



GENERAL SUMMARY OF GUIDELINES FOR SUMMER LEAGUE – PW Divisions

ALL DIVISIONS

- A. These guidelines are effective **April 1, 2026** 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 and CBO affiliated organizations, composed of boys grades Kinder thru 8th for Summer League

OFFICIALS

- **CYC League Commissioner / CYC Organization Representatives**
- **League Directors (LD)**
 - Appointed by the organization representative to CYC
 - Responsible for maintaining order and managing operations at the gym they are assigned
 - LD should be seated near the scorekeeper’s table
 - Shall refer to the latest League Directors document for a full list of duties
- **Referees** – Appointed by CYC and are under the general direction of CYC
- **Scorekeepers and Timekeepers** – Assigned by CYC and are under the general direction of CYC
- **CYC Governing Board and CYC Operations Board**

ORGANIZATION AND TEAM RESPONSIBILITIES

SCORESHEET

→ MUST BRING A PRINTED AND CURRENT CYC SCORESHEET TO EACH GAME ←	
Requirements	<ul style="list-style-type: none"> • Current year’s version of the CYC Scoresheet • Must be typed and filled out properly <ul style="list-style-type: none"> ○ Exception: date, gym and opponent do not need to be typed out • Printed on 8.5” x 11” paper in landscape format (fit on 1 page) • Required to have full roster of players listed in numerical order from low to high • Do not modify or delete players who do not show up to the game; inform the Scorekeeper and he/she will make the corrections • Head Coach and Parent Rep will sign scoresheet AFTER each game to verify accuracy
Violations	<ul style="list-style-type: none"> • Handwritten scoresheet is NOT an official scoresheet • NO SCORESHEET
Scoresheet Violation Penalties	<ul style="list-style-type: none"> • 1st Violation – Game Played, Warning + Forfeit • 2nd Violation – Game Played, \$400 Fine + Forfeit • 3rd Violation – Game Played, \$1000 Fine + Forfeit • NO SCORESHEET – NO GAME PLAYED, \$400 Fine + Forfeit

COACHES

Responsibilities	<ul style="list-style-type: none"> • Be certified by their respective Organization <ul style="list-style-type: none"> i. CYC - have a CYC Coaches Card issued to them to be eligible to be on the bench during game; Coaches Card as verification (if asked) ii. CBO – shall be on the CBO approved coaches list provided by the CBO Commissioner; Drivers License as verification (if asked) • Have a full understanding of the Code of Conduct for CYC coaches and adhere to those guidelines • AB506 Certification – Background checks will be obtained per Organization policy • Primary Coach will be held accountable for the actions of his/her players and spectators during a CYC activity or event • Issuing Organization has the right to revoke Coach’s card at any time; CYC will be informed of such action • Responsible for managing players playing time to ensure each player has played their allotted 6 consecutive minutes each half (penalties will be issued if deemed in violation); PWK & PW1 – Clock will stop every 5-min to allow for substitutions.
# of Coaches on bench	<ul style="list-style-type: none"> • A maximum # of 3 coaches allowed on bench; only 1 coach allowed to stand; this coach is recognized as the primary coach • if no seating is available for the other coaches, they must stand at the end of the bench/seats for players
Concussion Protocol	<ul style="list-style-type: none"> • Mandatory that all coaches have a full understanding of concussion protocol; have taken training and received a certificate of completion; Organization responsibility to maintain certification

PLAYERS

Uniforms	<ul style="list-style-type: none"> • Teams must have similar, color organization logo jerseys and shorts to play; it does not have to be exactly the 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 • Borrowed players can wear their own jersey • Home team wears a light colored jersey • Visiting team wears a contrasting color approved by the referee and scorekeeper • Numbers on front and back • NO Tape allowed to modify number • Basketball shoes/sneakers only, no slip-ons or dress shoes will be allowed
Accessory Clothing	<ul style="list-style-type: none"> • Undershirt color must match primary jersey color (if worn) • Allowable – short sleeve undershirt, knee pads (with or without legging), head bands (no more than 3” wide), rubber bands for hair only, wrist bands

	<ul style="list-style-type: none"> • NOT Allowable – compression arm sleeves, compression leggings (unless knee pad incl.), plastic head/hair bands, bandanas, head wraps/ties, long sleeve undershirts <ul style="list-style-type: none"> ○ Exception: A doctor’s note is required for any exception to this rule • All players wearing accessory clothing MUST be the same color as rest of team • Home Team (primary jersey color or white) • Visitor Team (primary jersey color or black) • All accessory clothing must fit properly and deemed appropriate during play • All accessory clothing deemed not allowable and/or not appropriate must be removed prior to game at the discretion of officials
Uniform Violation	<ul style="list-style-type: none"> • If uniform infraction is flagged during course of play, player must correct per instruction from LD • Technical (non-decorum) may be issued if not resolved in a timely manner
Playing Time	<ul style="list-style-type: none"> • Each player must play at least 6 consecutive minutes (per playing time rule) each half when they first enter the game. It is the coaches responsibility to manage each players playing time appropriately. PWK & PW1 – Clock will stop every 5-min to allow for substitutions. • NO 50% games played rule in Summer League
Borrowing	<ul style="list-style-type: none"> • During the summer league, borrowing of players is allowed <ul style="list-style-type: none"> ○ Any team, same division (CYC and/or CBO) ○ One grade below, same Organization (CYC or CBO) ○ Notify LD and Scorekeeper your intent on borrowing prior to game; LD will notify CYC Commissioner ○ Borrowed player MUST be an active player on a team that is currently playing in the Summer League (CYC and/or CBO)

GAME GUIDELINES - SUMMARY (DIVISION SPECIFIC)

PWK (using PW1 rules)

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 the CYC Commissioner of any changes implemented. Org Reps are responsible for relaying these changes to their respective teams.

Back Court Press	Not Allowed at any time during game
Defense	Defense cannot guard/play defense outside the 3-point arc line
Free Throw Shooting	Designated free throw line (approx 1' – 1.5' in front of regulation FT line); may cross as part of follow through
Scoreboard	Score is not shown on scoreboard during game
Game Time	Clock will be stopped every 5 mins (or close as possible) to allow for substitution of players
Three Second Rule	Extended count
Time Outs	1 x :30 sec per half
Basket Height	8 feet
Basketball Size	Size 5 (youth 27.5") ball

Coach on floor	1 coach per team will be allowed on court during “live” play; must not interfere with play of game, opponent coach, officials; must not “coach” opponents player(s)
Uniform (modification)	<ul style="list-style-type: none"> a) Teams are required to wear uniforms with numbers b) T-shirts are acceptable if all the same style and color with numbers, until uniforms are acquired c) Teams must have uniforms by the 5th game or request an extension
Game Time	2 halves, each half is 20 minutes, 2 minutes between halves
Start of Game	<ul style="list-style-type: none"> a) Must have a minimum of 5 eligible/active players in uniform and on the court to start the game b) Game will start with JUMPBALL at division line center circle c) Alternating Possession Arrow will determine thereafter
Playing Time / Substitutions	<ul style="list-style-type: none"> a) 5, 5, 5, 5 b) Referee/Scorekeeper will stop clock every 5 minutes, or closest to it, for required substitution and the bench must be cleared of all players c) Players cannot play more than ten (10) consecutive minutes, unless there are less than 7 players on the team/bench d) Play will be resumed after substitution stoppage by Point of Interruption (POI)
Defense	<ul style="list-style-type: none"> a) Defense cannot guard/play defense outside the 3-point arc line b) NO back court press is allowed c) Double-teaming is allowed; but NO ball stealing <ul style="list-style-type: none"> • Referee will stop play, explain and return the ball to team for inbounds
FOULING OUT	<ul style="list-style-type: none"> a) After a players 5th foul, player will have “fouled out” and will be removed from the game. Player is not allowed back into a game after “fouling out”. b) Coaches are asked to explain to player as a teaching opportunity
Violations	<ul style="list-style-type: none"> a) Violations will not constitute turnover possession to opposite team <ul style="list-style-type: none"> i. Traveling, Double-dribbling, etc... b) Referee will quickly explain violation and promptly return the ball to player for inbounds c) Coaches are asked to reinforce this teaching aspect d) NO five (5) second inbound violation will be called
Free Throws	<ul style="list-style-type: none"> a) NO free throws for BONUS (7th team foul or 10th foul in the half) b) Free throws will be administered for all shooting fouls c) Designated free throw line (approx 1’ – 1.5’ in front of regulation FT line) d) Free throw shooter may cross the line on follow through e) Free throw shooter cannot attempt a rebound on release and after ball hits the rim, unless it spontaneously bounces back to player
Referee Duties	<ul style="list-style-type: none"> a) At referee’s discretion, any “violent”, flagrant or unsportsmanlike conduct by a player a Technical Foul will be called b) Coaches will be required to immediately remove involved player(s) and explain, educate and address the issue c) Substituted player may re-enter the game at next dead-ball substitution after the explanation of issue
Injury / Head Injury	See injury / concussion protocol section below

PW1 (using PW2 rules)

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 the CYC Commissioner of any changes implemented. Org Reps are responsible for relaying these changes to their respective teams.

Back Court Press	Not Allowed at any time during game
Defense	Defense cannot guard/play defense above the designated line above the top of key extended; dependent on gym; if there is no designated line, the top of key extended will be used
Free Throw Shooting	Designated free throw line (approx 1' – 1.5' in front of regulation FT line); may cross as part of follow through
Scoreboard	Score is not shown on scoreboard during game
Game Time	Clock will be stopped every 5 mins (or close as possible) to allow for substitution of players
Three Second Rule	Extended count
Time Outs	1 x :30 sec per half
Basket Height	10 feet
Basketball Size	Size 5 (youth 27.5") ball
Coach on floor	Coaches are not allowed to be on the floor during "live" play

Game Time	2 halves, each half is 20 minutes, 2 minutes between halves
Start of Game	<ul style="list-style-type: none"> a) Must have a minimum of 5 eligible/active players in uniform and on the court to start the game b) Game will start with JUMPBALL at division line center circle c) Alternating Possession Arrow will determine thereafter
Playing Time / Substitutions	<ul style="list-style-type: none"> a) 5, 5, 5, 5 b) Referee/Scorekeeper will stop clock every 5 minutes, or closest to it, for required substitution and the bench must be cleared of all players c) Players cannot play more than ten (10) consecutive minutes, unless there are less than 7 players on the team/bench d) Play will be resumed after substitution stoppage by Point of Interruption (POI)
Defense	<ul style="list-style-type: none"> a) Defense cannot guard/play defense above the designated line above the top of key extended; dependent on gym b) If there is no obvious designated line, the top of key extended will be used c) NO back court press is allowed
FOULING OUT	<ul style="list-style-type: none"> c) After a players 5th foul, player will have "fouled out" and will be removed from the game. Player is not allowed back into a game after "fouling out". d) Coaches are asked to explain to player as a teaching opportunity
Free Throws	<ul style="list-style-type: none"> a) Free throws will be administered for all shooting fouls b) Designated free throw line (approx 1' – 1.5' in front of regulation FT line) c) Free throw shooter may cross the line on follow through

	d) Free throw shooter cannot attempt a rebound on release and after ball hits the rim, unless it spontaneously bounces back to player
Referee Duties	<ul style="list-style-type: none"> a) At referee's discretion, any "violent", flagrant or unsportsmanlike conduct by a player a Technical Foul will be called b) Coaches will be required to immediately remove involved player(s) and explain, educate and address the issue c) Substituted player may re-enter the game at next dead-ball substitution after the explanation of issue
Injury / Head Injury	See injury / concussion protocol section below

PW2 (using MB3 rules)

Back Court Press	<p>Not Allowed at any time during game</p> <ul style="list-style-type: none"> o Exception: 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
Free Throw Shooting	Designated free throw line (approx 1' – 1.5' in front of regulation FT line); may cross as part of follow through
Scoreboard	Score is shown on scoreboard during game
Three Second Rule	Extended count
Time Outs	4 total = 2 x :30 and 2 x full (1 min) per game; OT – 1 time out, no carryover
Basketball Size	Size 6 (28.5") ball

Game Time	2 halves, each half is 20 minutes, 2-5 minutes between halves
Start of Game	<p>Must have a minimum of 5 eligible/active players in uniform and on the court to start the game</p> <ul style="list-style-type: none"> o Suspended (and/or injured) players DO NOT count as eligible/active players
Playing Time	<p>Each player is required to play minimum 6 consecutive minutes per half, first time entering the game each half; Count minutes ONLY not seconds</p> <ul style="list-style-type: none"> o Exception: player fouls out, is injured, or becomes ill <p>--> SEE ADDENDUM "A" BELOW FOR FULL EXPLANATION <--</p>
Playing Time Rules	<ul style="list-style-type: none"> a) Playing time is determined by the minutes on the game clock, disregard the seconds. b) Scorekeepers are NOT responsible to inform coaches of lack of minutes played c) Overtime does NOT count towards minutes played
Playing Time Violation	<p>If a playing time violation has occurred and/or discovered during scoresheet review; CYC Commissioner will investigate and confirm – penalty will be issued</p> <ul style="list-style-type: none"> i. Game Forfeit and \$200 fine ii. Primary Coach suspended next sanctioned CYC game iii. Subsequent infractions will be dealt with more severely
Late Arrivals/Early Departures	<ul style="list-style-type: none"> a) Eligible to enter game at any time after the first 6 minutes of the half during which he arrives and may only enter the game if he is able to play at least 6 consecutive minutes b) Any half that a player plays, the minimum 6 minutes playing time requirement will apply c) Must notify LD of his tardiness d) If there is less than 6 minutes remaining in half, player must sit out until the next half begins; otherwise it would be a playing time violation

Substitutions	<p>a) NO substitutions allowed for the first 6 minutes of each half</p> <ul style="list-style-type: none"> o Exception: player fouls out, is injured, or becomes ill <p>b) Players must check-in with scorekeeper at the table prior to entering the game or may be assessed a delay of game and/or technical foul</p> <p>c) If player does not check-in and scorekeeper doesn't recognize, playing time will start from the time of recognition and is subject to all penalties for time infractions, including delay of game</p>
Stop Clock	<p>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</p> <p>b) Player is injured and resumes when the referee determines the player is cleared to play or a substitute enters the game</p> <p>c) Both of these are official's time outs and not charged to either team</p> <p>d) Technical Foul: clock will stop</p>
Stop Time	<p>a) Last 15 seconds of first half</p> <p>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</p> <p>c) Waived upon mutual consent of both coaches and LD</p> <p>d) Referee's official time out or request</p>
3-point Shot	<p>a) Allowed if a three-point line is marked on the court</p>
Free Throws	<p>a) Players may enter key upon release of shooter; Shooter may enter once ball hits the rim</p> <p>b) Players line up starting on the lower block during Free Throws</p>
Tie Game (Overtime)	<p>a) First overtime: two-minute OT period with stop time</p> <ul style="list-style-type: none"> i. 1 time out per team; NO carryovers from regulation <p>b) Second overtime: Sudden death</p> <ul style="list-style-type: none"> ii. No time outs
Point Spread > 20	<p>a) When the point spread is greater than 20 points, and the primary coach of the advantage team is asked to remove the press by a CYC Official the coach must comply; failure to comply can result in a coach technical and 1-game suspension; continued non-compliance will result in an unsportsmanlike conduct technical issued against the Primary coach with additional penalties</p>
Mercy Rule	<p>a) The Mercy Rule may be called at any time by either coach; at this point, score keeping will stop and the score board will be turned to 0-2; running time</p> <p>b) Once invoked, the Mercy Rule will not be reversed</p> <p>c) Use of the mercy rule does not negate any other violations</p> <p>d) Team that invokes the mercy rule WILL concede the game</p>
Injury / Head Injury	See injury / concussion protocol section below

INJURY / CONCUSSION PROTOCOL

First Aid Kit	<p>Each Team should have their own First Aid Kit and be knowledgeable on administering first aid to their own player(s) if necessary</p> <ul style="list-style-type: none"> • Ice Packs • Bandages • Compression Wraps (ie. ACE Bandage)
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Head Injury	<ul style="list-style-type: none"> a) Any CYC coaches card holder or CYC Official can invoke concussion protocol at any time during a game b) If a head injury occurs on a player at any time during a game, player may only return to play if: <ul style="list-style-type: none"> i. All involved parties agree there are NO signs of concussion ii. Must have a signed written consent from parent on provided CYC injury report form before player will be allowed to return to game c) If a head injury occurs and concussion protocol invoked and concussion symptoms are noted, player may not return to current game; player can only return to play with: <ul style="list-style-type: none"> 1. Doctor's note submitted to LD and/or CYC Commissioner; and Signed CYC Return To Play (RTP) form submitted to LD and/or Commissioner
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INFRACATIONS

CYC is a **ZERO TOLERANCE** youth basketball league. All violations and infractions will be enforced. All infractions are reviewed by all parties involved (CYC Officials and CYC Governing Board) and are subject to disciplinary action. See full CYC Guideline for types of infractions and subsequent penalties.

Decorum Technical Fouls	<ul style="list-style-type: none"> 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. Flagrant violation of CYC rules 4. Unsportsmanlike Conduct
Ejections	<ul style="list-style-type: none"> 1. Referee may at any time eject, with or without warning, a player, coach, or spectator
Suspensions	<ul style="list-style-type: none"> 1. 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; Player deemed inactive and ineligible to play 2. Coach or other Adult: NOT allowed to be present in the gym or doorway at any CYC game in any division during the suspension
Non-Decorum	<ul style="list-style-type: none"> 1. Investigated and ruled on by the CYC Organization Rep and/or CYC Commissioner; ALL rulings will considered final

Decorum Technical Foul	Player Penalty	Coach / Assistant Coach Penalty
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 game suspension (Winter game and/or Mego)	Automatic 1 year Suspension from CYC and a) Forfeit of present game being played;

		b) \$400.00 fine to the Organization
3 / Year	Automatic 1 Full Season Suspension (1 year)	

ALL DECISIONS MADE BY THE CYC GOVERNING BOARD ARE FINAL

ADDENDUM A

6-Minute Playing Time Rule Explained (For PW2 using MB3 rules)

There is a rule in CYC that each player **MUST** play a minimum of 6 consecutive minutes the first time a player enters a game in each half.

CYC will only look at the **MINUTES** (not seconds) of the time a player enters and exits a game and is noted on the scoresheet. Substitutions are **NOT** allowed until the clock hits the 14:59 mark of each half.

Example 1: *COMPLIANT*

Player A starts the game (20:00), substitutions will be allowed once the clock hits the 14:59 mark at the earliest. If Player A gets subbed out at 14:23, this is in compliance with the 6-min playing time rule. The scoresheet will be marked as: IN (20) and OUT (14) = 6 minutes

Example 2: *COMPLIANT*

Player B subs in for Player A at the 13:42 mark, the earliest that Player B can be subbed out for is at the 7:59 mark. The scoresheet will be marked as: IN (13) and OUT (7) = 6 minutes

Example 3: *NON-COMPLIANT*

Player B subs in for Player A at the 13:42 mark, Player C then subs in for Player B at the 8:02 mark. The scoresheet will be marked as: IN (13) and OUT (8) = 5 minutes

Example 4: *NON-COMPLIANT*

Player C comes late to the game and the clock shows 5:59 left in the half. Player C should **NOT** be allowed to enter the game as they wouldn't be able to fulfill the 6-minute rule. Player C will be allowed to play in the 2nd half. [Winter Only] Player C will not receive credit for a game played