

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	
Japanese American Optimist Club	Hoops For Friends, Inc.

CYC Governing Board		CYC Operations Board	
Chairman	Cliff Shinmei	Commissioner of Basketball Ops	Geno Lehman
CEO/Trustee	Cliff Shinmei	Prep /Megalopolis Chairman	CYC
CFO	Phil Teramoto	Prep Coordinator	Geno Lehman
Board President	Jon Saguchi	Megalopolis Coordinator / All-Star Team Coordinator	Jets – John Lin
Secretary / Gyms / Governing Board	Hannah Chang	Scorekeeper Coordinator	Toby Hiromoto
Qualifications Chairman / Governing Board	Shauna Hiranaka	CYC Referee Coordinator	Bob Amano
Webmaster / Governing Board	Jon Saguchi	Muni Referee Coordinator	Phil Teramoto

CYC Board

Orgs and Representatives		Rotation of Responsibilities (April thru May - subject to change)			
Organization	Representative	Division	Commissioner Basketball Operations	Prep Coordinator	Megalopolis Coordinator/AS
Bruins	Eva Argonza	PW ₂ / JB ₇	2027-28	2028	2032
Dodgers	Toby Hiromoto	MB ₄ Y	2030-31	2031	2028
Jets	John Lin	MB ₃	2029-30	2030	2027
Mustangs	Marty Law	JB ₈	2032-33	2033	2030
Sabers	Geno Lehman	MA ₆	2026-27	2027	2031
Tigers	Courtney Morifuji-Chan	PW ₁ / MA ₅	2031-32	2032	2029
Wanjis	Angela Giang	MB ₄ B	2028-29	2029	2033

These guidelines are effective **October 1, 2026** and supersede all previous versions

CYC adheres to the rules as it is adopted annually under the jurisdiction of the National Federation of High Schools (NFHS) Rules of Basketball. California Interscholastic Federation (CIF) modifications and policies may or may not be applicable. The CYC Board of Trustees and Board of Directors can also make modifications to existing NFHS Rules and CIF modifications where it deems appropriate. All CYC league games are played under these rules and any/or all modifications.

I. General

- A. These guidelines are effective **October 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 affiliated organizations
- D. Composed of boys grades 1st – 8th grade for Winter Season; K – 8th for Summer Season; and 8th thru 12th for Prep League
- 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 Megalopolis tournament games; CYC insurance will not apply to any other post-season games
- F. Gym Permits
 - 1. Pets are not allowed on school premises (exception: Service animals with proper identification)
 - 2. NO alcohol, smoking of tobacco cigarettes, e-cigarettes, vape, pipe, or any other illegal substance allowed on school premises and is strictly prohibited
 - 3. If not in compliance, these violation(s) will result in an immediate forfeit of game to team associated to offender(s)

II. Officials

- A. League Director (LD)
 - 1. Appointed by the organization representative to CYC
 - 2. Responsible for maintaining order and managing operations at the gym they are assigned
 - 3. LD shall be seated near the scorekeeper's table
 - 4. Please refer to the 2026-27 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 – assigned and under the general direction of CYC
- D. CYC Commissioner / Organization Representatives
- E. CYC Governing and Operations Board

III. Organization and Team Responsibilities

- A. Certification of coaches annually (ie. Coaches Card)
- B. Provide 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; must renew certificate every 2 years
 - [CDC - Heads Up - Online Concussion Training for Coaches](#)
- D. AB506 Certification – Organizations are responsible to perform Background checks and fully aware of abuse and molestation information for all of their volunteers
- E. Provide qualified and informed LD for assigned Divisions (if needed)
- F. Provide an Organization CYC Representative for Positions per Rotation of Responsibilities

IV. Official CYC Seasons and Tournaments

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

Season	Divisions	Begins (see below)	Duration
Winter	PW1 – JB8	November 1	Approx. 9-10 games over 10-11 weeks, and concludes with the Megalopolis Tournament
Jamboree	PW1 – JB8		February 28, 2027
Megalopolis Tournament	MB3 – JB8		March 13-14, 2027
Summer	PWK – JB8	May-June	Approx. 5-6 games over 6-7 weeks

B. Summer League

1. Current year's version of **CYC score sheet** (see additional requirements in scoresheet section below)
2. CBO and CYC shall utilize the 2026-27 CYC Guidelines during the CYC Summer League
 - a) Teams will use guidelines from next division UP (ie. MB3 will play using MB4 guidelines, etc...)
3. Summer rosters are not official
 - a) A player participating in Summer League does not automatically qualify to play in CYC the following Winter Season
 - b) CBO and/or CYC will review and approve submitted rosters prior to start of summer league
4. 50% participation for games played is waived
5. Borrowing players will be allowed during Summer League, with the following criteria:
 - a) May borrow ONLY if number of players is 7 or lower to reach 8 players to play
 - b) Borrowed player must also be registered to play in current Summer League; CYC and/or CBO
 - c) Borrowed player must be playing in the same division as team that is borrowing; CYC and/or CBO
 - a. Exception: if unable to find a player in same division, ok to borrow from grade below ONLY if from same Organization (ie. CYC to CYC or CBO to CBO) AND approval from a parent or Legal Guardian
 - d) MUST notify League Director (prior to game) and Scorekeeper(s) to add borrowed players to scoresheet; LD will notify CYC Commissioner
 - e) Uniforms worn must be from a recognized Organization within CBO and/or CYC
 - a. If borrowing a player(s) – can wear their own organization jersey (if no other option is available); must wear light (home) or dark (visitor)
 - b. If borrowing a player(s) – duplicate numbers are allowable (if no other option is available); must notify LD, Scorekeeper and Referees prior to play

V. Registration Fees, Forms and Documents

A. Fees

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

B. Registration Forms (Online on CYC Website)

1. All registration forms must be completed online, handwritten forms are not acceptable.
 - a) A copy of the Registration form and **signed** copy of the Code of Conduct/Waiver of Liability form will be forwarded automatically to your Organization Representative
 - b) Organizations will collect, verify, and keep report cards (if requested)
 - c) New players are required to submit a copy of birth certificate or copy of passport to your Organization Representative for verification purposes

- d) Completed registration information will be submitted to the Qualifications Chairman for review and approval
2. Rosters (Online on CYC Website)
 - a) All rosters must be completed online
 - b) Required to have full roster of players listed in numerical order from low to high
 - c) Completed Rosters MUST have all applicable information filled in to be considered a "valid" roster
 - d) A copy of the roster will be sent via email to person completing the form online, as well as;
 - e) Electronic copy submitted to each of the following: Commissioner, Qualifications Chairman and Webmaster
 - f) Head Coach and all adult assistants must be listed on roster, maximum 3; each one listed must have a Coach's Card issued by your organization.
 - g) Roster changes should be dated and distributed by electronic copy to Commissioner, Qualifications Chairman, and Webmaster
 - h) Organization Rep is required to review and approve ALL submitted rosters and/or revisions and shall submit to Qualifications Chairman for FINAL approval
 - i) Deadline for all rosters is first meeting in September (or designated date); if team withdraws after registration deadline, registration fee is forfeited; No refund; there is a \$100 fee penalty for each team registration packet turned in after deadline
- C. **Score sheets** (Online on CYC website)
1. **Handwritten score sheet is not an official score sheet and would be considered a violation**
 2. All score sheets must be completed online
 3. A copy of the score sheet will be sent via email to person completing the form online
 4. Requirements
 - Current year's version of **CYC score sheet**
 - Printed on 8.5" x 11" paper in landscape direction
 - Must be typed (exception: date, gym, opponent do not need to be typed)
 - Required to have full roster of players listed in numerical order from low to high
 5. Score sheet Corrections
 - a. Do not modify or delete players who do not show up to the game
 - b. The Score keeper 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)
 6. **Score sheet 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
 7. Official Game
 - Head coach and parent rep will sign score sheet after game played to verify accuracy; and/or
 - Once the referees and other CYC officials leave the gym at the end of the day, the game becomes official

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) rostered 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. Teams Playing "UP" a Division

1. Teams requesting to play "UP" one division must have the approval of the CYC and its Organizations
 - a) No teams can request to play "UP" one division until they reach the MB3 division
 - b) Once approved, the team must continue to play "UP"
 - c) Teams with player(s) 1 grade younger will not be allowed to play up one division

C. 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 to 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 and MUST be able to play at least 5 games on the schedule

D. Player Transfers

1. Except as otherwise provided in this section, no player shall move from
 - a) One Organization to another (CYC to CYC)
 - b) CYC to CBO or SEYO
 - c) CBO or SEYO to CYC
2. Requirements for transfer request
 - a) Transfer players from within CYC (or CYC to CBO or SEYO) will need to submit a CYC release form
 - (1) Must be signed by appropriate CYC representatives as noted on the release form
 - (2) Acceptance from another CYC (or CBO or SEYO) organization
 - (3) Must be presented to CYC Board for approval/denial and/or 1-year sit out
 - (4) Approval from the CYC Governing Board
 - b) Transfer player from CBO or SEYO to CYC will need to submit a CBO or SEYO release form
 - (1) Must be signed by appropriate CBO or SEYO representatives as noted on the release form
 - (2) Must be signed by CBO or SEYO Governing Board
 - (3) Must be presented to CYC Board for approval/denial and/or 1-year sit out
 - c) 1-year sit out: If player has not played (sat out) one complete year 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 and CYC Board has approved and signed release form
 - d) Player transfers from CYC to CBO or SEYO and CBO or SEYO to CYC must also be approved by Summit Committee (CYC, CBO and SEYO)
 - e) See Organization Representative for additional requirements/restrictions
3. A player who transfers without prior approval as set forth above, shall be suspended for 1-year and his team will forfeit all games in which the player has participated. (See **section X.** for fines)

E. 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 consecutive minutes in the 1st half **and** 6 consecutive minutes

in the 2nd half; players sitting out due to illness and/or injury will get credit for sitting on the bench for the whole game

- a) Excused absences
 - (1) Illness – Organization Rep and CYC Commissioner MUST be notified prior to game being played; if more than one game is missed due to illness, a note from a medical, board-certified doctor may be required (if appropriate/requested)
 - (2) Illness during game – LD must be notified and player cannot re-enter game
 - (3) Injuries - requires verification from a medical, board-certified doctor, in a timely manner
 - (4) Family relocation or similar circumstances are excused; verification may be required
 - b) Unexcused absences
 - (1) Illness - **NOT** notifying your Organization Rep and/or CYC Commissioner **PRIOR** to game being played
 - (2) Unofficial CYC activity (ie. club game, birthday party, vacation, other sporting event, etc...)
 - c) Players who fail to play in at least 50% of all scheduled games will subject the team to forfeiture of any and/or all awards, ineligible for the Megalopolis Tournament, and subject to fines (See section X. G 2 for fines)
2. Winter Season: Borrowing players is **NOT** allowed
 3. Summer Season: 50% participation is waived and borrowing players will be allowed (as needed)
 4. Members of CYC teams may participate with club, school, and other basketball (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
 5. 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 organization 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

F. Coaches

1. Primary Coach will be held accountable for the actions of his/her players and spectators during a CYC activity or event
2. Complete the CYC Coaches Code of Conduct form (online on CYC Website)
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 Conduct 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. 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
5. Each Coach on the bench during a game, MUST have a Coaches card (physical or digital) to be able to show when asked by a CYC Official
6. If a Coach's 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
7. Maximum number of 3 coaches allowed on bench during game
8. At least one coach on bench during game, must be at least 18 years old
9. Must have a FULL understanding of the CYC 6-min playing time rule
 - a) Primary Coach is responsible for ensuring that each player is allowed to play under the guidance of the 6-min playing time rule (See "**Addendum A**" below). Failure to do so will result in penalties.
 - b) First Offense (Game forfeit, \$200 fine, Primary Coach suspended the following game)
 - c) Subsequent Offenses (Game forfeit, \$200 fine, Primary Coach suspended the following game AND Coaches Card revoked *
 - (1) * Coach may have coaches card returned AFTER meeting with Organization Representative/Official and shows a full understanding of the 6-min rule

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. Least total points surrendered to common tied opponent(s)
 - 3. If a champion cannot be determined by above, a co-champion awards may be presented in lieu of a 2nd place award (or possibly 3rd place in divisions with 8 teams or more).
 - 4. Additional awards will be given at Commissioner's discretion

VIII. Awards

- A. Yosh Hirai Award (PW1 & PW2 Divisions – Winter Only)

The Yosh Hirai Award will be presented to each player on the selected team at the CYC Basketball Jamboree; the 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. Commissioner of Basketball Operations shall make the final selection; award is optional and not mandatory
- B. CYC Awards
 - 1. PW1/PW2: Participation
 - 2. MB3-JB8: There will be a maximum of 3 placement awards for divisions with 7 teams or more; divisions with 6 teams or less, no more than 2 placement awards
 - 3. PW1-PW2: Optional Yosh Hirai award (optional)
 - 4. All placement awards, if the minimum number is **NOT** met (see chart below), only those players who attend the Jamboree shall receive their awards
 - 5. All awards will be given at the discretion of the CYC Board

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

IX. Equipment

- A. Uniforms
 - 1. Teams must have similar, color organization logo jerseys and similar color 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) Numbers on front and back (recommend 4 inch/front, 8 inch/back)
 - c) No duplicate numbers
 - d) Either 0 or 00, but not both

- e) 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; warning will be issued with the expectation it be corrected by the following game
5. Basketball shoes only, no slip-ons or dress shoes will be allowed
6. Uniform Blood Rule: Any player with blood on their uniform or person must leave the game and the issue is fully corrected within 20 seconds or if their team calls a time-out.
 - a) If blood cannot be cleaned, covered, or uniform changed within that 20 seconds, player must leave the game
 - b) A time-out can be requested and player can return to game if the blood is cleaned by the end of the time-out
 - c) If changing uniform, uniform must be a recognized Organization jersey and if number is different the score keeper and LD must be informed prior to re-entering the game
 - d) IF a recognized Organization jersey is not available, player will NOT be allowed to return to game
 - e) Time used to address a uniform blood issue does not count against the 6-min playing time rule
7. Accessory Clothing:
 - a) **NOT** allowed – Compression arm sleeves, compression leggings (unless knee pad incl), plastic head/hair bands, bandanas, head wraps/ties, long sleeve undershirts
 - b) Allowable – Short sleeve undershirt, Knee pads (with or without legging), head bands (no more than 3" wide), rubber bands for hair only, wrist bands
 - c) All players wearing accessory clothing (incl. undershirt color) must be the same color
 - Home team (primary jersey color or white)
 - Away team (primary jersey color or black)
 - d) All accessory clothing must fit properly and deemed appropriate during play
 - e) All accessory clothing deemed not allowable must be removed prior to game at the discretion of officials or a technical (non-decorum) will be called for uniform violation
8. If uniform infraction is flagged during course of play, a dead ball will be called and violating team will be assessed a full timeout; player must correct any infractions before time out ends and before re-entering the game; playing time will not be reset and will resume upon correction of infraction during time out and returning to game; No technical foul will be assessed as long as player is able to correct infraction before re-entering the game
 - a) If unable to resolve uniform infraction in a timely manner, a non-decorum technical foul will be issued if/when player re-enters the game

B. Basketball and Hoop

Division	Basketball Size	Hoop Height
PW1	Size 5 (youth) ball	8 Feet
PW2	Size 5 (youth) ball	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)	Composite, Leather, Rubber	

X. 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. Flagrant violation of CYC rules
4. Unsportsmanlike conduct

- B. Playing Time Violations (6-min Rule)
1. First Offense (Game forfeit, \$200 fine, Primary Coach suspended the following game)
 2. Subsequent Offenses (Game forfeit, \$200 fine, Primary Coach suspended the following game AND Coaches Card revoked *)
 - * Coach may have coaches card returned AFTER meeting with Organization Representative/Official and shows a full understanding of the 6-min rule
- C. All infractions are reviewed by the CYC Governing Board and are subject to disciplinary action
- D. 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
- E. The referee may at any time eject, with or without warning, a player, coach, or spectator
- F. Non-Decorum are investigated and ruled on by the CYC Organization Reps; ALL rulings will be considered final
- G. 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 score keeper should be notified of presence. Player deemed inactive and ineligible to play.
- H. Forfeit
1. Reasons:
 1. Failure to provide an official CYC score sheet constitutes a forfeit
 2. Not having five eligible/active 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
 3. No certified adult representative (coach's card) on bench for entire game
 4. Use of an ineligible player
 5. Violation of minimum playing time (6-min rule)
 2. Fines:
 1. No show, game not played: \$400.00
 2. Completed/Partial game determined to be a forfeit due to infraction: \$200.00
 3. All fines must be paid and confirmed by CYC Basketball Operations Commissioner prior to next **scheduled game or an additional penalty will be assessed**

I. **ALL decisions made by the CYC Governing Board are FINAL**

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)	

ADDENDUM A

6-Minute Playing Time Rule Explained

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