

CYB MAROON BOOK



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PREFACE

About CYB

Claremont Youth Basketball (CYB) is an all-volunteer organization with a fundamental goal to expose and develop youth to the wonderful game of basketball. Claremont Youth Basketball (CYB) is a California Nonprofit Public Benefit Corporation. CYB's mission is to provide a youth basketball program to preserve, expand, and contribute to the health, development, and well-being of the youth in Claremont and neighboring communities.

CYB Mission

Claremont Youth Basketball (CYB) is a California Nonprofit Public Benefit Corporation. CYB's mission is to provide a youth recreational basketball program to preserve, expand, and contribute to the health, development, and well-being of the youth in Claremont and neighboring communities.

CYB Principles

CYB is a safe, positive, and fun athletic environment to all youth.

CYB develops, models, and promotes positive sportsmanship.

CYB provides fundamental instruction and development about the game of basketball.

CYB fosters fair play and healthy competition.

Focus on Recreational Basketball

CYB is a recreational basketball league where, all levels beyond the Clinic are competitive in that score is kept, the game is officiated, and there is a winner.

However, the primary goals for all of CYB's programs are to:

- Provide a safe, positive, and fun athletic environment to all youth in CYB; and
- Provide fundamental instruction and development about the game of basketball, including individual skills development; team play

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development; and the development and modeling of positive sportsmanship.

Code of Conduct and Ethics

All CYB Board Members, Administrators, Coaches, Players, and Family Members are expected to adhere to and abide by the CYB Code of Conduct and Ethics.

The CYB Code of Conduct and Ethics is in Appendix 2 of this publication.

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League Calendar (General)

Description

CYB is a “winter” sport with games running from December through the beginning of March. The table below outlines the critical calendar dates that CYB uses to run the league. All dates are approximate and subject to slight changes depending on how the days fall for a given year.

Date	Event
September 1	<ul style="list-style-type: none"> Online Registration Opens
Week 39	<ul style="list-style-type: none"> In person Registration <ul style="list-style-type: none"> Register for CYB Mandatory Height/Weight Check Volunteer Sign-up
Week 41	<ul style="list-style-type: none"> Player Evaluation Day 1
Week 42	<ul style="list-style-type: none"> Registration Closes <ul style="list-style-type: none"> Make-up Player Evaluation Day
Week 43	<ul style="list-style-type: none"> Division Drafts
Week 44	<ul style="list-style-type: none"> Practices Start
Week 49	<ul style="list-style-type: none"> Games Start – Season Week 1
Week 50	<ul style="list-style-type: none"> Season Week 2
Week 51	<ul style="list-style-type: none"> Season Week 3 <ul style="list-style-type: none"> Last games before holiday break.
Week 52/ Week 1	<ul style="list-style-type: none"> Holiday Break No Practices/No Games

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Week 2	<ul style="list-style-type: none"> Season Week 4 <ul style="list-style-type: none"> Games resume after holiday break.
Week 3	<ul style="list-style-type: none"> Season Week 5
Week 4	<ul style="list-style-type: none"> Season Week 6
Week 5	<ul style="list-style-type: none"> Season Week 7
Week 6	<ul style="list-style-type: none"> Season Week 8
Week 7	<ul style="list-style-type: none"> Season Week 9 <ul style="list-style-type: none"> Pre-season Registration Opens
Week 8	<ul style="list-style-type: none"> Season Week 10 <ul style="list-style-type: none"> Final regular season games
Week 9	<ul style="list-style-type: none"> Playoff Week 1
Week 10	<ul style="list-style-type: none"> Championship Sunday <ul style="list-style-type: none"> Pre-Season Registration Closes
Week 11	<ul style="list-style-type: none"> All Star Sunday

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Section A. General Information

In this Section

This section contains general information about Claremont Youth Basketball and its participants.

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Part 1. CYB Volunteers

Administration

CYB is a volunteer organization and its activities are managed and overseen by its Board of Directors (referred to as “The Board”). A directory of the CYB Board members is available on the CYB website at www.claremontyouthbasketball.com.

CYB as an organization is governed by a set of Bylaws. The current CYB Bylaws can be found in Appendix 1.

The following roles make up the administration of CYB.

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Role	Responsibility
Board of Directors	<ul style="list-style-type: none"> ● Governance of all aspects of Claremont Youth Basketball including but not limited to: <ul style="list-style-type: none"> ○ Rules ○ Scheduling ○ Finances ○ Registration ○ Facilities (Practice and Games) ○ Equipment (Uniforms and Basketballs) ○ Disciplinary actions ○ Website/Social Media ○ Post-season tournament ○ All-star games ○ Promotion and fundraising
Board President	<ul style="list-style-type: none"> ● Preside over CYB League proceedings
Treasurer	<ul style="list-style-type: none"> ● CYB financial responsibilities including: <ul style="list-style-type: none"> ○ Payment of vendors ○ Deposit of registration fees ○ Presenting Finance Report to CYB Board
Registrar	<ul style="list-style-type: none"> ● In charge of registration decisions and logistics

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Referee Liaison	<ul style="list-style-type: none"> • Communicate the following with referee coordinator: <ul style="list-style-type: none"> o CYB game schedule o CYB Rules and rule updates o Feedback on referees • Serve as CYB contact on any discussions involving technical fouls, coach-referee relations, and in-game calls.
Board Member(s)	<ul style="list-style-type: none"> • Provide guidance and oversight of CYB League proceedings. • Responsibilities include but are not limited to: <ul style="list-style-type: none"> o Vote on items presented to The Board o Chaperone CYB games
Commissioners	<ul style="list-style-type: none"> • Field all matters related to the division in conjunction with The Board as necessary. • Manage the logistics associated with the division they are commissioner of including: <ul style="list-style-type: none"> o Secure sufficient coaches for the division. o Player evaluations o Administer the division draft o Determine the process for selection of All-Stars from the division. o Determine playoff seeding and post-season tournament bracket.

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Coaches

Good, positive coaching is the key ingredient to any successful recreational youth sports program, and CYB is indebted to the many outstanding individuals who have volunteered their time and expertise to coach in CYB.

For head coaches in the B2 and B3 Boys Divisions and the G2 Girls Divisions, CYB expects all head coaches to have at least a fundamental understanding of the game of basketball and to be able to work with youth on individual skills development as well as basic team play.

If a coach does not have a background in basketball, but is still interested in coaching, CYB has several resources to help get a new coach started.

For head coaches in the B1 Boys and G1 Girls Divisions, CYB expects all head coaches to have prior head coaching experience and/or a more advanced background in basketball and to be able to work with the team on more advanced skills development and more advanced team play.

Finally, CYB expects all head and assistant coaches to have a commitment to modeling and developing positive sportsmanship, which includes the following expectations:

- Apart from commonly accepted displays of sportsmanship (e.g., shaking hands at the end of a game), coaches should never physically touch or threaten to touch any player.
- Coaches should not yell or use profanity with their teams.
- Coaches should treat other coaches, players, referees, and fans with respect and good sportsmanship.

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Coaches have many responsibilities as outlined above, but the following are some of the critical roles and responsibilities:

- Be a positive role model.
- Demonstrate good sportsmanship.
- Conduct appropriate practices
 - Teach age-appropriate skills
 - Focus on Fun while learning the game of basketball
- Promote the CYB Mission and Principles
- Support the CYB Division Commissioner and CYB
 - Communicate effectively and appropriately with Parents/Guardians

Part 2. Volunteer Background Screening

Providing a safe and secure environment for players is a critical priority for CYB, and we make every reasonable and good faith effort to provide a safe and secure environment for our youth.

See **Section F** for more information on Player Safety and Security

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Play SAFE

CYB's Play SAFE Youth Protection Program includes CYB's policies, procedures, and guidelines related to the prevention and mitigation of abuse, molestation, or sexual misconduct, and the rejection of any volunteer who has been found responsible for child abuse, molestation, or other sexual misconduct.

The Play SAFE Youth Protection Program includes the following elements:

- All CYB Volunteers (Board Members, Commissioners, Head Coaches, and other volunteers) who are in a position to supervise or oversee CYB players must complete a criminal background screening process.
- All CYB Volunteers who are in a position to supervise or oversee CYB players review and acknowledge CYB's:
 - Play SAFE Youth Protection Program and Background Screening Policy
 - Play SAFE Youth Protection Code of Conduct
 - Play SAFE Youth Protection Policies and Procedures for CYB Directors, Commissioners, Head Coaches, and Assistant Coaches
- In addition to Play SAFE, CYB's safety and security program includes the following elements:
 - All official CYB practices and games scheduled at facilities are covered by appropriate general liability insurance
 - The Head Coach in charge of practice maintains an emergency supplies kit at practice; CYB also maintains emergency supply kits at scorer's table at games

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Part 3. CYB Programs

CYB Programs CYB offers the following basketball programs:

Name	Grades	Description
Clinic	1 st and 2 nd	<ul style="list-style-type: none"> 6 weeks that run from Season Week 4 through 10 The primary goal is to expose new players to basketball and help build some skills so that they are ready to play in the League by 3rd grade. Co-ed and larger group clinic format.
B3	3 rd and 4 th	<ul style="list-style-type: none"> Youngest Boy division part of League play. This is the first level of organized and officiated games for boys. Some of the rules are modified to facilitate learning and development. See Section C.
G2	3 rd , 4 th , and 5 th	<ul style="list-style-type: none"> Youngest Girl division part of League play. This is the first level of organized and officiated games for girls. Some of the rules are modified to facilitate learning and development. See Section C.
B2	5 th and 6 th	<ul style="list-style-type: none"> Intermediate Boy division part of League play. This division is a progression in both rules and competition from B3.
G1	6 th , 7 th and 8 th	<ul style="list-style-type: none"> Oldest Girl division part of League play. The most advanced level of play for Girls.
B1	7 th and 8 th	<ul style="list-style-type: none"> Oldest Boy division part of League play. The most advanced level of play for Boys.
CYB3	High School	<ul style="list-style-type: none"> 3v3 format for high school players. Rules are modified to promote everyone being involved. This provides a recreational basketball option for boys and girls beyond B1 and G1.

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Part 4. Players and Family Members

Players

CYB's fundamental goal is to expose youth to the wonderful game of basketball and develop skills in and a lifelong love of basketball.


Although CYB does not expect or require players at any level to have prior basketball experience, we do expect players to have an interest in learning about the game of basketball and a commitment to developing positive sportsmanship, which includes the following expectations:

- Regularly attending practices and games, and, where practical, letting the coach know in advance of any anticipated absences (either the player or the parent).
- Having a positive attitude and be open and reception to coaching and instruction.
- Developing and demonstrating positive sportsmanship with teammates and opposing teams.

Residency Requirements

CYB does not restrict registration based on player residency. Any player that can consistently attend team practices and games is able to play in CYB.

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Participant Eligibility for CYB Programs

A player is eligible to play in the CYB division that is based on the current grade within which that player is enrolled.

Players require parental consent to play in CYB.

To be eligible to play in CYB, a participant must be an amateur in basketball. An amateur participant is one who engages in CYB solely for the educational, physical, mental, social, and recreational benefits derived thereof.

CYB3 is open to high school athletes who are not participating on a basketball team that is part of CIF. High school athletes from other sports (baseball, softball, soccer, etc.) may participate in CYB3 even if on the respective CIF sponsored team in another sport. Consult current CIF regulations as necessary.

Players participating in other basketball leagues, including travel ball (AAU) teams, are eligible to participate in CYB.


Parents/ Guardians/ Spectators

Parents/guardians and other family members or fans (referred to as “Family Members”) of CYB players play a critical role in the success of CYB. CYB’s primary hope and expectation is for Family Members to serve as positive supporters and role models for their children, which includes the following expectations:

- Making a good faith commitment to have your child regularly available to participate in team practices and games.
- Providing positive cheering and support at games.
- Working cooperatively with the head coach to respond to any potential issues that may arise in relation to your child.

We also encourage interested Family Members to become involved as volunteers with CYB through coaching or other volunteer opportunities. If you are interested in volunteering, please contact claremontyouthbasketball@gmail.com.

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Family Members do many things for CYB players, but there are two main responsibilities of Family Members: Support and Communicate.

Support	<ul style="list-style-type: none"> • Family Members support their CYB player by: <ul style="list-style-type: none"> o Encouraging the player's development in basketball o Making arrangements to get the player to practices and games.
Communicate	<ul style="list-style-type: none"> • Family Members are expected to Communicate effectively and appropriately with CYB Coaches, Players, and Board Members.

Part 5. Referees

General

Referees (also known as officials) are a critical part of the CYB experience. CYB is fortunate to be able to supply referees to each official league game played. The referees are not volunteers and are supplied through an organization independent from CYB and are therefore not an agent of CYB. The cost for referees is covered through registration fees. CYB believes having paid and independent referees ensures unbiased officiating of all CYB games.

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Coverage for Regular Season

Referee coverage for CYB regular season games is according to the following schedule:

Division	# of Referees
Clinic	NA
B3	1
G2	1
B2	2
G1	2
B1	2
CYB3	1

It is always acceptable to have an additional referee for any game.

Coverage for Playoff/ Tournament

Referee coverage for CYB playoff/tournament games is according to the following schedule:

Division	# of Referees
Clinic	NA
B3	2
G2	2
B2	2
G1	2
B1	2
CYB3	1

It is always acceptable to have an additional referee for any game.

CYB works with the referee organization to make every effort to cover playoff/tournament games with referees that have officiated that division's regular season games. This is especially important at the B3/G2 level due to the CYB specific rule modifications that are in place in those divisions.

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Section B. Regulations

In this Section

This section contains CYB regulations regarding the topics listed below.

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Part 1. The Program

Claremont Youth Basketball runs an annual recreational youth basketball program for boys and girls from 1st through 12th grade (generally referred to as “CYB”). CYB has three major units in the league as outlined below:

CYB Units

Unit Name	Description
CYB Clinic	Instructional weekly clinic for 1 st and 2 nd grade boys and girls.
CYB League	Recreational basketball league for grade and middle school boys and girls.
CYB3	A subdivision of CYB League. Recreational basketball for high school boys and girls.

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There is no fixed number of players or teams that can be any unit of CYB. The number of teams is determined by the number of players that register for a given CYB unit.

The CYB Clinic is not a basketball league but is subject to the same general regulations outlined in this section. In addition, see Section XX for specific information and regulations regarding the CYB Clinic.

The CYB League is further divided into Divisions based on school grade as follows:

Division	School Grades
B3	Boys 3 rd and 4 th grade
B2	Boys 5 th and 6 th grade
B1	Boys 7 th and 8 th grade
G2	Girls 3 rd , 4 th , and 5 th grade
G1	Girls 6 th , 7 th , and 8 th grade

Each Division is overseen by a Division Commissioner appointed by The Board.

Any exception to a player's grade eligibility for a given division (i.e. playing up) requires approval by The Board and the Division Commissioner.

Governance

CYB is managed and overseen by a Board of Directors (referred to as "The Board"). Members of The Board shall be elected to The Board by the existing members of The Board. Members of The Board are permitted to coach in CYB.

The Board is headed by a President who shall be elected by the other members of The Board according to the approved CYB Bylaws (see Appendix 1).

As a condition of service to CYB, all volunteers (coaches, board members, assistant coaches, and any other volunteer) who provide *regular service* to CYB and/or have *repetitive access or contact with players* must complete the

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Play SAFE background screening process prior to assuming his/her duties. Any volunteer who receives a red or yellow light from Play SAFE may not be eligible for participation in The Program.

The President, with approval of The Board, has the right to remove any board member, coach, assistant coach, or volunteer whose actions or conduct is deemed detrimental to CYB.

The Board, by approval of its members, has the right to remove The President if his/her actions or conduct is deemed detrimental to CYB.

Responsibility of CYB

The Program (CYB) is responsible for providing:

- Biannual background screening for all volunteers.
- Facilities for games which occur on Sundays during the season.
 - o Exception: the first weekend in February. Games will be played on both Saturday and Sunday.
- Facilities for one (1) indoor practice per team per week.
- General liability insurance for its players.
- Uniforms for all players in The Program.
- Online and In-person registration for The Program.
- A 10 week regular season.
- Post-season tournament and All Star games.
- Referees for all games including All Star games.
- Awards for regular season champion, tournament champion and runner-up, and All Star contest winners.

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Part 2. The Teams

Definition	A team is a group of players along with a coach (or coaches) from the same division. Teams are not made up players from different divisions.
Team Formation	<p>CYB (The Board and Division Commissioner) shall establish the number of players per team and thereby the number of teams per division based on the number of players that have registered.</p> <p>Teams are formed via draft (see Section X Part Y).</p>
Team Size	<p>CYB has set a target of 8 players per team as it provides the best balance between player availability and play time. In certain situations it may be necessary to go to either 7 players per team or 9 players per team in order to form a division.</p> <p>The number of players and number of teams in a division will also be set such that each team has the same number players per team. This minimizes the chance of development of a competitive balance.</p>
Finalizing Teams	<p>Players cannot be added to or removed from a team once teams have been formed without proper justification and special approval by The Board. The playing ability of the participant is not considered a justifiable reason for addition or removal from a team.</p> <p>A team is not permitted to “borrow” a player from a different team without special approval by The Board.</p>

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Part 3. The Players

The players are the central focus of CYB. CYB's fundamental goal is to expose and develop youth to the wonderful game of basketball. It is important that players are set up on teams and in The Program in such a way as to promote success, positive experiences, and development.

Players are also part of their own development and experience. As such, Players are expected to abide by the CYB Player's Code of Conduct (see Appendix 2).

Eligibility to Play CYB To be eligible to play in CYB, a participant must be an amateur in basketball. An amateur participant is one who engages in CYB solely for the educational, physical, mental, social, and recreational benefits derived thereof.

Players require parental consent to play in CYB.

Players participating in other basketball leagues, including travel ball (AAU) teams, retain eligibility to participate in CYB.

CYB3 Eligibility CYB3 is open to high school athletes who are not participating on a basketball team that is part of CIF. High school athletes from other sports (baseball, softball, soccer, etc.) may participate in CYB3 even if on the respective CIF sponsored team in another sport. Consult current CIF regulations as necessary.

Divisions A player is eligible to play in the CYB division that is based on the current grade within which that player is enrolled. See Section B Part 1 for a description of the divisions by grade level for CYB.

Age (birth date) is not explicitly used to determine the division a player is eligible to play in; however, age can be considered during the evaluation of decision related to playing in higher division.

Regardless of ability, CYB cannot deny a player the right to play in the division for the school grade for which they are enrolled with proper proof of enrollment.

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Mandatory Play

CYB dues have rules and regulations in place regarding player participation or mandatory play. Please see Section C Part 6 and Part 7 for details on mandatory play.

Practice Truancy

If a player misses consecutive practices without an excuse, the coach will notify the parent/guardian of the player. If the player misses a third consecutive practice, the coach will notify the parent/guardian and the Commissioner and the player can be declared ineligible to participate in the next scheduled game at the discretion of the Commissioner and the coach.

The Commissioner and the coach's decision may be appealed to the CYB Board.

Exception: CYB3 open gym attendance.

Player Conduct

Sportsmanship is the expected conduct for all players.

Any player receiving multiple technical fouls resulting in an ejection or being ejected outright from a game will be subject to disciplinary action by the CYB Board as follows:

First offense: Player is suspended for the next scheduled game

Second offense: Player is suspended for the remainder of the season.

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Part 4. Player Selection

The process of selection of players to form the various teams in each division includes several procedures. The following procedures are outlined in this section:


- Player Evaluation
- Slotting of Coach's Children
- Siblings/Family Members
- Player Selection Draft
- Other Player Selection Regulations

Several of these procedures are to be executed prior to entering the player selection draft. The CYB Division Commissioner is responsible for facilitating all pre-draft procedures including those outlined below.

The general timeline for player selection is as follows:

- Player evaluation occurs approximately 2 weeks prior to the Player Selection Draft.
- The pre-draft meeting between coaches and the division commissioner occurs prior to the player selection draft so that any pre-draft activities can be executed before the player selection draft. In general, the pre-draft meeting and the player selection draft occur during the same meeting.
- The Player Selection Draft occurs approximately 1 week prior to the start of the practices.

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Player Evaluation

The first procedure in the player selection process is the evaluation of players. The evaluation of players prior to the player selection draft is an important activity that is a critical part of maintaining competitive parity amongst the teams in a division. By evaluating ALL player participants prior to drafting, coaches and CYB are able to make the best effort to ensure an even distribution of skilled and still developing players.

Player evaluation occurs approximately 2 weeks prior to the player selection drafts. All prospective Head Coaches are strongly encouraged to attend or send a designee to the Player Evaluation Day(s).

On the Player Evaluation Day(s), all Head Coaches (or designees) in attendance will be provided with Evaluation Template of all registered players in their respective division. Each Head Coach will evaluate players in 5 categories:

- Dribbling
- Passing
- Shooting
- Rebounding
- Defense

The evaluation is done using standard 5-point system with a rating of 1 being lowest and 5 being highest; only whole and half values are to be used (i.e. 2 or 2.5 not 2.7 or 2.2). A guide for ratings in each category is found in Appendix 3. In addition to the ratings in the 5 categories an OVERALL rating is to be provided. It is up to the evaluator to determine what put for the OVERALL rating for a player.

Immediately after Player Evaluation Day, completed evaluations will be submitted electronically to CYB/division commissioner for summary/averaging. The summary/average of all evaluations for each

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division will be provided to the Head Coaches to use for their respective Draft Night.

Player evaluation ratings are NEVER to be shared with any player.

PLAYERS NOT EVALUATED:

All players, including coach's children, are to be evaluated by the procedure described above.

If a player is not able to be evaluated prior to the player selection draft, that player is to be randomly assigned at the end of the division draft after all evaluated players have been selected.

If a reasonable rating can be assigned to the player at the player selection draft, that evaluation can be used with the approval of the division commissioner, CYB Board Member chaperone, and all coaches in attendance. This process allows the player to be selected with the other evaluated players.

**Slotting of
Coach's
Child(ren)**

Prior to conducting the player selection draft, the division commissioner moderates a discussion between the coaches about what round the coach's child(ren) shall be drafted (slotted). It is the expectation that coaches are fair, ethical, and realistic about where their child(ren) should be drafted.

If a consensus cannot be reached amongst the coaches regarding the slotting of any coach's child(ren), the division commissioner in consult with the CYB Board Member draft chaperone will determine the round that the coach's child(ren) will be drafted.

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Siblings/ Family Members

CYB can only guarantee the placement of siblings or other family members ***living at the same address*** on the same team according to the following procedure:

1. Prior to the player selection draft, the division commissioner makes the coaches aware of all sets of siblings/family members that are living at the same address and in the same division.
2. Once the draft is underway, when there are two or more siblings/family members in the draft, and the first sibling/family member is drafted by a coach, that coach automatically is given the other sibling/family member in the next turn.

NOTE: For the sake of this regulation, siblings/family members can only be considered for guaranteed placement on the same team if they are ***living at the same address***.

If a family member (i.e. cousin) is also in the draft but does NOT live at the same address, that family member will have to be drafted to the team of the first family member per the normal draft process. There will be *no exceptions* to this rule; however, the drafting of such family member situations can be discussed prior to beginning the draft.

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Protocol for “Playing Up”

“Playing Up” refers to the process of a player being able to play in a division above his/her prescribed division. CYB has developed the following protocol to evaluate players for “Playing Up”.

1. Players may request to play up, but not down.
2. Player must contact the league at least one week in advance of the in-person evaluation (but at the time of registration is preferred).
3. Player must attend the in-person evaluation.
4. Player must be independently evaluated by the league commissioner and at least one board member. Or two board members if league commissioner unavailable.
5. League commissioner makes a recommendation (along with mitigating circumstances as appropriate) to CYB President, whose decision is final.

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Player Selection Draft

The Player Selection Draft (aka “the draft”) is conducted as a Serpentine Draft administered by the CYB Division Commissioner and supported by a separated CYB Board Member chaperone.

The draft is started after all pre-draft activities such as slotting of coach’s child(ren), discussion of siblings/family members, and discussion of players not evaluated has concluded.

The coaches draw numbers to determine draft order. This number is also used as the Team # during league season.

The draft begins with selection #1 by Team 1 and proceeds in a serpentine movement until all rated players have been drafted. An example of a serpentine style draft sheet is found in Appendix 4.

SPECIAL SITUATION:

In the event that there are fewer Head Coaches than teams, the Division Commissioner with approval from the CYB Board can choose of the two following options for the Draft:

1. Delay the Draft until enough coaches are secured. This decision will be communicated to participants of the division so as to facilitate the solicitation of new coaches as soon as possible.
2. Proceed with the Player Selection Draft by having the CYB Board Member chaperone draft for any team that does not have a Head Coach. After the draft, the Division Commissioner will reach out to the parents on the CYB drafted teams in order to facilitate the solicitation of a new coach as soon as possible.

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Other Player Selection Regulations

In addition to the regulations outlined above the following regulations are in place to govern player selection.

During the player selection process, CYB does **NOT** allow the following:

- Trading of draft order
- Recruitment of players
- Pre-arranged Assistant Coaches. A Head Coach must DRAFT his/her desired Assistant Coach's child(ren).
- Trading of players from a CYB drafted team.

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Part 5. Game Schedules

Regular Season

The CYB regular season is a 10-week season that starts the first Sunday in December and ends the third Sunday in February with a 2 week break roughly corresponding to the holiday break schedule provided by Claremont Unified School District (CUSD).

The schedule of games for the regular season shall be prepared by The Board and must provide for not less than 10 games per team per regular season against other CYB or CYB approved (Non-CYB) teams within their respective division, exclusive of playoff/tournament games.

The schedule shall be arranged so that there are 3 weeks of games before the CUSD holiday break.

Games are to be played on Sundays with the following exceptions:

- Games will be played on both Saturday and Sunday of the weekend that the NFL Super Bowl is being played (typically the first weekend in February).
- Games against Non-CYB teams may be scheduled on Saturday or Sunday.


A regular season champion will be designated as the team(s) with best record.

Post-Season Tournament

The CYB post-season tournament (aka “playoffs”) occurs over a 2 week period from the last Sunday in February to the first Sunday in March.

The schedule for games for the playoffs shall be prepared by The Board with approval of Division Commissioner.

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Multiple Games

The schedule should provide for not more than 2 games per week per team.

It is acceptable to schedule two games on a single day ("double-header") provided that the first game finishes before noon and the second game starts after noon.

Special Games

Games against Non-CYB teams that have been approved by The Board are permissible to be played to fill out the 10 game per team minimum.

Games between different CYB divisions may also be played to fill out the 10 game per team minimum according to the following pairings:


- B3 may play G2
- B2 may play G1

Special Games shall NOT count towards a team's final standings for the regular season. Special games are to be considered non-conference or exhibition games.

Practice Schedule

For the purposes of CYB, a "practice" is defined as any gathering of 3 or more CYB players from the same team where a coach is present and basketball is played, basketball skills are developed, or improvement of game performance is the intent. Practices are to be conducted within the city limits of Claremont, CA. Other personal gatherings that involve CYB teammates are not considered "practice" (i.e. birthday parties, school events, play dates, social gatherings, etc.).

CYB provides every team one (1) indoor practice time slot per week that is 1 hour long and utilizes one half court. The CYB indoor practice time slot is determined via a random draw process prior to the Player Selection Draft so as to allow a Coach to have practice day information going into the Player Selection Draft. **Coaches are NOT permitted to secure additional indoor practice time on their own.** If a coach would like to use additional indoor

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practice time, they may do so as long as **ALL** teams in the division are invited to use that same time as well.

Coaches are responsible for scheduling and running practices. Coaches are permitted to conduct two (2) 1-1.5 hour practices per week inclusive of the CYB provided indoor practice. Coaches are permitted to coordinate practices/scrimmages with other Coaches/Teams within CYB. These coordinated or shared practices should be run at the same time as one of the existing team practices and are to be taken in lieu of one of the 2 weekly practices.

If a coach is found to be persistently in violation of the Practice Schedule regulations (location, frequency, duration) the following disciplinary action can be taken:


First offense: Coach receives a verbal warning from CYB (Division Commissioner or Board Member).

Second offense: Coach receives a written (email or paper) warning.

Third offense: Coach is suspended for one week including practice and the next scheduled game.

Admission to Games No admission shall be charged at any CYB game. Voluntary contributions are permitted.

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Part 6. Decorum at CYB Events

CYB Events	For the purpose of this regulation, a CYB Event is any game, practice, or gathering where CYB Players, Coaches, or Board Members are present.
Expectation of Sportsmanship	The actions, on and off the court, of Players, Coaches, Referees, and CYB Board Members must be above reproach. Any Player, Coach, Referee, or CYB Board Member who is involved in a verbal or physical altercation, or an incident of unsportsmanlike conduct, at the game site or any other CYB activity including through online or social media, is subject to disciplinary action by the CYB Board.
Permissible Locations	<p>Uniformed players, coaches, and referees <i>only</i> shall be permitted on the basketball court just prior to and during games. Players not checked in to the game and Coaches are to remain on the team's bench or in the bench area.</p> <p>Scorekeepers are permitted to be at the scorekeeper table positioned between the Home and Away team benches.</p> <p>CYB Game Chaperones and Board Members are permitted to be in the area behind the team benches and the scorekeeper table.</p> <p>Referees, when not participating in the game, are permitted to be in the area behind the team benches and the scorekeeper table.</p> <p>Baseline</p> <p>No one (Player, Coach, Referee, CYB Board Member, or Parent) is permitted to be along the baseline during active play.</p> <p>It is permitted to cross along baseline and off the court during breaks in play.</p>

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Coaches Conduct

Sportsmanship is the expected conduct for all coaches. Additionally, the head coach is responsible for all conduct of his or her team on the court, the bench, and for spectators viewing the game who are associated with the team (parents, family and friends).

Two (2) Play SAFE screened Coaches are permitted to be on the bench with Players.

Coaches are encouraged to sit during games. However, the head coach only may stand in the area immediately in front of their team bench.

Any coach receiving multiple technical fouls resulting in an ejection or being ejected outright from a game will be subject to disciplinary action by the CYB Board as follows:

First offense: Coach is suspended for the next scheduled game.

Second offense: Coach is suspended for the remainder of the season.

Parent Conduct

It is the expectation of CYB that Parents, Family Members, and Fans provide positive cheering and support at games and CYB Events.

Any Parent, Family Member, or Fan who is involved in a verbal or physical altercation, or an incident of unsportsmanlike conduct or uncivil conduct at the game site or any other CYB activity including through online or social media, is subject to disciplinary action by the CYB Board.

CYB also encourages interested parents to become involved as volunteers with CYB through coaching or other volunteer opportunities. If a Parent or Family Member is interested in volunteering, please contact claremontyouthbasketball@gmail.com.

Contraband

The possession and/or use of firearms, tobacco products, cigarettes (including e-cigarettes and vapors), controlled substances, and alcoholic beverages in any form is prohibited at CYB Events.

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Code of Conduct and Ethics

CYB has implemented a Code of Conduct and Ethics that all Players, Coaches, Board Members, and other volunteers are expected to acknowledge and abide by.

The CYB Code of Conduct and Ethics is Appendix 2 of this publication.

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Part 7. Commercialization

Use of CYB

Exploitation of Claremont Youth Basketball or CYB in any form or for any purpose is prohibited. This includes but is not limited to:

- Use of access to player contact for personal business gain including non-monetary compensation such as promotion.
- Use of CYB provided facilities for personal business gain including non-monetary compensation such as promotion.
- Use of CYB provided facilities, player contact, CYB logo or brand, or CYB reputation for anything other than CYB sponsored/endorsed activities.

Pay for Participation

CYB has the right to assess a reasonable CYB participation fee (aka registration fee) as a parent/guardian's obligation to assure the operational continuity of CYB.

CYB does provide an option for reduced CYB participation fee for players who can provide proof of free/reduced lunch through their home school district.


Payment of a fee should not be a prerequisite for participation in The Program provided that a parent/guardian makes every effort to pay any fees assessed by CYB. If payment of fees is not possible, it is recommended that parents work with CYB on a volunteer service to CYB.

If non-payment of CYB fees becomes a repeat issue, CYB reserves the right to restrict access to The Program for the offending party with approval of The Board.

Player Development Opportunities

A Player Development Opportunity (PDO) is an activity or gathering that is run by a CYB Coach or volunteer *during the CYB Season* and offers players from more than 2 teams (i.e. not a practice, shared practice, or scrimmage)

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the opportunity to develop relevant basketball skills at no additional fee (aka clinics, camps, training).

PDOs are not to be limited to only certain players. If a PDO is planned or made available, it must be offered to all players in the division that the coach or volunteer is participating in.

This regulation does not apply to PDOs that occur outside the timeframe of the CYB Season including Playoffs/Tournament.

It is acceptable for players to attend non-CYB affiliated PDOs (basketball and sports camps) during the CYB season provided that camp is generally available to all players in the division if they so choose.

Penalty for Violation

Violation of any part of the CYB Commercialization regulations shall result in penalties up to and including temporary or permanent removal from the CYB Program.

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Section C. CYB Rules of Play

In this Section

This section contains information and regulations related to CYB rules of play.

CYB follows standard California Interscholastic Federation (CIF) and National Federation of State High School Associations (NFHS) basketball rules of play unless otherwise specified in this section. Please visit the following websites for more details on NFHS/CIF Basketball Rules of Play:

<https://www.cifstate.org/sports/basketball/rules/index>

<https://www.nfhs.org/activities-sports/basketball/>

The Rules of Play are enforced by the referees hired by CYB to officiate the games. **The call of the referee is final and is not reviewable.**

CYB Rules of Play are presented according to the topics listed below.

Parts	See Page
Part 1 The Basketball Game	39
Part 2 The Basketballs	45
Part 3 The Uniforms	46
Part 4 Before the Game	48
Part 5 The Referees	51
Part 6 CYB League Rules of Play	52
Part 7 CYB3 (3v3) Rules of Play	59
Part 8 Technical Fouls	64
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Part 1. The Basketball Game

Objective of the Game

Claremont Youth Basketball in all CYB League divisions (B1, G1, B2, G2, and B3) is a game between two teams of 5 players each, under the direction of a Head Coach and not more than two (2) Assistant Coaches cleared by CYB, played on a regulation basketball court (see Diagrams 1 – 3) in accordance with these rules, under the jurisdiction of one or more referees.

Claremont Youth Basketball in the CYB3 division is a game between two teams of 3 players each, under the direction of a Head Coach and not more than two (2) Assistant Coaches cleared by CYB, played on a single basketball half court (see Diagram 4) in accordance with these rules, under the jurisdiction of one or more referees.

The objective of each team is to win by scoring more points than the opponent. The winner of the game shall be the team that has scored the most points, in accordance with these rules, at the conclusion of a game including any overtime periods.

Time of Play

Each game shall consist of four (4) ten minute quarters with a break at approximately 5 minutes for player substitution in the first 3 quarters.

There will be a three (3) minute half-time break. Periods 1 and 2 shall be the first half and periods 3 4 shall be the second half.

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The Clock

The clock shall run throughout the playing periods, with the following exceptions:

1. The clock will stop at approximately 5 minutes into each quarter upon the signal of the referee.
2. The clock will stop on all shooting fouls until the player is given the ball at the line for the first shot. The clock will stop for all timeouts (referee or team).
3. During the final two (2) minutes of the 4th quarter, if the difference in score is 15 points or less, the clock will stop on all whistles for the remainder of the game.

Overtime

The first overtime period will be two minutes in length, with the clock running as described above; each successive overtime period will be one minute, with the clock stopping on all whistles.

The Court

The basketball game is played on a regulation sized basketball court or half court. CYB does not dictate the specific dimensions for the court dimensions such as length and width. However, there are certain rules and regulations that are predicated on the different markings and areas of the court. The following diagrams highlight the relevant areas of the basketball court for specific divisions.

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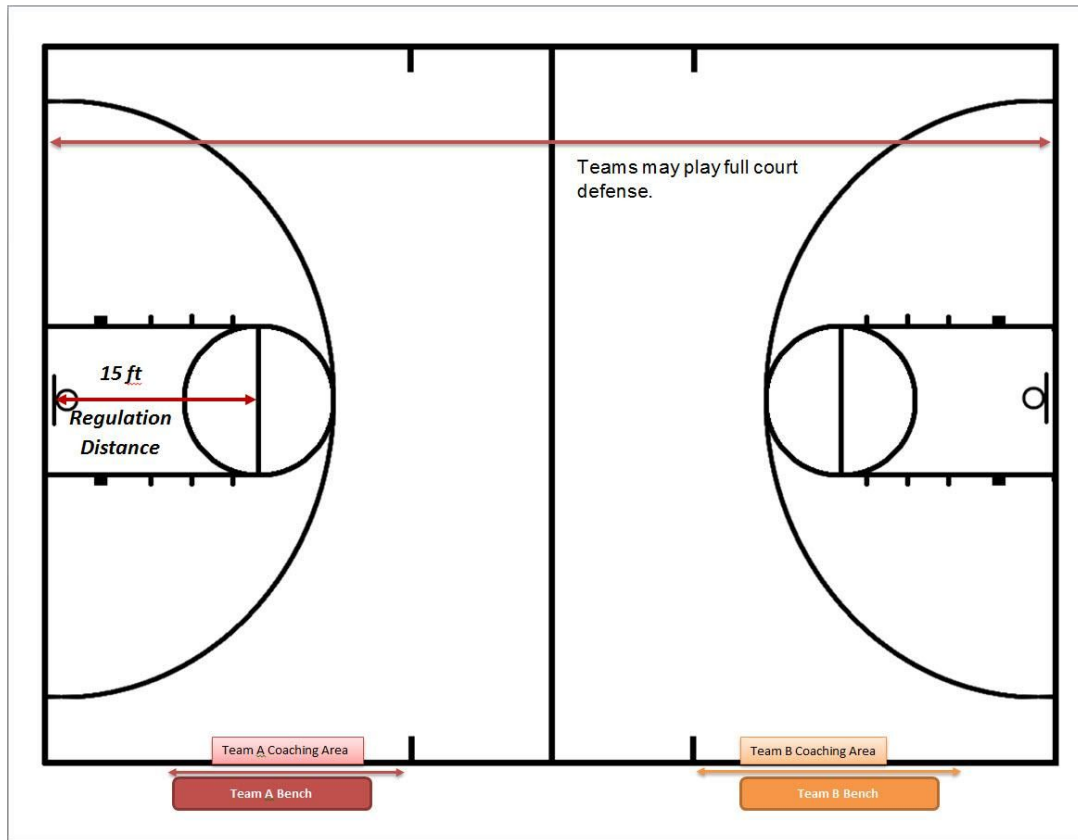
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Diagram 1 The basketball court for B1 and G1 Divisions.



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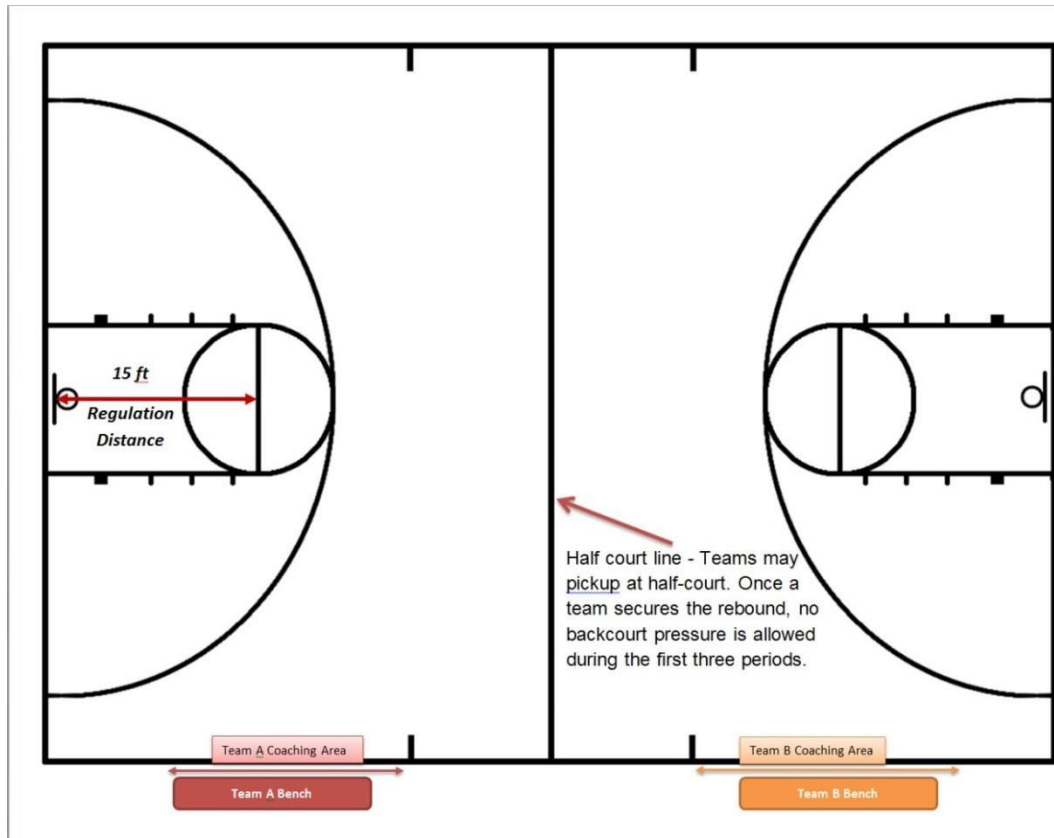
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Diagram 2 The basketball court for B2 Division.



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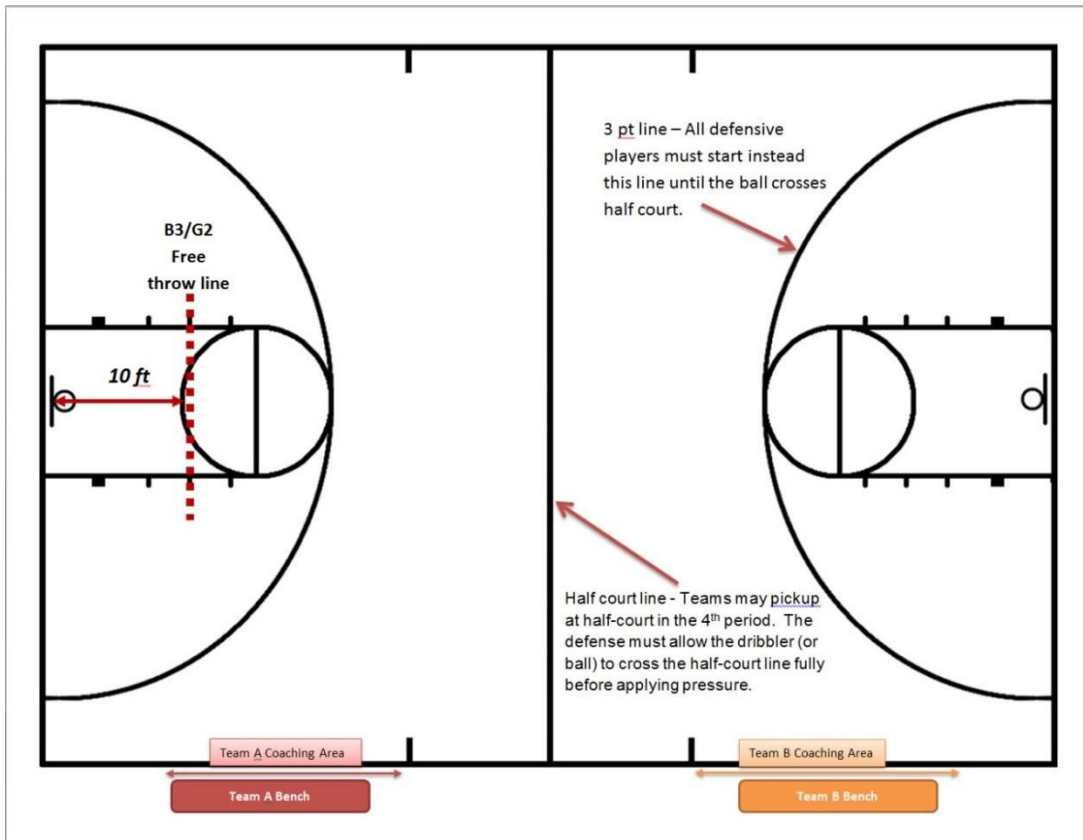
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Diagram 3 The basketball court for B3 and G2 Divisions.



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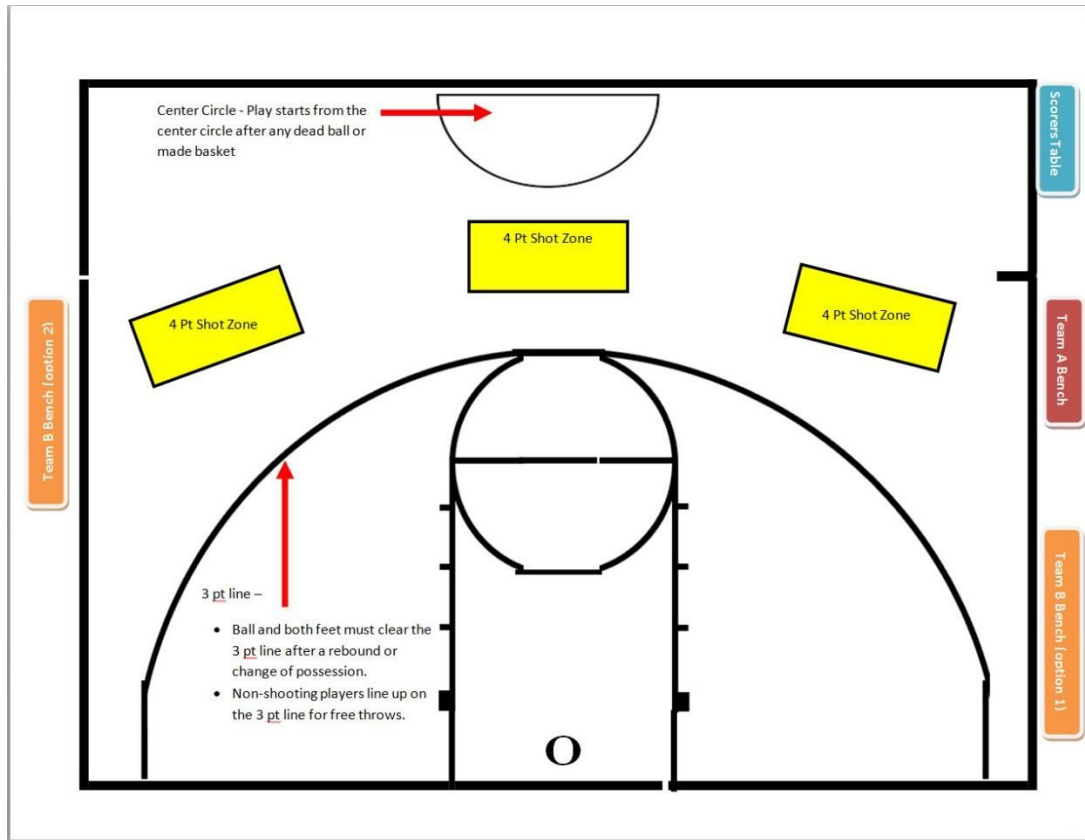
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Diagram 4 The basketball court for CYB3.



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Part 2. The Basketballs

CYB uses the following sizes of basketballs for the divisions of The Program:

Division	Circumference	Size
Clinic		
B3	27.5 in	5
G2		
B2	28.5 in	6
G1		
B1	29.5 in	7
CYB3		

CYB is responsible for providing game balls of appropriate size for all CYB games. A basketball that has not been provided by CYB may be used in a CYB game provided both Coaches and the CYB Board Member present agree and approve the basketball. Use of a basketball that has not been approved by CYB in a CYB game is prohibited.

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Part 3. The Uniforms

Official Uniform

CYB is responsible for providing each player in The Program with an official CYB uniform that is to be used during participation in CYB games.

An official CYB uniform consists of a reversible basketball tank top that is maroon on one side and white on the other and matching maroon shorts. The uniform is numbered and numbers are not duplicated within a team.

The “Home” team shall wear white.

The “Visitor” or “Visiting” team shall wear maroon.

Alternative Uniforms

An Alternative Uniform is any uniform that is not the official uniform provided to the player by CYB but is accepted temporarily (i.e. for the game at hand). The following are examples of Alternative Uniforms and what actions are necessary to allow them to be accepted temporarily:

Duplicate numbers – If two players on the same team have the same number at the start of a game the Head Coach must notify the opposing coach, the scorekeepers, and the referees. If the uniform can be modified to rectify the duplication (i.e. athletic tape), the duplication is considered to be resolved. If the uniform cannot be modified, the player is eligible to play at the discretion of the referee.

Old CYB Uniforms – If a player is wearing an old CYB uniform (prior year(s) uniforms, “hand-me-down” uniforms, etc.) the Head Coach must notify the opposing coach, the scorekeepers, and the referees. If there is no duplicate numbers, the player is eligible to play provide there is no objection. If there are duplicate numbers, see the regulation above.

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Undershirt

It is permissible for players to wear an undershirt under their CYB uniform provided the color of the undershirt **matches** the color of the uniform. This means when a white undershirt is to be worn when the team is Home wearing white and a maroon undershirt is to be worn when the team is the Visitor.

Any color other than white or maroon is not acceptable unless it is cleared with referee prior to the start of the game. If the referee has the authority to request the player to remove an undershirt that does not match the uniform in order to be eligible to play.

Jewelry

Players must not wear jewelry such as, but not limited to, rings, watches, earrings, bracelets, necklaces, nor any hard cosmetic/decorative items. This rule applies regardless of the composition of such jewelry, hard cosmetic item, or hard decorative item.


Exception: Jewelry that alerts medical personnel to a specific condition is permissible.

Casts/Braces

Hard casts may not be worn during the game by players or referees.

Soft casts and braces are permissible provided that no hard material is exposed and the referee approves.

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Part 4. Before the Game

Required Personnel

In order for a CYB game to be official the following parties are necessary to be present:

- Scheduled teams and Coaches
- Referee(s)
- Scorekeeper(s)
- CYB Board Member Chaperone(s)

If a team is not able to supply a coach, it is permissible for a CYB Board Member or parent from a player on the team that has been authorized by a CYB Board Member to serve as coach for that game.

The Board has committed to providing a CYB Board Member Chaperone to be present at each game site on game days. Any concerns from coaches, parents, fans, scorekeepers, or referees are to be directed to the CYB Board Member Chaperone.

Seating

Teams (players and coaches) shall sit on the same side of the court as the scorekeepers. Referees are able to sit behind the scorekeeper table. The CYB Board Member Chaperone is also allowed to observe the game from behind the scorekeeper table. Fans are not permitted to be in the area behind the team benches or scorekeeper table unless they need to make contact with the CYB Board Member Chaperone.

Fans shall sit in the stands on the opposite side of the court from the players, coaches, scorekeepers, and referees. The CYB Board Member Chaperone is also allowed to observe the game from the stands.

Exception: Due to the arrangement of the gym that B3 and G2 play, fans are positioned on the same side of the court as the players and scorekeeper. In

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this situation, the first (or bottom) row is reserved for the CYB teams and is not to be used by fans unless necessary due to accessibility concerns.

Exception: For CYB3 games, one team has the option of sitting on the opposite side of the court from the opposing team and thus on the same side of the court as the fans (see Diagram 4).

Team Benches

The “Home” team shall occupy the bench to the left of the scorekeeper table.

The “Visitor” team shall occupy the bench to the right of the scorekeeper table.

Each team will warm up on the basket opposite the bench they are occupying such that the team is playing defense in front of their bench in the first half and offense in front of their bench in the second half after the change of sides at halftime.

Referee-Coach Meeting

Prior to the start of each game, Coaches are encouraged to have a pre-game meeting with the referee(s). This provides an opportunity to meet the referee(s) and discuss any concerns or questions that may be relevant to the proceeding game.

Game Preliminaries


Before the game begins, the referee, Head Coaches, CYB Board Member Chaperone, and scorekeeper (as necessary) resolve any issues related to Uniforms (Part 3) as well as the following rules as applicable:

6 Player Rule

The implementation of the Mandatory Play rules and the four quarter format with substitutions at the half quarter mark eliminates the need for a 6 Player Rule at the start of the game since under this set of rules all players will sit once by the start of the 4th quarter.

If a team with six (6) players has a player foul out before the end of the 3rd period, the player sitting out cannot re-enter the game. He or she must stay out in order to satisfy the requirement to sit out per the Mandatory Play rules. A team may finish a period with fewer than five (5) players.

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Late Player Arrival

If a player arrives after the start of the game, that player's participation will begin at the start of the next full half quarter. Example: If a player arrives at the end of the first full half quarter and missed the entire first full continuous 5 minutes of the 1st quarter, this player has met the player participation rule of having to sit out one full continuous 5 minute period before the start of the 4th quarter. The player would be eligible to play quarters 2-3-4.

Game Day Protocol

Coaches are expected to have their team ready as the game is approaching. The game sites have outdoor courts available for teams to use prior to the game.

Coaches and teams are expected to allow the teams participating in the prior to their game to conduct their cheer, handshake etc. Incoming teams should also allow finishing teams to collect gear, water bottles etc. before occupying the bench area. Incoming teams are allowed to place their gear well behind the bench they will occupy and begin on-court warm ups. Players can move their gear to the bench after the prior team leaves.

At the beginning of each game and each period of play – Coaches shall meet with their team on the court near half court so the scorekeeper can see each player's number. The scorekeeper is responsible for ensuring game participation rules are followed so it is necessary to have players face the court with their backs to the scorekeeper. The coach should not be in between players and scorekeeper.

Forfeit

The game will be forfeited if one team is not ready to play 10 minutes after the scheduled game time. A minimum of four players on the court is required to start a game. A game may continue as long as there is at least one eligible player on the court. Referees are required to remain at the game site and work an organized practice game or controlled scrimmage, leaving adequate time to start the following game on schedule.

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Part 5. The Referees

Independence The referee(s) that are contracted with CYB are an independent entity from CYB and are not considered an entity of CYB.

Authority The referee(s) are responsible for officiating the game according to the rules described in this and the referenced publications.

The call of the referee is final.

Coaches are encouraged to discuss any questions or concerns at the quarter breaks, halftime, and before the game. Coaches are strongly discouraged from addressing the referees in any way during active game play.

Concerns Any concerns related to the officiating of a game, either past or future, shall be directed to the CYB Board.

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Part 6. CYB League Rules of Play

CYB has developed the following rules that apply to the CYB League Divisions (B1, G1, B2, G2, B3) to facilitate fair play, competition, and further the mission of CYB as recreational basketball league.

If a rule is not explicitly described here, the default governing guidelines are the CIF/NFHS basketball rules.

Timeouts Each team is permitted three (3) timeouts per game. No more than two (2) timeouts may be used in a single period (regular or overtime). Timeouts may not be carried into overtime. Each team will be permitted one timeout for each overtime period. The Head Coach or any player on the court may request timeouts.

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Defense

B3 and G2

Teams may play zone or man-to-man defense at any time during the game.

Once a team secures the rebound and is advancing in transition, players cannot play defense until they have put one foot on or inside the three-point line. All defensive players must keep one foot on or inside the three-point line until the ball crosses the half-court line.

Exception: In a fast break transition, defensive players may defend when the ball crosses the half-court line.

Exception: 4th quarter Press (see below).

Teams may pick up at half-court in the 4th quarter. The defense must allow the dribbler (or ball) to cross the half-court line fully before applying pressure. Teams may full-court press during the last two (2) minutes of the 4th quarter and overtime(s).

Exception: Mercy Rule

B2

Teams may play zone or man-to-man defense at any time during the game.

Teams may half-court press at any time during the game. Once a team secures the rebound, no backcourt pressure is allowed during the first three (3) quarters. The defense must allow the dribbler or a pass in flight to cross the half-court line fully before applying pressure in the half-court press.

Full-court press is permitted only in the 4th quarter and overtime(s).

Exception: Mercy Rule

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B1 and G1

Teams may play zone or man-to-man defense at any time during the game.

Exception: Mercy Rule

Penalty for Illegal Defense (all divisions)

One warning per half, followed by a technical foul for each infraction after the warning.

Free Throws

Players occupying a marked lane space may enter the lane upon the release of the basketball by the shooter.

Double Bonus Only: For all Divisions: On the 10th and subsequent team fouls of each half, double bonus (two-shot foul, not a 1-1) penalty free throws will be awarded. There is no single bonus (1 and 1 free throws) at 5 or 7 team fouls.

There are specific rules regarding free throw shooting for each division as outlined below:

Division	Regulation
B3 G2	The free throw line will be ten (10) feet from the backboard (see Diagram 3). The shooter's foot can touch but not cross completely over the line. Six (6) players maximum plus the shooter may occupy the lane. Players will be lined up on the inside of the lane. Players not occupying the lane must remain above the top of the key.
B2	The free throw line will be the regulation fifteen (15) feet. The shooter must start behind the free throw line, but may finish over the line. The shooter may not advance from their finishing position to a rebounding position until the ball strikes the rim.

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G1

The free throw line will be the regulation fifteen (15) feet. The shooter may not cross the free throw line and may not advance past the free throw line to a rebounding position until the ball strikes the rim.

B1

Mercy Rule

If a team has a 25-point lead at any time during the game, the scorekeeper shall notify the referee to implement the mercy rule.

The team with the lead cannot employ any press and must use a zone defense where all players must keep both feet inside the three-point area at all times.

The clock will run continuously except for time-outs, until the point difference is 15 points or less.

In the 4th quarter only, the coach of the team that is behind shall select the top three players on the opposing team to be removed from the game until the lead is 15 points or less.

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Mandatory Play

Every rostered player that is present at the start of a game will participate in minimum of three (3) half quarters by the start of the fourth (4th) quarter. For the purpose of this rule, a “half quarter” is defined as either the first continuous 5 minutes or the last continuous 5 minutes of quarters 1, 2, and 3.

A player must not sit out a full and continuous quarter (10 minutes) in the first three (3) quarters.

Each player must sit out one half quarter before the start of the fourth (4th) quarter.

There will be free substitutions of players in the 4th quarter. Although there is no requirement for mandatory play in the 4th quarter, coaches are strongly encouraged to play all players during the 4th quarter.

Exception: If a team has only 5 players.


The mandatory play rule is satisfied by the start of the 4th quarter.

VIOLATION OF THE MANDATORY PLAY RULE:

If a team does not comply with the player participation rules, the offending team shall forfeit the contest, but only after the coach of the offending team has been advised of the violation and all efforts in the spirit of fair-play and sportsmanship to resolve the situation have been exhausted. Any protest (by either coach) must be entered in the official scorebook before the game is completed. The Commissioner must be notified within three (3) days of the protest by the coach of the team filing the protest. The CYB Board will then rule on the protest before the next scheduled game.

Additionally, any coach that is determined to have violated the player participation rules or discouraged players from participating in CYB games when they were otherwise healthy and able, will be subject to disciplinary action by the CYB Board as follows:

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First offense: Coach receives a written (email or paper) warning.

Second offense: Coach is suspended for the next scheduled game.

Third offense: Coach is suspended for the remainder of the season.

Injured Player If a player is injured or becomes sick and is unable to continue playing, the coach of the player will direct the scorekeeper to enter the player's name, number, and period of play in the scorebook. The player will be ineligible to re-enter the game, and no player participation penalty will be imposed.

If a player is injured or becomes sick and is temporarily removed from the game as they are able to continue playing, the player will be eligible to re-enter at the discretion of the coach and the referee. Injured or sick players who recover should be re-inserted in the game. The partial period of play will constitute one full period for the injured player. If an alternate player is substituted in for the injured player, the **alternate player is still required to sit out one full period**. A team may play with fewer than five (5) players if no alternate player is substituted in for the injured player.

If a player receives an injury that bleeds, that player must be removed until the bleeding stops and the wound is bandaged. All wounds will be treated; any blood on the jersey must be removed to the satisfaction of the referee.

Additional Rules for B3 and G2 CYB has implemented several rules for our youngest CYB League divisions, B3 and G2. These rules are intended to help promote the development of these young players. The following rules are specific to B3 and G2:

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***First Pass/
Backcourt
Rule***

After the defensive team secures the rebound, the first pass must be completed in the backcourt before the ball can be advanced to the frontcourt.

This rule will also apply when the defense steals a clear attempt at a shot even if the maximum height of the ball *DOES NOT* exceed the height of the rim.

Penalty: The referee will issue one warning per half, after which one technical foul will be awarded.

Exception: The last 2 minutes of the 4th quarter and overtime(s) when the defense deploys a full-court press.

Time in Key


An offensive player may be in the key for five (5) continuous seconds. An offensive player in the key for more than 5 seconds will cause the ball to be awarded to the defense. The key in B3 and G2 is the area inside the lane below the 10-foot free throw line.

***Traveling
and Double
Dribble***

During Weeks 1 - 3: a traveling or double dribble violation will result in a reset of play from the spot of the violation.

During Weeks 4 - 10: traveling and double dribble violations will be enforced per normal regulations.

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Part 7. CYB3 (3v3) Rules of Play

CYB3 is three on three (3v3) basketball played on 1 half court. All standard rules and regulations apply with the exception to those detailed in this document.

Starting the Game The game starts with a jump ball at the free throw line. The team that secures the tip must “Clear the Ball” by retreating to behind the 3 pt line.

Clear the Ball Part of standard 3v3 half-court basketball is the practice of “clearing the ball” as a way to reset play.

Upon change of possession, the team must “Clear the Ball” by retreating to behind the 3 pt line. The ball and both feet of the player with the ball must be behind the 3 pt line to constitute a Clear.

A change in possession results from:

- The defensive team securing the rebound from a shot that hits the rim.
- A turnover as the result of a steal or blocked shot.

If the ball does not hit the rim (air ball or backboard only) on a shot and the defensive team secures the ball, the team does not need to Clear the Ball.

Made Basket After a made basket, there is a change of possession. The defending team takes possession of the ball from the team on offense after a made basket.

Play can start once the ball and player are inside the half court circle. Both feet and the ball need to be in the half court circle to be considered set for play to start. There is no need to “check” the ball.

Play can start with a pass or dribble in.

Timeouts Each team is permitted two (2) timeouts per half for a total of four (4) timeouts per game. No more than two (2) timeouts may be used in a single period.

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Unused timeouts from the first half do not carry over to the second half. The head coach or any player on the court may request timeouts.

Defense

Teams may play zone or man-to-man defense at any time during the game.

Teams are permitted to defend the clearing of the ball after a change of possession.

Ball out of Bounds

A ball out of bounds will result in a reset of play from the half court circle for the team awarded possession.

Play can start once the ball and player are inside the half court circle. Both feet and the ball need to be in the half court circle to be considered set for play to start. There is no need to “check” the ball.

Play can start with a pass or dribble in.

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Free Throws Each player will be allowed up to 6 personal fouls.

Free throws will not be awarded for any common fouls until the opposing team has collected five (5) team fouls per half. The team that has been fouled will be awarded possession of the ball at the half court circle until the opposing team has collected five (5) team fouls in that half.

Teams enter the “Bonus” and free throws will be awarded for common fouls as follows after five (5) team fouls per half:

- One shot worth 1 point for a foul on a made basket or common foul.
- One shot worth 2 points for a foul on a missed basket.
- One shot worth 3 points for a foul on a missed 3 pt shot.
- One shot worth 4 points for a foul on a missed 4 pt shot.

If the free throw is missed, zero (0) points are awarded.

Team fouls will be reset at half-time.

Free Throw Line Up

The free throw line will be the regulation fifteen (15) feet.

All non-shooting players must be behind the 3 pt line for the free throw.


All non-shooting players can advance to the rebound upon release of the shot.

The free throw shooter may advance to the rebound once the ball has hit the rim.

Upon securing the rebound, the ball must be cleared before proceeding regardless of which team secures the rebound.

Mercy Rule There is no mercy rule in CYB3.

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Mandatory Play

Each player must sit one full continuous 5 min period by the end of the 3rd quarter to satisfy the Mandatory Play rule.

The mandatory play rule is satisfied by the start of the 4th quarter.

There will be free substitutions of players in the 4th quarter. Although there is no requirement for mandatory play in the 4th quarter, coaches are strongly encouraged to play all players during the 4th quarter.

Exception: If a team has only 2 or 3 players.

VIOLATION OF THE MANDATORY PLAY RULE:

If a team does not comply with the player participation rules, the offending team shall forfeit the contest, but only after the coach of the offending team has been advised of the violation and all efforts in the spirit of fair-play and sportsmanship to resolve the situation have been exhausted. Any protest (by either coach) must be entered in the official scorebook before the game is completed. The Commissioner must be notified within three (3) days of the protest by the coach of the team filing the protest. The CYB Board will then rule on the protest before the next scheduled game.

Additionally, any coach that is determined to have violated the player participation rules or discouraged players from participating in CYB games when they were otherwise healthy and able, will be subject to disciplinary action by the CYB Board as follows:

First offense: Coach receives a written (email or paper) warning.


Second offense: Coach is suspended for the next scheduled game.

Third offense: Coach is suspended for the remainder of the season.

Injured Player

If a player is injured or becomes sick and is unable to continue playing, the coach of the player will direct the scorekeeper to enter the player's name,

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number, and period of play in the scorebook. The player will be ineligible to re-enter the game, and no player participation penalty will be imposed.

If a player is injured or becomes sick and is temporarily removed from the game as they are able to continue playing, the player will be eligible to re-enter at the discretion of the coach and the referee. Injured or sick players who recover should be re-inserted in the game. The partial period of play will constitute one full period for the injured player. If an alternate player is substituted in for the injured player, the **alternate player is still required to sit out one full period**. A team may play with fewer than five (5) players if no alternate player is substituted in for the injured player.

If a player receives an injury that bleeds, that player must be removed until the bleeding stops and the wound is bandaged. All wounds will be treated; any blood on the jersey must be removed to the satisfaction of the referee.

Additional Rules

CYB3 has implemented several rules that are specific to CYB3 games. The following rules are specific to CYB3:

4 pt Shot

There will be 3 areas marked on the court from which a made basket is worth four (4) points (see Diagram 4).

A shot made by a player shooting with any part of the shooters foot touching the marked area is worth four (4) points.

Shootout

In the result of a tie after regulation time, the game will be decided by a Shootout. All players on each team will shoot one 3 pt shot from a location of their choice. Teams will alternate shooters unless two baskets are available to shoot simultaneously. The team with the most made baskets after all players have shot has won the game.

If there is an uneven number of players the opposing team selects who will shoot twice.

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Part 8. Technical Fouls

Technical fouls can be assessed by the referee(s) for two types of infractions:

1. Technical violation of the rules
2. Player/Coach Conduct

These types of infractions are described below.

Technical Violation

This type of infraction is the result of a violation of a rule of play. Examples of a Technical Violation include but are not limited to:

- Illegal defense
- Player substitution violations
- Illegal timeout called
- Mercy rule violation
- Backcourt Pass rule violation (B3/G2)

This type of violation is assessed against the team and does not count towards the ejection of a player or coach.

Player/Coach Conduct

The referee(s) also has the authority to assess a player or coach a technical foul for conduct. The assessment of this type of technical foul shall be at the discretion of the referee(s) and is not subject to review or appeal.

Any player or coach that amasses two technical fouls for conduct shall be ejected from the game.

For particularly egregious violations, a referee may assess a double technical foul on a player or coach resulting in immediate ejection.

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Disciplinary Action

Any technical foul assessed whether for a Technical Violation or Conduct will be noted by the CYB Board Member Chaperone in the weekly chaperone/game report to The Board.

Any coach or player receiving multiple technical fouls resulting in an ejection or being ejected outright from a game will be subject to disciplinary action by the CYB Board as follows:

First offense: Coach or player is suspended for the next scheduled game.

Second offense: Coach or player is suspended for the remainder of the season.

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Part 9. Protests

Protests shall be considered only when based on the violation on interpretation of a playing rule (player substitution/Mandatory Play rule). No protest shall be considered on a decision involving a referee's judgement.

Protests regarding the Mandatory Play rule are covered in the Parts 6 and 7 of this Section.

There are no protests in CYB Clinic.

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Section D. Post-Season Tournament

Following the CYB regular season, CYB also holds a post-season tournament for all divisions except the CYB Clinic. The CYB post-season tournament (aka “playoffs”) occurs over a 2 week period from the last Sunday in February to the first Sunday in March.

CYB uses a standard single elimination format for the post-season tournament.

The CYB post-season tournament is independent of the regular season.

Eligibility All teams are eligible to participate for a separate championship from the regular season champion unless otherwise disqualified for violations of the player/coach conduct rules and/or the Code of Conduct and Ethics.

Teams are not permitted to add players who were not part of the officially drafted roster.


Rules Standard CYB League and CYB3 rules apply as outlined in Section C.

The uniform regulations outlined in Section C Part 3 are to be strictly enforced. Players will be required to wear league issued CYB uniforms with the correctly matching undershirt.

There shall be NO “gentleman’s agreements” or pre-arranged conditions for a CYB post-season tournament game. This includes, but is not limited to:

- Player substitutions
- Modification of existing CYB rules
- Basketballs
- Uniforms
- Officiating

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Tournament Seeding

After the final regular season game and prior to the start of the CYB post-season tournament, tournament seedings are determined. Each team is assigned a “seed” number based on a team’s place in the standings at the end of the regular season.

For all tournament games, the *lower seeded* team will be the *VISITOR* and wear *MAROON*. The higher seeded team is the *HOME* team and shall wear *WHITE*.


Tiebreakers

In that case of a regular season tie in the standings between two or more teams, CYB has established the following rules for breaking a tie:

- If multiple tiebreakers exist in the same league, the highest placed tie is separated first
- If an unbalanced schedule exists, losses to a lower ranked team are considered.

<p>Two-team Ties</p>	<p>CRITERIA #1:</p> <ul style="list-style-type: none"> - Two teams are tied with same record - Teams are tied for 1st place - Teams only lost to other tied team 	<p>Tiebreakers, in order:</p> <ol style="list-style-type: none"> 1. Head to head 2. Coin toss
	<p>CRITERIA #2:</p> <ul style="list-style-type: none"> - Two teams are tied with same record - Teams are tied for 1st place - Team(s) lost to non-tied team 	<p>Tiebreakers, in order:</p> <ol style="list-style-type: none"> 1. Head to head 2. Record vs. highest place non-tied team in league 3. Record vs. next highest placed team in league 4. Repeat #3

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	<p>CRITERIA #3:</p> <ul style="list-style-type: none"> - Two teams are tied with similar records - Teams are not tied for 1st place 	<p>Tiebreakers, in order:</p> <ol style="list-style-type: none"> 1. Head to head 2. Record vs. highest placed team in league 3. Record vs. next highest placed team in league 4. Repeat #3
<p>Three or More Team Ties</p>	<p>CRITERIA #4:</p> <ul style="list-style-type: none"> - Three or more teams are tied with similar records - Teams are tied for 1st place 	<p>Tiebreakers, in order:</p> <ol style="list-style-type: none"> 1. Determine combined head to head record vs. other tied teams 2. If 2 teams are still tied, move to CRITERIA #2 3. Record vs. highest place non-tied team in league 4. Record vs. next highest placed team in league 5. Repeat #4
	<p>CRITERIA #5:</p> <ul style="list-style-type: none"> - Three or more teams are tied with similar records - Teams are not tied for 1st place 	<p>Tiebreakers, in order:</p> <ol style="list-style-type: none"> 1. Determine combined head to head record vs. other tied teams 2. If 2 teams are still tied, move to CRITERIA #3 3. Record vs. highest place non-tied team in league 4. Record vs. next highest placed non-tied team in league 5. Repeat #4

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Tournament Schedule

The schedule of games (i.e. bracket) for the post-season tournament for each division is set up by the Division Commissioner. The CYB Board then sets up the entire league tournament schedule with consideration for the following:

- Double-headers
- Coaches with 2 (or more) teams
- Referee scheduling
- Gym/space availability

The bracket is dependent on the number of teams in the division that year. For example, in general, the regular season champion in divisions with an odd number of teams will have a first round bye for the tournament. However, if there is an even number of teams in the division, the regular season champion may not have a first round bye.

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Section E. CYB All Stars

Purpose Following the conclusion of the CYB Regular season and CYB Post-season tournament, CYB offers players who have been selected to their division's All Star team an opportunity to compete and have fun against each other.

All Star teams are selected for the divisions in CYB League (B3, G2, B2, G1, and B1) and CYB3. There is no All Star team for CYB Clinic.

All Star Coaches The Head Coaches from the top 2 teams from the regular season for each division shall be invited to coach one of the division's All Star teams unless otherwise disqualified for violations of the player/coach conduct rules and/or the Code of Conduct and Ethics.


If a coach chooses not to coach, then the Division Commissioner will ask the head coach of the next highest placing team until a coach is selected.

All Star Team coaches are responsible for the following:

- Attending the All Star player selection meeting.
- Working with the Division Commissioner to divide the selected All Stars into balanced teams.
- Contact All Star players to notify them of their selection to the CYB All Star team for their division and provide practice and game details.
- Run at least one All Star practice (may be combined with the other All Star team from the division).
- Coach the All Star game with a focus on fun, encouragement, sportsmanship, and equal playing time.

Player Selection – Divisions with The following procedure will be used for selection of All Stars in the Boys Divisions:

1. Head Coaches submit All Star Nominees from their team. Each coach should submit to the commissioner each nominee's name, grade level,

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6 or more teams.

and uniform number. Each coach can submit up to four nominees. It is up to each head coach to determine the number of nominees up to four. Nominees should be submitted to the commissioner of the division.

2. Once all coaches have made their nominee submissions, the commissioner will prepare the All Star Ballot including the player's name and grade level and uniform number.
3. A post-season/All Star selection meeting is held for each division where each coach will have an opportunity to discuss his/her nominees. The coach may choose to rank his/her nominees. This discussion should take 1-2 minutes per coach.
4. The Division Commissioner with input from coaches at or before the post-season meeting will determine the number of All Stars for that division for that year according the following min/max levels:
 - a. Min: 14
 - b. Max: 20
 - c. No alternates are to be selected. If additional players are needed, the Division Commissioner along with the All Star coaches will come to a consensus on contacting players at that time.
1. Once all coaches have discussed his/her nominees, the Division Commissioner will provide directions on the voting.
2. Voting Directions:
 - a. Each coach should vote for the top 20 players in the division regardless of the number of players to be on the team.
 - b. Each team does not need to be represented with an All Star; however, every effort should be made to have each team represented by an All Star selection.

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- c. The marked ballot is left with the Division Commissioner at the end of the meeting.
1. The Division Commissioner and his/her designee(s) will count the votes.
2. The players receiving the top vote totals (up to the number of All Stars determined in Step 4) will be the All Stars for the division.
3. In the event of a tie, the Division Commissioner and the two Head Coaches will decide on which (tied) player(s) will be part of the All Star group.
4. All Star squads will be divided or selected by the two head coaches under the direction of the Division Commissioner or designee(s).
 - a. It is preferred to keep players from the same regular-season team on the same All Star team.
 - b. If this is not possible due to the numbers, players from the same regular-season team may be assigned to separate All Star teams.
1. The All Star team coached by the head coach of the #1 seeded team will be considered the Home Team and wear white jerseys.

**Player
Selection –
Divisions with
5 or fewer
teams.**

Divisions with only 4 or 5 teams will use the following process for selecting All Star teams.

Each Head Coach will select the Top 4 players from his/her team to be assigned to an All Star team. There is no voting or selection process in this situation.

The number of All Stars is as follows:

4-Team Division: 16 Players/8 players per team

5-Team Division: 20 Players/10 players per team.

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All Star Games

All Star games are the Sunday following the CYB Post-season tournament championship games. The schedule of events for All Star Sunday shall be determined by the Division Commissioner and the CYB Board.

Standard CYB League and CYB3 rules apply as outlined in **Section C**.

All Star Contests

In addition to the All Star games, each division runs a special shooting contest prior to the start of the All Star game. The shooting contest is intended for fun and friendly competition. The following shooting contests are recommended, but an alternative can be selected with consensus of the two All Star team coaches and the Division Commissioner:

- *For B3, G2, and G1:* Free throw contest from the regulation free throw line (Diagram 2).
- *For B2 and B1:* 3-pt shooting contest from the high school 3-pt line (Diagram 1).
- *For CYB3:* Either a 3-pt shooting contest from the high school 3-pt line (Diagram 1) or a 4-pt shooting contest from the CYB3 4-pt spots (Diagram 4) or a combination of 3 and 4-pt shots to determine a champion.

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Section F. Awards

Purpose

CYB believes that teams and players that achieve at the highest level for their division should be awarded with a trophy or medal to memorialize that achievement.

CYB supplies awards in the form of medals and trophies for the following:

- ❖ Medal for Regular Season Champion (best record)
- ❖ Trophy for Post-season Tournament Champion
- ❖ Medal for Post-season Tournament Runner-up
- ❖ Trophy for All Star Shooting Contest winners
- ❖ T-shirt for All Star Team selection

Player Recognition

CYB believes that all of the players in The Program are to be acknowledged and recognized. This is an important part of positive coaching and positive reinforcement. CYB encourages each team's coach to find an appropriate and positive way to acknowledge and recognized each player throughout the year.

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Section G. Player Safety

Safety Code

It is the responsibility of CYB to provide general liability insurance coverage for all players and to ensure first aid kits are available at all CYB games.

It is the responsibility of the head coach to make sure his players are properly supervised at all practices and games. Players are not allowed to use equipment of facilities without the direct supervision of an authorized coach.

The importance of an emergency care plan cannot be stressed enough. It is recommended that coaches have some basic training in first aid.

Player consent forms must be in the coach's possession during any CYB game or practice. Coaches should also have emergency phone numbers available. Coaches should also be aware of the general health and physical condition of their team's players.

Parents, coaches, and CYB Game Chaperones are responsible for the safety of The Players. This responsibility includes but is not limited to the following:

- Ensure each player is properly suited and in proper footwear.
- Ensure the playing area is in a safe condition.
- Ensure that players are not chewing gum during practice and games.
- Eliminate all "horse-play". It can cause accidents for players and spectators.
- Insist that all players remove all jewelry during games and practices.

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Communicable Disease Procedure

Proper precautions are needed to minimize the potential risk of the spread of communicable disease and skin infections during CYB events. These conditions include skin infections that occur due to skin contact with competitors and equipment. The spread of infections, blood-borne pathogens, and influenza can often be greatly reduced through proper hygiene.

Infections Skin Diseases:

Strategies for reducing the potential exposure to these infections include:

- Players and/or parents/guardians must notify the coach of any skin lesion prior to any CYB event (game or practice). The Player must be evaluated by a proper health-care professional before returning to competition.
- If an outbreak occurs on a team, all team members should be evaluated to help prevent further spread of the condition.
- A player and/or coach may not return to competition until an appropriate health-care professional as determined the skin lesion is no longer contagious.

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Blood-borne Infections Diseases:

Universal Precautions shall be used to reduce exposure. These Precautions include, but are not limited to:

- Any Player, Coach, Referee, CYB Board Member, or spectator who is bleeding, has an open wound, has any amount of blood on his/her uniform/clothing, or his/her person, shall be directed to leave the area of the CYB event (game or practice) until the bleeding is stopped, the wound is covered, the uniform and/or body is appropriately cleaned, and/or the uniform is changed before returning to the CYB event.
- Caregivers who are not related to the individual in need of attention shall wear gloves and use Universal Precautions to prevent blood or body fluid splash from contaminating themselves or others.
- In the event of a blood or body fluid splash, immediately wash the contaminated skin or exposed area with soap and water.
- Clean all contaminated surfaces (including the basketball and/or basketball court) with disinfectant before returning to competition.

Other Communicable Disease Precautions:

It is recommended that Players, Coaches, Referees, CYB Board Members, Family Members, and spectators follow recommendations by the Centers for Disease Control (CDC) and the local Health Department as it relates to vaccinations, times of outbreak, and reducing risk of infection.

In Game Safety The players' safety and health is the first concern of Claremont Youth Basketball.

It is the responsibility of the Player or Family Members to alert CYB and the team coach of any special medical issues so that CYB can work with the player to accommodate as appropriate.

The referees may stop the game at any time to determine the condition of a player who may be injured or suffering from health problems.

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Concussions Head injuries are uncommon, but can occur.

If a player is suspected of having a concussion:

- The player must be immediately removed from play or practice.
- Once the player is removed from play or practice due to suspicion of a concussion, the player cannot return to that game or practice.

In the event of any head injury, we encourage parents to seek medical attention for their child and CYB will coordinate as appropriate on any accommodations that may be necessary.

If a player is kept out of play or practice due to a concussion the player cannot return to CYB practices or games until the player provides a written clearance from a licensed physician.

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Section I. Revision History

Rev.	Author	Description of Changes	Justification
11/2019	A Anderson	1. Clarified rules on practice scheduling	1. Ensure teams are abiding by practice time rules.
09/2019	J.Brogan	1. Added Protocol for "Playing Up"	1. Standardized procedure for evaluation of younger players.
08/2019	A Anderson	1. Initial Draft	1. New Procedure

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Appendix 1. Claremont Youth Basketball Bylaws

BYLAWS

OF

CLAREMONT YOUTH BASKETBALL

A California Nonprofit Public Benefit Corporation

ARTICLE I

NAME

The name of this organization is CLAREMONT YOUTH BASKETBALL.

ARTICLE II

PURPOSES

This Corporation is established for the purposes set forth in its Articles of Incorporation.

ARTICLE III

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MEMBERSHIP

This Corporation shall have no members, as that term is defined by Section 5056 of the California Nonprofit Corporations Law, and shall be governed solely by its Board of Directors (hereinafter referred to as the "Board"). Notwithstanding the forgoing, the Corporation may have subscribers, supporters, and persons who are related to this Corporation but who do not have the rights and duties of members.

ARTICLE IV

BOARD OF DIRECTORS

1. Responsibility. Except as otherwise provided by the Articles of Incorporation or by the Bylaws, the powers of the Corporation shall be exercised, its property shall be controlled, and its affairs shall be conducted by the Board. The Board may delegate management of the activities of the Corporation to any person or persons or committees however composed, provided that the activities and affairs of the Corporation shall be managed and all corporate powers shall be exercised under the ultimate direction of the Board.
2. Composition and Qualifications The Board shall consist of not less than seven (7) or more than thirteen (13) Directors.
3. Term and Staggering of Terms in Office Each Director shall hold office for a term of three (3) years, or until his or her successor has been elected. An individual who serves more than one-half of a term shall be deemed to have served for a full term for these purposes. Each Director may serve a maximum of two (2) terms.

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The terms of Directors shall be staggered so that the terms of approximately one-third of them expire each year. The Board may use any reasonable method to allocate the initial terms of Directors to establish the staggering of terms.

4. Attendance at Board Meetings. Directors are expected to attend all meetings of the Board. Board members should notify the President or Secretary in advance of any expected absences; arrangements will be made for Directors to participate in meetings of the Board if they are unable to be physically present.

5. Vacancies. Any vacancy in the office of a Director, whether by reason of death, resignation, removal, or otherwise, shall be filled by the remaining Directors at a duly held meeting of the Board.

6. Resignation. Any Director may resign at any time by giving written notice of such resignation to the Secretary of the Corporation. Such resignation shall be effective at the time specified therefor, and acceptance of such resignation shall not be necessary to make it effective.

7. Removal. Any Director may be removed from office with or without cause by a majority vote of the Board.

8. Voting Rights. Each Director shall be entitled to one (1) vote on all matters before the Board. There shall be no voting by proxy.

9. Annual Meetings. The Board shall meet annually, at a time, date and place to be set by the Board. The annual meeting shall be held for the purposes of organizing the Board, electing officers, and transacting such other business as may come before the meeting.

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10. Regular Meetings. Regular meetings of the Board shall be held monthly, at such time, date and place as the Board shall from time to time determine.


11. Special Meetings. Special meetings of the Board for any purpose or purposes may be called by the President, the Secretary, or a majority of the Directors, and shall be held at such place, and on such date and at such time as may be designated in the notice of such meeting.

12. Notice of Meetings. At least forty-eight (48) hours' notice of regular and special meetings shall be given to each Director, either personally, by FAX or by email, or by mail, postage prepaid, addressed to each Director at the address appearing on the records of the Corporation. At least twenty-one (21) days' notice of the annual meeting shall be given in the forgoing manner.

13. Place. The Board shall hold its meetings at such places as it may designate.

14. Quorum. A majority of the Directors shall constitute a quorum at any meeting of the Board; provided, however, that at least one of the Corporation's elected officers must be among those present. The act of a majority of the voting power at any meeting at which a quorum is present shall be considered the act of the Board.

A meeting at which a quorum is initially present may continue to transact business notwithstanding the withdrawal of Directors, if any action is approved by at least a majority of the required quorum for such meeting, or such greater number as is required by the Articles of Incorporation, these Bylaws, or by law.

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15. Adjournment. In the absence of a quorum at a meeting of the Board, the majority of the Directors present may adjourn the meeting until the time fixed for the next regular meeting of the Board.

16. Validation of Transactions. The transactions of the Board occurring at any meeting, however called or noticed, or wherever held, shall be as valid as though such meeting were duly held after regular call and notice if a quorum be present and if, either before or after the meeting, each Director who would have been entitled to vote at the meeting but who was not present signs a written waiver of notice, a consent to the holding of such meeting, or an approval of the minutes thereof. All such waivers, consents or approvals shall be filed with the Corporate records and made a part of the minutes of the meeting.

17. Action Without Meetings. Any action required or permitted to be taken by the Board under the provisions of the California Corporations Code, the Articles of Incorporation or these Bylaws may be taken without a meeting, if all Directors shall individually or collectively consent in writing to such action. Such written consent or consents shall be filed with the proceedings of the Board. Such action by written consent shall have the same force and effect as a unanimous vote of such Directors. Any certificate or other document filed on behalf of the Corporation relating to an action taken by the Board without a meeting shall state that the action was taken by a unanimous written consent of the Board without a meeting, and that the Bylaws of this Corporation authorized its Directors so to act.

18. Telephonic, Video and Electronic Meetings. The Directors may participate in a meeting through use of a conference telephone, electronic video screen communication or electronic transmission by and to the Corporation. Participation in a meeting by conference telephone or electronic video screen communication constitutes personal presence at the meeting so long as all Directors participating in such meeting can hear one another. Participation in a meeting through use of electronic transmission other than the forgoing constitutes personal presence at

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such meeting if each Director who participates in such meeting can communicate with all others present concurrently and each Director is provided with the means to propose and/or object to any action to be taken by the Board.

19. Fees and Compensation. Directors, members of committees, and officers shall receive no compensation for their services. However, they shall be entitled to receive such just and reasonable reimbursement of expenses as may be determined by the Board.

ARTICLE V

OFFICERS

1. Officers. The officers of the Corporation shall consist of a President, a Vice-President, a Secretary, and a Treasurer, each of whom shall be a Director. Officers shall attend meetings of the Board, its Executive Committee, and any other committee of which they are members. The Board may establish such other officers as it shall deem advisable. Additional officers so elected shall hold office for such period and shall have such power and duties as the Board may from time to time authorize. When the duties do not conflict, one person, other than the President of the Board, may hold more than one of these offices.

2. Election. The officers of the Corporation shall be elected by the Board at its annual meeting. The Board may accept suggestions for nominations for officers from any Director, and officers shall be elected by a majority of the Directors present and voting. Each officer shall hold office for one (1) year at the pleasure of the Board, or until his or her successor shall be selected and qualified to serve. A vacancy in any office because of death, resignation, removal,

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disqualification or otherwise may be filled for the unexpired term at any meeting of the Board, and the officer so elected shall hold office and serve until the next annual meeting of the Board.


3. Removal and Resignation. Any officer may be removed, either with or without cause, by a vote of a majority of the Directors.

Any officer may resign at any time by giving written notice to the Board, the President, or the Secretary. Any such resignation shall take effect at the date of the receipt of such notice or at any later time specified therein; and, unless otherwise specified therein, the acceptance of such resignation shall not be necessary to make it effective.

4. President. The President shall preside at all meetings of the Board, and shall have such other powers and duties as may be prescribed from time to time by the Board.

5. Vice-President. The Vice-President shall preside at meetings of the Board in the event of the President's absence or incapacity, and he or she shall have such other powers and duties as may be prescribed from time to time by the Board.

6. Secretary. The Secretary shall keep or cause to be kept a book of minutes of all meetings of the Board with the time and place of holding, whether regular or special, if special how authorized, the notice thereof given, the names of those present at a Directors' meetings, and the proceedings thereof. The Secretary shall give or cause to be given notice of all the meetings of the Board required by these Bylaws or by law to be given, and the Secretary shall keep the seal of the Corporation in safe custody and shall have such other powers and perform such other duties as may be prescribed by the Board from time to time.

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7. Treasurer. The Treasurer shall be the chief financial officer of the Corporation and shall keep and maintain, or cause to be kept and maintained, adequate and correct accounts of the properties and business transactions of the Corporation, including accounts of its assets, liabilities, receipts, disbursements, gains and losses. All monies and other valuables shall be deposited in the name and to the credit of the Corporation with such depositories as may from time to time be designated by the Board. The funds of the Corporation shall be disbursed upon the check or draft of the Corporation signed pursuant to the order of the Board. When requested by the President or the Board, the Treasurer shall render an account of the financial condition of the Corporation, and shall have such other powers and perform such other duties as may be prescribed by the Board.

ARTICLE VI

COMMITTEES

1. Committees Generally. Committees of the Board shall be standing or special. Each committee shall exercise such power and carry out such functions as are designated by these Bylaws or as delegated by the Board from time to time, shall keep minutes of its meetings, and shall report to the Board concerning its activities.

2. Membership and Appointment. Unless otherwise specified in these Bylaws, each committee shall consist of as many members as the Board shall from time to time determine. The President of each standing committee shall be appointed annually by the President, subject to approval by the Board. Ad hoc or special committees may be created by the President, with the approval of the Board. Each committee chair shall appoint other members of the committee, subject to approval by the Board. The President of each committee and such members as designated in these Bylaws shall be Directors. Other committee members may, but need not be

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Directors. When deemed necessary, non-voting consultants may be called to participate in a committee meeting.


3. Quorum and Meetings. A majority of the members of a committee shall constitute a quorum at any meeting of that committee. Each committee shall meet as often as is necessary to perform its duties.

4. Vacancies. Vacancies in any committee shall be filled for the unexpired portion of the term in the same manner as provided in the case of original appointment.

5. Expenditures. Except as may otherwise be provided by the Board or by these Bylaws, any expenditure of corporate funds by a committee shall require prior approval of the Board.

6. Executive Committee. The Executive Committee shall include the President, who shall preside at its meetings, the Vice-President, the Secretary, and the Treasurer of the Corporation. The Board may elect other members to the Executive Committee, provided that no more than three (3) such additional members be elected, and provided further that all members of the Executive Committee are Directors.

The Executive Committee shall meet as needed at the call of the President or a quorum of its members, and its meetings may be held by telephone conference call, provided that all members participating in such meetings can hear each other. The Executive Committee shall have the power to transact all regular business of the Corporation during the intervals between meetings of the Board, subject to any prior limitation imposed by the Board or by the California Nonprofit Corporation Law. The Executive Committee shall also have and exercise such powers and perform such duties as specifically prescribed by these Bylaws or by the Board. The Executive Committee shall not authorize any action which will obligate the Corporation for an amount in

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excess of that amount which is established from time to time by the Board. The Executive Committee shall not have the power to adopt the budget or take any action which is contrary to or a substantial departure from the directions established by the Board or which represents a major change in the affairs, business or policy of the Corporation. Minutes of the Executive Committee meetings shall be submitted to the Board, and its actions shall be subject to approval or disapproval at the next regular meeting of the Board.

7. Nominating Committee. In preparation for the annual meeting of the Board, the President shall select a Nominating Committee composed of three members of the Board who shall meet and prepare a slate of candidates for election as board members and officers of the Corporation at the annual meeting. The Nominating Committee shall select candidates for all offices, obtain confirmation from such candidates of their willingness to serve, and communicate the names and respective offices of the candidates to the Board in writing. Nominations may also be made by any person who represents a subscriber to the Corporation's services or who otherwise participates in the corporation's activities, provided that the nominator also obtains and submits a written statement from each such nominee verifying that person's willingness to serve. Nominations may also be made at the annual meeting. The President shall preside at the opening of the annual meeting in order to conduct the election of officers, which shall be the first business conducted by such meeting.

ARTICLE VII

GENERAL PROVISIONS

1. Offices. This Corporation shall have and continuously maintain a registered office in California.

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2. Bonding. All employees handling funds shall be properly bonded.
3. Agents and Representatives. The Board may appoint such agents and representatives of the Corporation with such powers and to perform such acts or duties on behalf of the Corporation as the Board may see fit, so far as may be consistent with these Bylaws, the Articles of Incorporation, and the applicable laws.
4. Contracts. The Board, except as in these Bylaws or otherwise provided, may authorize any officer or agent to enter into any contract or execute and deliver any instrument in the name of or on behalf of the Corporation, and such authority may be general or confined to a specific instance; and unless so authorized by the Board, no officer, agent, or employee shall have any power or authority to bind the Corporation by any contract or engagement, or to pledge its credit, or render it liable pecuniary for any purpose or to any amount.
5. Self-Dealing. In the exercise of voting rights by members of the Board, no individual shall vote on any issue, motion, or resolution which directly or indirectly inures to his or her benefit financially except that such individual may be counted in order to qualify a quorum and, except as the Board may otherwise direct, may participate in the discussion of such an issue, motion or resolution if he or she first discloses the nature of his or her interest as required by the California Nonprofit Corporation Law.
6. Indemnification. This Corporation may indemnify any Director, officer, employee or agent of the Corporation for liability incurred (including judgments, fines, reasonable settlements, and reasonable attorneys fees and cost of defense) by such person in the exercise of his or her duties with respect to this Corporation to the extent permitted by the California Nonprofit Corporation Law.

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7. Fiscal Year. The fiscal year of this Corporation shall end on the 30th day of June of each year.

8. Employee Restrictions. No paid employee, professional or otherwise, of the Corporation shall hold office or be a member of the Board.

ARTICLE VIII

AMENDMENTS

These Bylaws may be amended or repealed, or new Bylaws may be adopted, by the vote of a majority of the Directors of the Corporation present and voting at any duly held meeting of the Board, or by unanimous written consent of the members of the Board.

CERTIFICATE OF SECRETARY

I, the undersigned, do hereby certify:

1. That I am the duly elected and acting Secretary of CLAREMONT YOUTH BASKETBALL, a California nonprofit corporation; and

2. That the foregoing Bylaws, comprising eight (8) pages, constitute the Bylaws of said Corporation as duly adopted by the Board of Directors of said Corporation at a meeting duly held on September 22, 2014.

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IN WITNESS WHEREOF, I have hereunto subscribed my name and affixed the seal of said Corporation this _____ day of September, 2014.

Roger Fasting, Secretary

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Appendix 2. CYB Code of Conduct and Ethics

Claremont Youth Basketball believes that youth basketball and youth sports of any kind play an important role in the physical, social, and emotional development of the youth in our community. As such, the demonstration of positive sportsmanship, fair play, respect, and integrity is essential. In order to achieve these ideals, all coaches, volunteers, board members, referees, and players are expected to abide by this CYB Code of Conduct and Ethics.

I pledge to be responsible for my words and actions while attending, coaching, officiating, or participating in a CYB event. I also pledge to abide by the following code of conduct and ethics:

1. I will always remember that a basketball game is only a game played for the purpose of enjoyment and self-improvement. As such, the outcome of the game is not more important than my participation in the game.
2. I will encourage my teammates and cheer on all players. I will praise and recognize the good and not the bad.
3. I acknowledge and commit to demonstrating the CYB ideals of:
 - a) A safe, positive, and fun environment
 - b) Development and modeling of positive sportsmanship
4. I commit to encouraging others to demonstrate those same CYB ideals.
5. I understand and accept the rules and regulation of basketball in the CYB Program and will respect and accept the judgement of the referees in enforcing these rules and regulations.
6. I will not engage in behavior, nor encourage others to engage in behavior, which would endanger the health, safety, or wellbeing of me or any coach, player, parent, spectator, official, or referee.
7. I will not use drugs or alcohol while at a CYB event and will not attend a CYB event while under the influence of drugs or alcohol.
8. I will not engage in the use of profanity, prejudicial language, or disrespectful words nor will I discriminate against any coach, player, parent, spectator, official, or referee based on race, creed, color, national origin, sex, sexual orientation, or ability.
9. I will not engage in nor shall I encourage any verbal threats towards, physical threats towards, abuse, or fighting with any coach, player, parent, spectator, official, or referee.
10. I will be humble in victory and gracious in defeat no matter how hard the contest was and I will always do my best.

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Failure of any coach, player, parent, spectator, official, or referee to conform to the CYB Code of Conduct and Ethics by shall result in disciplinary action, including but not limited to the following in any order or combination as determined by The Board:

- Verbal warning issued by a CYB Board Member.
- Written warning issued by the CYB Board.
- Suspension or immediate ejection from a CYB event issued by a CYB Board Member.
- Suspension from one or more CYB events (i.e. games, practices, scrimmages) issued by the CYB Board in writing.
- Suspension from participation in the CYB Program issued by the CYB Board in writing.

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Appendix 3. Player Evaluation Guidelines

The following information is only a guideline to help with the evaluation of players prior to the Player Selection Draft in CYB. This guide is for information only. Coaches may choose to use other criteria to assign a numeric rating to a player in a given category.

No matter how the numeric rating is determined, under no circumstances shall the Player Evaluation ratings be shared with a Player.

Shooting

Rating	Description
1	Will probably not score even if there is no defense present
2	Could occasionally score in a game if completely unguarded
3	A legitimate threat to score if unguarded
4	A legitimate threat to score even when guarded by a good (but not great) defender
5	A legitimate threat to score at all times. Capable of scoring 30 points in a 40 minute game


Dribbling

Rating	Description
1	Cannot move more than a few feet without travelling or double dribbling
2	Can move around the court if unguarded and no time pressure
3	Can move around the court comfortably even when guarded by a good (not great defender)
4	A legitimate threat to break down and beat a good (not great defender)
5	Can breakdown and beat most defenders; will likely require double teaming or help defense to stop almost all of time

Defense

Rating	Description
1	Will get beat consistently by almost all level 2 dribblers, or shooters
2	Can occasionally successfully stop a good player or contest a shot from a good shooter
3	A legitimate threat to stop an offensive player from achieving their objective
4	Will stop most players when guarding 1-on-1 and knows when to help support others players on their team on defense
5	A shut down defender that can shut down a level four player and also successfully guard multiple players on a single possession.

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Passing Rating	Description
1	Cannot complete a pass (either receiving as the target or throwing to a target) covering more than a few feet even when the target is unguarded.
2	Can consistently complete a pass covering more than a few feet when both passer and receiver are completely open or loosely guarded.
3	Can effectively use chest, bounce and overhead passes to open players in game situation
4	Can consistently complete passes within the context of offensive strategies (e.g pick and roll, pick and pop, give and go, skip, pocket) in game situations to create scoring opportunities.
5	Sees the entire court, reads defensive sets and anticipates both offensive and defensive player movements then executes the best passing option to facilitate scoring opportunities. Capable of getting 10 or more assists in a 40 minute game.
Rebounding Rating	Description
1	Most of the time cannot control a missed shot even when there are no other players contesting it.
2	Can quickly secure a missed shot if no one else is contesting it.
3	Can effectively compete for a missed shot when other players roughly the same size or smaller are contesting it.
4	Using effective box-out skills and positioning, can effectively compete for a missed shot even against players that are bigger in size. When collecting a missed shot can quickly execute a follow-up move such as a put-back shot or outlet pass.
5	Likely control the vast majority of missed shots within their reach give the expected range of sizes with their division. After collecting the missed shot, will be able to quickly execute a follow-up basketball mover such as a put-back shot or outlet pass.
OVERALL	
Method 1	Overall rating can be calculated using the following equation: $\text{OVERALL} = 0.2 \times (\text{Sum of all Ratings})$
Method 2	Provide an independent assessment of the player overall. Can include intangible aspects like leadership, teamwork, attitude, etc.

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Appendix 4. Serpentine Draft Format

		Rounds								
Coach	Team #	1	2	3	4	5	6	7	8	9
	1	↓		↓		↓		↓		↓
	2									
	3		↑		↑		↑		↑	
	4									
	5									
	6									
	7									
	8									
	9									
	10	↓		↓		↓		↓		↓
	11									
	12		↑		↑		↑		↑	
		↪		↪		↪		↪		