



ARCHDIOCESE OF NEWARK CYO

BASKETBALL RULES



(revised 08/15/24)

New Jersey State Interscholastic Athletic Association (NJSIAA) basketball rules will generally apply except where superseded by this document.

In addition to the Basketball-specific rules here, all guidelines in the Office for Youth and Young Adult Ministry CYO Athletic Handbook apply to CYO Basketball. Be familiar with that document.

Rules are not subject to change or negotiation by any coach, program director, game official, etc. – even if there is agreement among those parties for a particular contest.

League Coordinator, in conjunction with the CYO Office, can modify (or interpret) these rules as seen appropriate at any time before, during or after the sports season.

ELIGIBILITY

Generally, CYO Athletics are available for youth who meet all age and gender qualifications who attend either Archdiocesan grammar schools or Religious Education Programs at an Archdiocesan Parish.

For the complete guidelines on Athlete Eligibility (Section 1), Age and Grade Limitations (Section 2), Gender Guidelines (Section 3) and Program Participation/Eligibility (Section 4), please see the CYO Athletic Handbook.

LEAGUE STRUCTURE

The first level of league structure will be by county. It is intended that there will be separate divisions of play within each of the Bergen, Essex, Hudson and Union counties:

1. Within each county, CYO will offer six levels of play organized by gender and grade – Boys 3rd/4th Grade, Girls 3rd/4th Grade, Boys 5th/6th Grade, Girls 5th/6th Grade, Boys 7th/8th Grade and Girls 7th/8th Grades. There will be no mixed teams of boys and girls. Boys may not play in the girls' divisions and girls may not play in the boys' divisions.
2. There will be no gender/grade division operated in a county if there are less than four (4) committed teams at that level. If a county cannot meet that minimum, the CYO Office will determine the best way to give interested teams the chance to compete.
3. Once the number of interested teams within a gender/grade is established, those teams will be organized by the CYO staff into conferences within that gender/grade division. Teams will be assigned to a conference based on the anticipated competitive strength of the teams. Conference names will be American, Liberty, National, Colonial, Patriot, Independence and Freedom... with the American set up as the strongest conference. Target number of teams per conference and number of regular season games will be set by the CYO Office prior to the team commitment process.
4. Determination of an individual team's strength (and conference placement) will be made in the following manner. There will be an initial CYO ranking of team strength based on (a) average grade level of rostered players and prior year regular season winning percentage for that program at that

gender/grade level and the lower (younger) gender/grade level. An individual team will be moved up/down based on the team strength assessment provided by its program director.

5. There will be a limit of two (2) teams from any program within a conference. If more than two teams are initially assigned to a single conference, one or more teams will be moved to the next highest competitive conference based on Program Director strength assessment.

ROSTERS

See the CYO Athletic Handbook for general guidelines on Rosters (Section 5). In addition, for Basketball:

1. The minimum number of players on a roster is 7; the maximum is 15. Any exceptions must be discussed and approved by the CYO Office.
2. Coaches must bring a copy of the team roster to the scorer's table before each game.
3. To reduce forfeits and ensure athletes have the chance to play, the CYO allows the limited use of temporary players for a given game. Those temporary players must be on the roster of another CYO basketball team for that program:
 - a) 7th/8th Grade – Source players from another 7th/8th grade team or a 5th/6th grade team. The expectation is that a temporary player should come from the oldest players available – starting with 8th graders and working down to 5th graders.
 - b) 5th/6th Grade – Source players from another 5th/6th grade team or a 3rd/4th team. The expectation is that a temporary player should come from the oldest players available – starting with 6th graders and working down to 3rd graders.
 - c) 3rd/4th Grade – Source players from another 3rd/4th grade team only.
4. Coach using a temporary player must inform the opposing team coach prior to the start of the game. The use of a temporary player should be clearly noted in the scorebook of both teams.
5. The game will be conducted in a normal fashion. However, the team utilizing a temporary player will automatically receive a loss (not a forfeit) in the contest regardless of the game score. If the team using the temporary player “wins” the contest, the official game score shall be adjusted to reflect a two-point margin for the opposing team. In the event both teams in a contest use temporary players, the outcome and score of the game is dictated by the actual final game score.
6. All players in any game must be on the official roster submitted to the CYO. Use of a non-rostered or illegal player will result in a team forfeiting that contest and the coach/program is subject to disciplinary action.

COACHING ELIGIBILITY

The CYO understands the importance of good coaches who act as teachers and role models for our student athletes. See the CYO Athletic Handbook for Coaching Eligibility (Section 9). There are no exceptions to these requirements.

TEAM BENCH

See the CYO Athletic Handbook (Section 7) for guidelines around Team Benches. For Basketball:

1. Each team is permitted to have only four (4) coaches on their team's bench.
2. Only the Head coach is allowed to stand within the coach's box.

3. Assistant coaches must sit at the head of the bench unless they are giving medical care to a player. Assistants must remain on the bench and are not to engage with the officials in any manner.
4. Only coaches and players can be seated on the team bench. A player who is not eligible to play in each game may only sit on the bench if that player's attire clearly indicates non-playing status (e.g., sweatpants or street clothes) and that player's status is documented in the scorebook.

OFFICIALS AND SCORETABLE RESPONSIBILITIES

See the CYO Athletic Handbook (Section 18) for guidelines around Scorekeeping. For Basketball:

1. Game officials/referees are assigned by the CYO League (Assigner) for all games.
2. The home team is responsible for providing a clock/scoreboard operator for the game. Each team should have a scorekeeper seated at the score table with the clock operator:
3. Full rosters should be entered for both teams into both scorebooks. Eligible players in attendance for that contest should be identified clearly in the scorebook.
4. While the home team scorebook is the official book for the game, both scorekeepers should periodically compare books for game score, player/team fouls and All Play rule compliance.
5. Scorekeepers and clock operators should be at least of high school age and properly trained in how to perform their respective tasks.
6. Scorekeepers and clock operators are extensions of the officials and must be neutral in performing their tasks. They are prohibited from coaching, instructing and cheering from the scorer's table, and are subject to technical fouls and/or ejection from the game for violations of this rule.
7. The winning team is responsible for reporting game results on a timely basis (within 24 hours of the game) as instructed by the League Coordinator.

STANDARDS OF BEHAVIOR

The CYO Office expects all parties involved in CYO Athletics to participate in a positive manner with an emphasis on sportsmanship and fair play. See the CYO Athletic Handbook (Section 16) for a complete description of Standards of Behavior for Players, Coaches and Spectators – and penalties for not complying.

TEAM UNIFORMS

Refer to the CYO Athletic Handbook (Section 12) for general information on Uniforms. For Basketball:

1. All players on the team roster should have the same (or very similar) uniforms. Appropriate uniforms are a jersey (or t-shirt) and shorts. All players must wear sneakers.
2. Player jersey (or t-shirt) must have a legible number on the back. There is a strong preference that jerseys are numbered on both the back (minimum 6 inches high) and the front and that the uniforms utilize only NJSIAA legal numbers (0-5, 10-15, 20-25, 30-35, 40-45 and 50-55).
3. If the opposing squads have jersey colors that are easily distinguishable by the officials, then both squads can wear those colors for a game. If the colors cannot be easily distinguished, then the home team will wear its colors and the away team will reverse its jersey. If the away team does not have reversible jerseys, the home team will reverse its jerseys. If neither team has reversible jerseys, it is advised that teams have a set of jersey coverings (pinnies) to use.

4. Jewelry (of any kind) should not be worn. Piercings should be removed. Religious medals can be worn if they are securely taped inside the player jersey. The game official may disallow any uniform, protective covering, etc., that he/she deems is a danger to the player or to others. That includes hard objects in the hair and any soft/hard cast or hard protective brace.

GAME SCHEDULES

Refer to the CYO Athletic Handbook (Section 8) for general guidelines on Schedules. For Basketball:

1. CYO Office (or League Coordinator) will communicate specific dates for the start of the regular season, end of the regular season and the dates for the league playoffs. All teams will honor a 3-day window at the end of the season (per the Calendar) to reserve for any outstanding and relevant make-up games that could not be rescheduled earlier in the season.
2. All counties will conduct a mandatory scheduling meeting. Even in those cases where a centrally developed schedule is utilized, the meeting will serve to discuss scheduling options, discuss schedule concerns/issues or to review the draft schedule generated by the CYO.
3. County Coordinators will submit all game schedules to the league website. Program Directors must validate their home and away schedules per the league website by the dates provided. Once all schedules are submitted/reviewed, the Schedule will be considered FINAL.
4. With the roster flexibility afforded by temporary players, there will be extremely limited provision for changes (other than weather-related) to the FINAL schedule. All changes to the schedule will be coordinated through the County Basketball Coordinator, who will ensure the change is legitimate, all parties (including officials) are notified, and the master website schedule is updated:
 - a) For weather-related issues, home team will take the lead on agreeing/coordinating the cancellation of a game. County Basketball Coordinator will intervene when two teams cannot agree on a cancellation and has the authority to issue a forfeit when a weather cancellation is not warranted. Home team should work quickly with the County Coordinator and the opposing team to reschedule the game (within three days). There is no rescheduling of games canceled for weather-related issues in the last two weeks of the regular season.
 - b) The only non-weather reasons for a schedule change will be the unavailability of the host site gym or the absolute inability of a team to field the minimum five players due to a scheduled parish/school event. In those rare cases, the initiating team must submit the request to the County Coordinator (including independent documentation of the event causing the conflict). Requests must be submitted on a timely basis – typically, there will be no requests for changes within 72 hours of the contest. Programs/coaches may not agree schedule changes and there should be no communication of a schedule change prior to specific approval by the County Coordinator.
 - c) Even if a change is granted, there may be a financial penalty assessed to the requesting program when the change still requires compensation to the officials for the originally scheduled game.
 - d) If there are extremely extenuating circumstances, the County Basketball Coordinator has the authority to waive the 72-hour window and/or the reschedule fee.
5. Forfeit losses are assessed by the County Basketball Coordinator in the following circumstances:
 - a) Team is not ready to play more than 15 minutes past the scheduled game time (subject to any extenuating circumstances).

- b) Team fails to play a scheduled game where a change request has not been approved.
- c) Team plays a game using a non-rostered player (except for temporary roster changes).
- d) Forfeiting team will be assessed a fee to compensate officials.

ALL-PLAY RULE

NOTE FOR 2024-25... It is disheartening to see how some coaches manipulated the All-Play rule, exceptions and special situations to their advantage in the 2023-24 season. Unfortunately, that results in stronger rules (and less flexibility) in the 2024-25 season in the hopes of stopping this unsporting behavior. We had some long conversations again about All-Play in the off-season... taking into account some input from CYO program directors. Hopefully, there will come a day when we can rely on coaches to embrace the concept... and we no longer need an All-Play “rule”. But, for now...

See the CYO Athletic Handbook (Section 6) for general information on the All-Play Rule. For Basketball:

1. Before each game, coaches (or scorekeepers) will agree the eligible players present for that game. The full roster should be entered into the scorebooks with the present and eligible players clearly identified.
2. The first and third periods of the game will be designated as “All-Play periods”. Each All-Play period will be divided equally (by time) into two “half-periods.” **There will be an official 30-second timeout near the midpoint of the All-Play period to allow for a smooth substitution of players. All players will check in at the scorer’s table before entering the game.** This will occur at the first dead ball once the All-Play period is within 15 seconds of the period midpoint. For example, in an 8-minute period, substitution will occur at the first dead ball once there are 4 minutes and 15 seconds remaining on the clock. For a 7-minute period, that would be within 3 minutes and 45 seconds. **In cases where there is no dead ball near the midpoint, officials may stop play with the official timeout on a change of possession when there is no imminent opportunity for the offensive team to score.**
3. Based on the number of eligible players available for that specific game, there will be a minimum and maximum number of “half-periods” that each player will play as follows:

# OF ELIGIBLE PLAYERS	MINIMUM HALF-PERIODS	MAXIMUM HALF-PERIODS
5-6	3	4
7-10	2	3
> 10	1	2

4. All-Play requirements are to be fulfilled within the All-Play periods (first and third quarters). Half-periods played must be tracked in the scorebook and agreed (just as score and fouls) by the scorekeepers after each period. If a team inadvertently fails to fulfill the minimum play requirement for any player, those players must start the fourth quarter and play until the remaining requirement is fulfilled. If any player exceeds the maximum half-periods allowed, that player may not play at all in the fourth quarter **(but is eligible to return if there is an overtime period).**
5. **Due to a failure of many coaches to properly substitute, there is now a mandatory substitution pattern:**
 - a. **In the first half-period (first part of Q1), the starting line-up can be any five eligible players.**

- b. In the second half-period (second part of Q1), if there are five or more players that have not yet played, then five new players must enter the game. If there are less than five players that have not played, they must enter the game along with other players that started the game.
 - c. In the third half-period (first part of Q3), any players that did not play in Q1 must start that quarter... supplemented by other players that already played in Q1.
 - d. In the last half-period (second part of Q3), any players that did not receive their minimum playing time must go into the game. Also keep in mind that no player that already hit his/her maximum play time can go into the game at this time.
6. During the All-Play half-periods there will be no substitutions allowed for any reason other than an injury or a health concern for a player on the court. Coach may not substitute for a player in foul trouble during that time. If there is an injury or a player fouls out that requires a substitution in an All-Play period, there is to be no advantage gained by the team by making that substitution. To be clear, if a player is forced to leave the game, the coach can only substitute with a player of equal or lesser talent. If there are no players of equal or lesser talent, then the team will continue play with only four players.
 7. Other than the exception where a team fails to fulfill the All-Play requirement during the All-Play periods, coach may substitute freely in the remaining regulation (Quarters 2 and 4) or overtime periods.
 8. Although the All-Play obligation is mandated during the All-Play periods only, it is encouraged to equitably award playing time in the non-designated periods to promote participation and sportsmanship.
 9. The intention of the All Play rule is to ensure participation – not to “catch” the opposing team in a violation. To that end, the scorekeepers should be checking on the fulfillment of All Play requirements throughout the game... and communicating with their scorekeeper counterpart of any potential violations before they occur.
 10. There are countless special situations where there is no hard and fast rule for how to handle All-Play – e.g. when an eligible player shows up later in the game, when a player has to leave a game early. In these special cases, coaches should find a reasonable accommodation. The overall premise should be that a team never gains a significant advantage via that accommodation.
 11. A team may raise a protest with the CYO County Coordinator regarding the opponent’s failure to comply with the All Play rule only if all the following conditions are met:
 - a. All Play must be tracked in the scorebook and that official record should reflect the violation.
 - b. The protesting team must have informed the opposing coach before the end of the third period so that coach had the chance to rectify an inadvertent violation in the fourth period. (If scorekeepers are checking with each other regularly throughout the game, there should never be a “surprise” violation heading into the final quarter.)
 - c. Although game officials are not responsible for tracking or enforcing All Play rules, the protesting team must notify the official of the protest (and note in the scorebook).

ALL PLAY RULE EXCEPTION – For the Grade 56 and Grade 78 levels of play only, there is an exception to the All Play rule intended to alleviate the imbalance that often results when a team with a large roster is matched up against a team with a small roster:

- If the two teams have a different number of eligible players, the team with more players must only comply with All Play for (at least) the number of players on the opposing team. For example, if Team A has 7 players and Team B has 11 players, Team A will follow the All Play guidelines for 7 players. However, Team B may elect to follow All Play for 7, 8, 9, 10 or all 11 players.
- The additional players on Team B should receive a minimum of a half period of playing time. That time can be played in any of the four quarters of the game. However, if any of those players are

substituted in one of the All Play periods, they must play the entire half period (so as not to violate the substitution rules of the first and third periods).

- Monitoring of All Play time will continue as always in the first and third periods only. The play time for the additional Team B players need NOT be monitored/tracked in the scorebook. It is the responsibility only of the Team B coach to ensure those players receive at least their minimum play time over the course of the game.
- Team B coach does not have to specifically identify which of his/her players are monitored for All Play purposes. However, if there is a challenge, he/she must be able to demonstrate (via the scorebook) that All Play has been fulfilled for at least the number of eligible players on Team A.
- Protests for All Play violations are the same as described earlier. However, there can be no All-Play protests lodged by Team A regarding the playing time for those additional players on Team A. **However, if a coach takes advantage of the “untracked” players to have more talented players exceed their maximum play time, this will be considered a serious violation of the All-Play rule.**

LOPSIDED SCORES

1. After halftime, if the score margin in a game exceeds the lopsided score limit for that grade level, the leading team will be awarded the victory in that contest with the official score of the game being the score at that point in time. Lopsided score limit will be as follows – 3rd/4th grade (20 points), 5th/6th grade (25 points) and 7th/8th grade (30 points).
2. Once the winning team is awarded the victory, the game will proceed to a normal end. However, the game will revert to a running clock (except for timeouts and foul shots). There will be no pressure defense (full or half court) allowed by either team for the remainder of the contest.
3. It is expected that the winning team (once the victory is secured) will adopt a style of play and substitution that will encourage competitive play for the remainder of the contest. Although not required, opposing coaches may confer to agree a style of play.
4. If the leading team acts in an unsportsmanlike fashion in the way it built its lead or in the way it plays out the remainder of the game, the losing coach (thru his/her program director) may file an Incident Report for that conduct. See the CYO Athletic Handbook for details on Incident Reporting.
5. This rule should not be interpreted as license for strong teams to overpower weaker teams to secure a victory shortly after halftime. Such a practice may be considered as Unsportsmanlike Conduct and subject to penalties as outlined in the CYO Athletic Handbook.

GAME RULES - GENERAL

Games are generally played using the NJSIAA basketball rules. See below for clarifications and exceptions:

1. **BASKETBALL** - Home Team is responsible for providing an NFHS Wilson Evolution Basketball for each contest. Ball size is as follows:
 - a. Regulation 29 ½ inches for 7th/8th Boys
 - b. Intermediate 28 ½ inches for 3rd/4th Boys, 5th/6th Boys and for all Girls levels of play.
2. **RIM HEIGHT** - Height is 10 feet for all divisions and levels of play.
3. **REGULATION PERIOD LENGTH** – Quarters will be seven (7) minutes in length for 5th/6th and 3rd/4th grade levels and eight (8) minutes for 7th/8th grade. In all cases, clock will stop on all whistles (except as noted in the section on Lopsided Scores).
4. **OVERTIME PERIOD LENGTH** – Overtime periods will be two (2) minutes at all levels.

5. **FREE THROW LINE** - Line stays at 15 feet for all levels. Shooters at the Grade 5/6 and Grade 7/8 levels may not violate the free throw line. For the Grade 3/4 level, the free throw line will be the imaginary line extended at the first hash mark on the free throw lane. Momentum may carry that shooter forward; however, under no circumstances may that shooter be the first to touch or rebound the missed free throw. At all levels, entry into the lane on a missed free throw will be on the shooter's release of the free throw.
6. **BONUS FREE THROWS** – CYO has adopted the revised high school rules for free throw bonus. Bonus free throws will be awarded starting with the fifth foul in a quarter. Those bonus free throws are always 2-shot fouls. (There are no longer any “one and one” bonus free throw situations.) For bonus purposes, the team fouls are reset at the beginning of each quarter. The scorekeeper will notify the official when a team reaches their fifth team foul in that period/quarter. In overtime games, the bonus situation from the fourth period continues into the extended overtime period. Take extra care to inform your teams and your scorekeepers of the new rules.
7. **TIME OUTS** – Each team will receive **two 60-second and two 30-second timeouts** in regulation play. Balance of unused timeouts are carried into overtime periods with teams receiving one (1) additional 30-second time out in each overtime period. **(This is a reduction in the total number of time-outs due to the addition of a mandatory official time-out at the midpoint of the first and third quarters.)**
8. **LANE VIOLATION** – Offensive player will be charged with a violation if he/she remains within the lane/key for three (3) seconds at the 5th/6th and 7th/8th grade levels. For 3rd/4th level, the violation will occur after five (5) seconds.
9. **THREE POINT SHOTS** – Allowed at the 5th/6th and 7th/8th grade levels at all times. There are no 3-point field goals at the 3rd/4th grade level - a successful field goal beyond the three-point line will be counted for two (2) points.
10. **DUNKING** – Dunking **(or attempting to dunk)** the basketball or hanging on the ring are not allowed at any time before or during a game. Penalty is a technical foul and immediate ejection for that game. Subsequent violations are subject to suspension from future regular season and playoff games. **(This rule is in place in response to several injuries and equipment damage after a player attempted to dunk. This rule is in place to keep players safe and to protect the equipment in our schools.)**

GAME RULES – PRESSURE DEFENSE AND 10-SECOND VIOLATION

1. For ALL levels of play on Pressure (or Backcourt) Defense:
 - a) Pressure Defense will be defined by the position of the basketball. For example, backcourt defense is pressure by the defensive team prior to the time that the basketball crosses the vertical plane of the half-court line. (Same for three-point line defense at the Grade 3/4 level).
 - b) A Pressure Defense violation will only be called in those instances where the pressure is intentional and blatant... or if it results in a turnover by the offensive team. **(DO NOT continue to remind the official that a defensive player is beyond the pressure line.)**
 - c) **Officials will use their discretion to give two warnings to a head coach for “blatant or intentional” Pressure Defense (when it is not allowed).** Subsequent violations will be penalized with two technical free throws (and the offensive team will retain possession of the basketball.)
2. For the 7th/8th Grade levels, backcourt pressure defense is allowed by a team at any time unless that team is leading by more than fifteen (15) points. (Team that is losing the contest may press.)
3. For the 5th/6th Grade levels, backcourt pressure defense is allowed in the last four (4) minutes of regulation (and during overtime periods) for a team unless that team is leading by more than fifteen (15) points. (Team that is losing the contest may press.)

4. For the 3rd/4th Grade levels:
 - a) Backcourt pressure defense is allowed by a team only in the last one (1) minute of the game and in the last one (1) minute of any overtime period unless that team is leading by more than ten (10) points. (Team that is losing the contest may press.)
 - b) Half-court pressure defense (beyond the three-point line but before half-court) is allowed by a team in the last two (2) minutes of the game and during overtime periods unless that team is leading by more than ten (10) points. (Team that is losing the contest may press.)
 - c) At all other times in the game, a team may not play defense until the offensive team advances the ball beyond the three-point line (see below). Once that happens, the defensive team can engage the offense both within and outside the three-point line.
 - d) In cases where a gym does not have a three-point line, the officials will use the top of the key extended as a substitute.
5. For the “10-second violation”:
 - a) For the 5th/6th and 7th/8th Grade, normal 10-second violation rules in effect for the entire game when the offense is attempting to advance the ball into its frontcourt.
 - b) For the 3rd/4th Grade, the Normal 10-second violation is in effect for last two (2) minutes of the game and overtime. At all other times prior, the offense is allowed fifteen (15) seconds to advance the ball beyond their three-point line. The offensive team will have successfully advanced the ball once any part of the ball crosses the vertical plane of the three-point line.
6. Field Goal Attempt rules must align with the rules on Pressure Defense. Therefore:
 - a. For the 7th/8th Grade, field goal attempts are allowed from anywhere on the court at any time. Shots beyond the 3-point arc count for three (3) points.
 - b. For the 5th/6th Grade, field goal attempts are not allowed from the backcourt until the last four minutes of the game and overtime. **Those illegal attempts will result in a violation and the ball will be awarded to the opposing team.** Shots beyond the 3-point arc count for three (3) points.
 - c. For the 3rd/4th Grade:
 - Prior to the last two (2) minutes of the game (and overtime), the offense cannot attempt a field goal until they advance the ball beyond their 3-point line.
 - During the last two (2) minutes of the game and during overtime, the offensive player can attempt a field goal from anywhere in the front court.
 - In the last one (1) minute of the game and the last one (1) minute of any overtime period, the offensive player can attempt a field goal from any spot on the court.
 - **Any of these illegal attempts will result in a violation and the ball will be awarded to the opposing team.**
 - All field goals (within and outside the 3-point arc) count as only two (2) points.

PLAYOFFS

All eligible teams will compete in a season-end playoff tournament:

1. Playoff is a single elimination tournament. A team will be ineligible for the playoffs if it incurs two (2) or more forfeit losses throughout the season or if the team has been declared ineligible by the Associate Director of Athletics for any other reason.
2. Winner of the Grade 7/8 American Conference will represent their county in the Archdiocesan Tournament of Champions.

3. Playoff sites are determined by the League Coordinator and CYO Office.
4. Playoff brackets are designed to typically promote more competitive early round matches and reward the higher seeds with early round byes. All eligible teams will compete in the playoff.
5. The unpredictable outcome of winners and losers in a playoff tournament make it impossible to work around any individual program scheduling issues. Teams must be available for playoff matches as scheduled. Failure to field a team for a playoff match results in a forfeit.
6. All players during the playoffs must be on the CYO roster for that team that was submitted at the start of the season. A team cannot temporarily borrow players during the playoffs.
7. Although the CYO is unable to monitor and enforce a rule in this area, there is an expectation that players in the playoffs are active participants (more than 50% of that team's games) throughout the regular season. It is unfair to loyal team members and opposing teams/players when players show up for the playoffs when they did not compete (or hardly competed) throughout the season. Program Directors, please help us to comply with this provision.

INCIDENT REPORTING

In the event any coach or program director feels that rules have been violated, please see the CYO Athletic Handbook (Section 20) about the guidelines for Incident Reporting.