 2 minute mark. Will not change regardless of subsequent changes in the score.
 - c) Waived upon mutual consent of the LD and both coaches.
 - d) Referee's time out.
5. Backcourt Press (MB₃-MB₄):
 - a) If a time out is called while in the backcourt, the 10-second backcourt count will resume from where it left off (when the ball is back in play).
 - b) If the ball is brought to the frontcourt, a time out is called, and the ball is inbounded to the backcourt, opposing team is allowed to press.
6. Tie games
 - a) Two-minute overtime period with stop time.
 - b) Second overtime: sudden death.
7. Playing Time
 - a) Each Player is required to play minimum 6 consecutive minutes per half, first time entering the game each half. No rounding up. ** Exceptions: player fouls out, is injured, or becomes ill.
 - b) Penalty: Game Forfeit and \$200 fine. Primary Coach suspended next sanctioned CYC game
 - (1) Subsequent infractions will be dealt with more severely.
 - c) Scorekeepers are 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 6 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.
 - c) If player does not check in, playing time will start from time of recognition and is subject to all penalties for time infractions, including delay of game
9. Late Arrivals/Early Departures
 - a) Eligible to enter the game at anytime after the first 6 minutes of the half during which he arrives and may only enter the game if he is able to play 6 minutes. Any half that a player plays, the minimum 6 minute playing time requirement will apply
 - b) Must notify the League Director of his tardiness.
 - c) If player is unable to play 6 minutes per half, game is not considered a "played" game.
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, any time. It will remain on for the duration of the game.
12. Point spread

When the point spread is greater than 20 points, and the coach of the advantage team is asked to remove press by a CYC official, scorekeeper, Division Director or referee, the coach must comply. Failure to comply can result in a head coach technical. Continued non-compliance will result in an immediate forfeit of the game and head coach suspended for an

additional 3 games.

13. Stop Clock
 - 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.**
 - d) Technical foul: clock will stop
14. MB3-MB4: Players line up on the lower block
15. Mercy Rule
 - a) The Mercy Rule may be called at any time by either coach. At this point, score keeping will stop and the scoreboard will be turned to 0-2. Running time.
 - b) Once invoked, the Mercy Rule cannot be reversed.
 - c) Use of the mercy rule does not negate any other violations.
 - d) **Team that invokes mercy rule will concede the game.**

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

Rule	PW1	PW2	MB3	MB4	MA5	MA6	JB7 & JB8
Back Court Press							
Never	X						
See Rule C. 5.		X	X				
After 2:00 mark, 2 nd half, <16 pts.				X			
Anytime During Game					X	X	X
Free Throw Shooting							
May cross free throw line on follow through	X	X	X				
Regulation free throw line may cross as part of follow through				X			
Free Throw Line cannot cross					X	X	X
Game Time	5,5,5,5/5,5,5,5	5,5,5,5/5,5,5,5	20/20				
Injury – head injuries must have signed written consent from parent on score sheet before player will be allowed to return to game.	X	X	X	X	X	X	X
No Blood on person or uniform	X	X	X	X	X	X	X
Possession Jump	X	X	X	X	X	X	X
Score kept for game			X	X	X	X	X
Shot Clock – 35 sec. upon request							X
Stop Time – last 2 minutes, score < 16 points			X	X	X	X	X
Last 15 seconds of first half			X	X	X	X	X
Three Second Rule							
Extended count	X	X	X				
Normal count				X	X	X	X
Time Outs – No restrictions on when used (30/Full)	1x :30 per half	1x :30 per half	2/2	2/2	2/2	2/2	2/2

XI. Infractions

- A. Decorum Technical Fouls
1. **Profane or abusive language or other offensive language or gestures**, trash talking, foul language, and/or taunting towards player or coach
 2. Fighting or provoking a fight
 3. Smoking on the premises
 4. Damaging or defacing the gym or adjacent property.
 5. Flagrant violation of CYC rules.
 6. Unsportsmanlike conduct
- B. All infractions are 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
 2. **Player:** must sit on bench, at game, dressed in jersey during the period of which he is suspended to count towards suspension. LD and scorekeeper should be notified of presence
- G. Forfeit
1. Reasons:
 - a) Failure to provide CYC score sheet constitutes a forfeit
 - b) Not having five players in uniform and on the floor ready to play as scheduled. There will be a 10 minute grace period from official published start time
 - c) No certified adult representative (coach's card) on bench for entire game.
 - d) Use of an ineligible player
 - e) Violation of minimum playing time
 2. Fine:
 - a) No show, game not played: \$400.00
 - b) Completed/Partial game determined to be a forfeit due to infraction: \$200.00.
 - c) All fines must be paid and confirmed by operations commissioner prior to next **scheduled game or an additional penalty will be assessed.**

decorum technical foul	Player Penalty	Coach/Assistant Coach
1/Season	Min. 1 game suspension assessed beginning with the next game. (Winter game and/or Mego)	Min 3 Game Suspension
2/Season	Min 3 Game Suspension assessed beginning with the next game. (Winter game and/or Mego)	1 full season (1 year) Suspension
2/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
3/Year	Automatic one full Season suspension (1 year)	