Toledo CYO | BASKETBALL
Minor - Cadet - Junior

General Rules |

- National Federation High School rules will govern CYO leagues, unless stated otherwise. NFHS rule books may be purchased online at www.nfhs.com
- Scorebooks are kept by each team for each game, and the official book will be the book of the home team.
    - The home team is the second team listed on the schedule. *(Example: Christ the King at Saint Rose)*
    - Coaches and Officials should sign the home team's book at the end of the game.
- **Game Roster:** A roster indicating jersey number and name of each player must be submitted to the opposing coach ten (10) minutes before the start of the game. The list should be prepared in numerical sequence and starters must be designated. Rosters are limited to no more than 15 players.
- **Game time:** Game time is forfeit time. If one team is not present and ready to play at the scheduled time for that contest, their opponent may accept a forfeit victory for that contest.
- **Rescheduling of Games:** Coaches and Athletic Directors may not re-schedule games outside of the CYO Office. Games re-scheduled for coach or player conflicts will result in a forfeit and will not be counted in the standings.
- **Team Minimum:** A team must be able to field the minimum number of players (5) at game time or the game is forfeited. If a player fouls out, becomes ill or injured, and is unable to finish the game, the team may finish the game with no fewer than 3 players. If an ejection forces a team to have fewer than 5 players, the game is forfeited at that time. If the team is unable to field a minimum of 5 players, they may pull up from a lower division, but must notify the CYO office in advance in writing and inform the opposing coach and officials prior to the start of the game. Players must be on another roster from the same parish. Players may not play down a division.

    Example: St Anthony Cadet Thoms team may pull up a player from St Anthony Cadet Blair, Cadet Hoffman, or Minor teams, but may not have a player from any of St Anthony's Junior team play down.
- Excessive forfeits may result in exclusion from the end of season tournament.

League Divisions |

MINOR			CADET			JUNIOR			HIGH SCHOOL	
3rd – 4th			5th – 6th			7th – 8th			9th-12th	
Hoffman – Blair – Thomas			Hoffman – Blair – Thomas			Hoffman– Blair – Thomas			JV	Varsity
Bronze	Silver	Gold	Bronze	Silver	Gold	Bronze	Silver	Gold	9th & 10th	CYO State
3rd Grade	3rd & 4th	4th Grade	5th Grade	5th & 6th	6th Grade	7th Grade	7th & 8th	8th Grade		11th &12th
No Standings			League Standings							
No Tournament			League Tournament							

Division Guidelines |

- Athletic Directors may request that their team play up a division if they feel their team would be better suited for a higher level of competition. Teams may not play down a division.
- Teams comprised of combined grade levels may have no more than two players from the upper grade in the division to still be eligible to play in the lowest division without CYO Office approval.

- Example #1: St Anthoy has (5) 3rd graders and (2)4th graders. This team could be entered in the Minor Hoffman Division with a mostly 3rd grade team. Approval from the CYO office is not necessary.
- Example #2: St Anthony has (5) 3rd graders and (3) 4th graders. This team could be entered in the Minor Blair Division OR would need approval from the CYO Office to enter into the Hoffman Division.

Pre-Game Procedures |

Pre-Game Conference

- The officials, coaches, and team captains will meet in front of the scorer's table to go over rules, sportsmanship, and the home team will provide the game ball.
- ***CYO All Play Rule*** will be reviewed, and any "dressed" player who is not playing due to injury or other justification must be reported at this time to the officials and opposing team.
  - ***Failure to Report*** **|** Failure for a coach to report an injury or a justified reason for not playing a rostered player may result in a forfeit for the team and suspension for the coach.

Pre-Game Prayer |

- All teams will line up at center court to recite the "CYO Prayer" and Pledge of Allegiance.

Post-Game Procedure

- Postgame handshake to show sportsmanship and respect for the opponent and the game itself.
- Coaches and officials sign the home team's scorebook.
- Coaches from both teams are to report the score and outcome of the game using the CYO League Score Submission Link.

Equipment & Game Regulations	Basketball Size	*Distance of Free-Throw Line*	Grade/Middle School Divisions – Minor | Cadet | Junior Game Regulations
Minor	27.5"	12'	• *Home team will supply the game ball approved by Referee* • ***Uniform*** **|** *Every player must have a number on the back of their jersey. All numbers must be legal jersey numbers and only include: 0,1,2,3,4,5* ○ *Undershirts must be the same color as the rest of the team.* ○ *Players must be in matching color basketball shorts.* ○ ***PROHIBITED ALL JEWELRY*** **–** *must be removed. Covering piercings with Band-Aids and/or tape is not permitted.*
Cadet	28.5"	15'	
Junior	28.5"	15'	

Game Duration	Grade/Middle School Divisions – Minor | Cadet | Junior							
	Warm-Up	*Length*	*Time between Quarters*	*Halftime*	*Overtime*	*Standings*	*Diocesan Tournament*	*Game Clock*
Minor	5min.	Four 7min. Quarters	1min.	3min.	No	No	No	Running Clock w/stopped clock final minute of each quarter

Cadet & Junior	5min.	Four 7min. Quarters	1min.	3min	2min	Yes	Yes	Running Clock w/stopped clock final minute of each quarter

Running Clock | All Grade/Middle school divisions will play four, 7-minute. quarters – running clock.

- During a running clock, the clock will only stop for the following:
  - For free throws/technical fouls
  - Team and official timeouts

Diocesan Tournament | Cadets and Juniors will have regular season standings for seeding into the Diocesan Tournament. *Rules and game structure will remain the same for regular season and tournament play.*

Play Adjustment by Divisions |

CYO Structure	Grade/Middle School Divisions – Minor | Cadet | Junior			
	Scoring	**Timeouts**	**Overtime /Timeouts**	**Start of Game Possession**
Minor	Free throw: 1 point All field goals: 2 points **No 3-point field goals**	*Four Full Timeouts*	*No Overtime*	*Jump Ball*
Cadet & Junior	Free throw: 1 point All field goals: 2 points **3-point arc: 3 points**	*Four Full Timeouts*	***One 2-Min. OT (Stop Clock)*** *One Full Timeout granted for OT.* *Unused timeouts may not carry over to the next half or OT period.*	Jump Ball

Overtime | The Cadet and Junior division will have one OT period in the Regular season with a stop clock.

- Cadet | One – 2Min. Stop clock on the overtime period.
- Junior | One– 2Min. Stop clock on the overtime period

CYO Game Tactic Details	Grade/Middle School Divisions – Minor | Cadet | Junior				
	Playing Time	**Set Defense**	**Pressing Defense**	**Double Team/Crowding**	**Stealing** From dribbler
Minor	Equal Playing Time	Only player-to-player defense	Pressing is ***not*** allowed	Double-team/crowding is **not** allowed	Stealing from the dribbler is **not** allowed
Cadet	All players must make an appearance in both the first and second halves	Player-to-player | Zone defense permitted	Pressing permitted in **the 2nd half**.	Allowed throughout the competition	Allowed throughout the competition

Junior	All players must make an appearance in both the first and second halves	Player-to-player & Zone defense permitted	Allowed throughout the competition.	Allowed throughout the competition	Allowed throughout the competition

Stealing from the dribbler | Minor

- Not allowed to steal the ball from an active dribble. This allows ball-handlers to develop skills and confidence with basketball. This is to prioritize skill development over aggressive tactics and to create a more inclusive and fun environment for developing players.

Playing Time | Minor

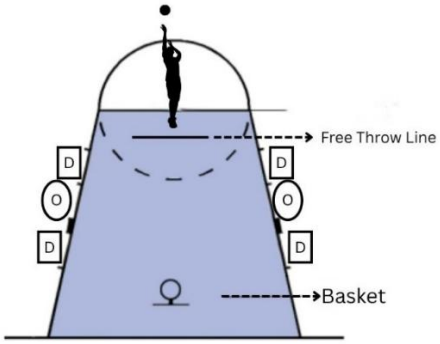
- ***Equal Playing Time*** to ensure all young children participating in the sport have an opportunity to experience the game. Each player should receive approximately the same amount of time on the court during the game and throughout the course of the season.

Cadet & Junior

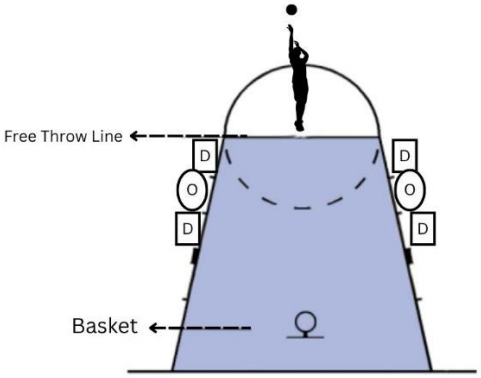
- ***"All Play Rule" –*** All players must make an appearance in both the first and second halves of the game. Any "dressed" player who is not playing due to injury or other justification must be reported at the pre-game conference to the officials and opposing team.
- ***Failure to Report |*** Failure for a coach to report an injury or a justified reason for not playing a rostered player may result in a forfeit for the team and suspension for the coach.

Highlighted Game Play Rules	Grade/Middle School Divisions – Minor | Cadet | Junior			
	Backcourt Timeline	**5 Seconds Closely Guarded**	**Substitutions**	**Clock Stoppage**
Minor	Not Applicable	Not Applicable	Either team may substitute • on any "dead ball" • timeout • Free throws	Only for timeouts, free throws, and injuries in the first 6 minutes of each quarter
Cadet & Junior	10 Seconds	Only when the offensive player is holding the basketball	Either team may substitute • on any "dead ball" • timeout • Free throws	Only for timeouts, free throws, and injuries in the first 6 minutes of each quarter

Free Throws & Team Bonus	Grade/Middle School Divisions – Minor | Cadet | Junior		
	Shooting Foul	**Team Bonus**	**Technical Foul**
Minor	• Two free throws for a missed shot • One free throw if the player makes the shot while being fouled.	When A foul in the bonus will result in two free throws	A technical foul will result in two free throws and possession to the fouled team.
Cadet & Junior	• Two free throws for a missed shot • One free throw if the player makes the shot while being fouled. • Three free throws for a missed shot on a 3pt shot attempt	A foul in the bonus will result in two free throws	A technical foul will result in two free throws and possession to the fouled team.



Minor – Free Throw Line Up



Cadet/Junior – Free Throw Line Up

Players in the lane may go on the release of the ball – Shooter may go once the shot hits the rim.

Team "Bonus" | The "bonus" refers to a penalty situation where a team that has committed a certain number of fouls in a quarter sends the opposing team to the free-throw line for fouls that would normally only result in an inbound pass.

- When a team commits its ***fifth foul*** in a quarter, the opposing team is in bonus, and all common fouls result in two free throws. The team's foul count resets at the start of each quarter.

Mercy – Blowout Rule	**Grade/Middle School Divisions – Minor | Cadet | Junior**		
	Scoreboard	**Blowout Rule**	**Consequences** Failure to follow the Blowout rule and make any further adjustments.
Minor	• Scoreboard will run for all four quarters of play. Clock will not stop in final minute of each quarter	Leading team by: 15+ • No fast breaks • Defense may not extend over the top of the 3-point line arch, playing a soft player-to-player defense.	• 1st offense | Warning • 2nd offense | Team technical • 3rd offense | Team technical and the Coach is restricted to the bench.
Cadet & Junior	• Scoreboard will run for all four quarters of play. Clock will not stop in final minute of each quarter	Leading team by: 15+ • No fast breaks • No pressing • Defense may not extend over the top of the 3-point line	• 1st offense | Warning • 2nd offense | Team technical • 3rd offense | Team technical and the Coach is restricted to the bench.
Running up the score doesn't teach good sportsmanship, player development, or competitive balance. Instead of challenging players, it can lead to complacency, disrespect, and a decline in skills, while also risking injury and demotivating the losing team. Proper handling of a blowout involves focusing on skill development and sportsmanship, often by substituting less-skilled players to give them game experience.			

Technical Foul | A penalty for unsportsmanlike conduct, rule infractions, or a non-contact violation by a player, coach, team, or spectator. All technical fouls will be recorded, reported, and reviewed by the CYO office.

- **<u>Players Conduct and Game Management Procedure</u>**
  - ***First technical***
    - Removal from game – may remain on bench

- ***Second technical*** (of the season)
  - Removal from game – may remain on bench
  - Suspended for the season

- **Coaches Conduct and Game Management Procedure**
  - ***First technical***
    - Ejected from the game and must leave the gym before the game can resume
    - ***$50 Coaching Fine Paid to parish athletics***
    - Suspended for the next game and future games until the fine is paid and approved by the AD.
  - ***Second technical***
    - Ejected from the game and must leave the gym before the game can resume
    - ***$100 Coaching Fine Paid to parish athletics***
    - Suspended for the remainder of the season
    - Must retake the Toledo CYO Coaching Class

- **Spectator Conduct and Game Management Procedure**

If an official must stop a game at any time due to misbehavior from spectators or fans, an official timeout will be called. The officials will then address the issue with the coaches only. At that time, the officials will issue either a warning or a technical foul to the team associated with the misbehavior.
Officials should never directly address spectators. It is the coach's responsibility to communicate the warning or technical foul to their spectators and to ensure the behavior stops immediately.

- ***First Incident:***
  - The officials will stop playing and issue a warning to the coach regarding the spectator behavior.
- ***Second Incident*** (any spectator on that team):
  - A team technical foul will be issued. The coach must ensure the offending spectator is informed and removed from the facility.
  - Spectator is suspended for two games
- ***Third Incident*** (any spectator on that team):
  - The game will be terminated immediately and recorded as a forfeit loss for the offending team, regardless of the time remaining or the current score
- ***If a spectator is removed from a game/gym twice in one season***
  - The spectator is suspended for the remainder of the regular and postseason play. This includes the Diocesan Tournament.

Post Game Code of Conduct

Once the game has concluded, there is absolutely no reason for anyone to argue with or berate a referee, coach, staff member, or opposing parent. Anyone who approaches a referee, coach, staff member, or another spectator in an aggressive, threatening, or disrespectful manner **after a game** will receive an automatic suspension of **at least one (1) game.**

Coach & Player Conduct |

The CYO Official(s) oversee the game and have the authority to disqualify players, coaches, or spectators for unsportsmanlike conduct.

- This includes warnings and could result in immediate removal from the gym.
- Any coach, spectator, or player being removed will be removed from the gym for the remainder of the day.
- An official has the authority to stop a game, and if the individual refuses to leave, it could result in discontinuing the game and automatic forfeit for the team that the individual is representing.
- An official report will be made, and the player, coach, and/or team may be suspended after review by the CYO Administration/Office.
  - This includes damage to the property or misconduct with the building.

Violations and Penalties |
Violations of CYO rules and regulations shall subject a member parish/school to any or all, but not limited to, the following: censure, probation with competition, probation without competition, forfeiture, suspension, and expulsion

Good Sportsmanship |
As a coach and/or spectator, leading by example through sportsmanship means demonstrating respect, fair play, and positive behavior both on and off the court. This includes showing respect for opponents, officials, and teammates, as well as handling both victory and defeat with grace. By embodying these qualities, coaches and spectators inspire our young athletes to do the same, fostering a positive and ethical sporting environment.

Standings |

- It is the responsibility of both coaches to report the final score of the game by using the provided CYO score submission link.
- If only one of the competing teams reports the score, that score will be considered final.
- Scores not reported will not count in the season standings.
- Regular season standing will be by record.
- Tie in standings
    - **For a two-team tie**
        - *Head-to-head record*: The team with a better record in games played against each other wins the tiebreaker.
        - *Common Opponents*: If the tie continues, teams' records are compared against common opponents, starting with the highest-ranked teams and then moving down the standings.
        - *Points Allowed*: The tie will be broken by comparing the total points allowed; the team that allowed fewer points will have the higher seed.
    - ***For a three-team or more team tie***
        - *Head-to-head record:*
        - Common Opponents
        - Points Allowed
    - ***If a tie remains***
        - Draw or coin flip: If all other tiebreaker rules fail, a random draw or coin flip is sometimes used to determine the final standings.

CYO Prayer

Lord God, we thank you for bringing us together today and ask that you watch over and guide us.
Help the athletes use their talents to the fullest and remain injury-free.
Help the coaches teach these young athletes not only about the game, but more importantly, about being good Christians.
Help the game officials do their best to enforce the rules and remain fair at all times.
And help the spectators to be considerate of all players, coaches, officials, and each other.
Thank you for giving all of us the opportunity to put our faith into action today. *-Amen*