

East Diablo Catholic Youth Organization League

Constitution and Regulations (rev. 8/1/20)

Organization

Section I

This organization will be known as the East Diablo CYO League

Section II

The league will adhere to all the rules and regulations of the Oakland Diocese CYO except those roles and regulations as specifically adopted by the league and approved by the Oakland Diocese CYO.

Section III

Member parishes include the following: Good Shepherd, Holy Rosary, Immaculate Heart of Mary, Queen of All Saints, St. Agnes, St. Ann, St. Anthony, St. Ignatius, St. Bonaventure, and St. Francis.

Meetings

Section I - Regular Board Meetings

The Board meeting shall be held on the second Sunday of each month, unless specifically changed by the Board, It will begin at precisely 6:00 PM unless otherwise scheduled. No business shall be conducted after 8:30 PM unless approved by a majority of those present. The site of each meeting will be determined by the league president. All meetings and debates shall be in accordance with the rules of the Oakland Diocese, the Bylaws of the league and Roberts Rules of Order. Discussion will be limited to five (5) minutes per member.

Section II - Special Board Meetings

Special Board Meetings may be called by the president or by a majority of the Athletic Directors. 'Seventy-two (72) hours notice must be given to each board member.

Section III - Order of Business

The order of business for all regular meetings shall be

1. Opening Prayer
2. Quorum Call (Roll Call)
3. Minutes
4. Treasurer's Report
5. Diocesan Report
6. Committee Reports
7. Old Business
8. New Business

Section IV - Quorum

A quorum shall be considered to be a simple majority of member parishes represented and present.

Board of Directors and Officers

Section I - Election of Officers

The Board of Directors is composed of Athletic Directors from each parish participating in the East Diablo CYO Basketball Programs. The athletic directors will be solely responsible for the annual election of the League President. The President and officers need not be athletic directors.

Section II - Officers

The League President will annually appoint any or all of the following officers: Vice President (Boys), Vice President (Girls), Secretary/Treasurer, Scheduling Manager, Re-Scheduling Manager, Facilities Manager, Referee Coordinator (s) Equipment Manager, Coaches' Clinic Chairperson, Playoffs Chairperson (Boys Coordinator, Girls Coordinator, Tournament of Champions Coordinator) , and Standings Coordinator. Any compensation paid to an officer will be on a contract basis. The league is not an employer.

Section III - Voting

Each member parish shall be allowed one vote. Each athletic director shall have one vote or may designate a person to vote. The president will vote only to break a tie vote.

Section IV - Fees

The league will assess fees to each parish in order to operate the basketball program. These will be based upon the number of teams from each parish. All fees must be paid prior to regular season play. A contingency fee of \$200.00 will also be assessed to cover fines and penalties against member parishes. It will also be utilized for any Protest Fees incurred. If no such fines or Protests are incurred, this fee (or any balance) will be returned to the parish. The Parish may apply the balance to the following year.

Section V - Meeting Attendance

A representative of each parish will be in attendance at each meeting of the league Board of Directors. A fine of \$50.00 will be levied against any parish not represented. Failure to attend three (3) consecutive meetings will result in the loss of voting privilege. Further absences will result in probation leading to suspension. The length of time during which voting privileges will be lost, as well as the length of probation will be at the League Board of Director's discretion. Each Athletic Director must be able to represent his/her parish in all matters relating to the Board. An absence by a co-director which causes unnecessary delay will be subject to an additional \$50.00 fine, as well as subsequent penalties described herein.

Section VI - President

The president shall be the chief executive officer of the Diablo East CYO League. The duties of the president are as follows: appoint all officers and committees; preside over all regular and special board meetings; serve as ex-officio member of all committees and preside over all committees unless he appoints a chair; present the annual proposed budget at the August board meeting; act for the good of the league in the absence of a ruling by the Board of Directors and in accordance with the rules of the league and the Diocese. Represent the league as Diocesan Representative.

Section VII - Vice President (Boys and Girls)

The vice presidents (boys and girls) shall assist the president at all meetings and shall carry out responsibilities delegated by the president, especially concerning sportsmanship and the general conduct of CYO activities. In the absence or disability of the president, the senior vice president shall perform the duties of the president. Shall the office of president become vacant, the senior vice president shall become president, and appoint a vice president. The vice presidents shall also represent the league as Diocesan representatives.

Section VIII - Secretary/Treasurer

The secretary shall be responsible for recording the minutes of the league meetings, recording the activities of the league, maintaining appropriate files regarding sportsmanship and protest decisions, maintaining mailing lists and necessary records. The secretary shall publish the league minutes and email them to the athletic directors prior to the subsequent league meeting.

Section IX - Treasurer

The treasurer shall keep records of all receipts and disbursements of all money and securities at each meeting of the League Board of Directors. The treasurer shall submit a prior year report and budget for the coming year at the August Board of Directors meeting. All disbursements shall be approved by the League Board of Directors prior to payment, if not within the approved budget. The treasurer shall approve all payments from allotted funds and issue checks authorized by the league.

Section X - Referee Coordinator (s)

The referee coordinator shall be responsible for the assignment of all eligible referees, and for supervising their actions on the court. He/ She will submit a projected budget before the beginning of the season, and report all expenses to the Treasurer on a monthly basis during the season. The referee coordinator will be responsible for recruiting, training and scheduling of referees. The compensation of this position shall be done on an independent contract basis and must be approved in advance by the League Board of Directors. The person who fills this position is not an employee of the League. Employment is against Diocesan Bylaws.

Section XI - Scheduling Manager

The scheduling manager shall prepare a league schedule based on gym availability and number of teams in each grade. He will schedule play-offs for all divisions. Gym monitors will be assigned based on this schedule.

Section XII – Rescheduling Manager

The rescheduling manager shall be responsible for the rescheduling of games due to gym cancellations, or circumstances beyond our control.

Section XIII - Facilities Manager Coordinator

The facilities manager will work with East and West Facilities Managers to coordinate the facilities utilized. These facilities managers will assume the responsibility of securing adequate gym time for league play and playoffs. Maintain communication with public school districts as well as parish gyms. The facilities managers have the authority to represent the league in all dealings related to gym usage. The facilities managers will communicate with the Facilities Manager Coordinator and Scheduling manager on all changes and cancellations.

Section XIV - Equipment Manager

The equipment manager shall be responsible for any and all equipment owned by Diablo East CYO. He/She shall designate the location of clocks and scoreboards and maintain that inventory.

Section XV - Coaches' Certification Clinic

The clinic chairperson is responsible for scheduling the certification clinics for all league coaches. This includes location of the clinics, establishment of agenda and selection of speakers. He/She will also maintain a list of certified coaches for Diablo East CYO.

Section XVI – Playoff Coordinators: Boys Coordinator, Girls Coordinator, Tournament of Champions Coordinator

The playoff chairperson to coordinate all activities, including admission and the assignment of gym monitors and oversight for the American, National, Girls league playoffs and Tournament of Champions.

Section XVII - Standings Coordinator

The standings coordinator will be responsible to develop a communication system with respective parishes to maintain ongoing league standings by grade and division. He/She will report to the board on a regular basis. It is recommended that each parish assign a Standings Coordinator who will input the scores and work with the League Standings Coordinator. .

Section XVIII - Removal of Board Member

The Diablo East CYO Board of Directors may, by means of a 2/3rds vote, request that a parish representative be replaced by another member of that parish. Failure to respond will result in suspension of that parish. Reasons for such action include, but are not limited to, moral misconduct, repeated CYO rule violations, disruption of league meetings and frequent absences from league meetings.

Sportsmanship and Protest Committees

Section I - The Sportsmanship Committee/The Protest Committee

The protest board shall review all matters of protest or matters assigned to them by the president. The majority decisions are binding on the league in matters of game protests. Eligibility decisions can be reviewed by the league.

The Sportsmanship committee shall review matters of game sportsmanship referred to it by the league president or in writing by a league officer. Coaches who consistently defeat their opponents by large margins shall also have their conduct reviewed by the committee. Decisions made by the committee will be final and binding on the league.

The Sportsmanship Committee will consist of a Chairman, and four geographical representatives selected at the discretion of the Chairman. If a parish that is involved in a sportsmanship or protest issue is a member of the committee they will withdraw and a neutral parish will be selected by the Chairman in their place. The committee will meet on the first Thursday following the incident or no later than five days after the score sheet is received, or whichever comes first. The league president has the power to suspend a coach or player immediately, pending review by the Sportsmanship Committee.

Section II - The Eligibility/Exceptions Committee

The Eligibility/Exceptions Committee is a panel composed of League Executives and former Athletic Directors. Its responsibility is to review petitions for exceptions to the eligibility rules and recommend to the board those petitions which are found to be acceptable within the spirit of the CYO Bylaws.

Amendments

Diablo Valley East Constitution and Rules and Regulations may be amended, repealed or altered in whole or part, providing the following conditions are met:

1. A draft of all proposed amendments shall be submitted in writing to the Board of Directors.
2. The draft cannot be acted upon at the meeting that it is proposed. The proposed amendments) shall be voted on at the next league meeting or at a special meeting called for that purpose. All members of the board of Directors are notified of the proposed changes.
3. Amendments not approved by the Board of Directors at the September meeting shall not be binding.

4. Changes or amendments to these bylaws require a 2/3rds approval of those parishes present and voting.

Force Majeure

In the event of emergency situations beyond the control of the organization, the President and Board of Directors may suspend bylaw provisions to best serve the interests of the organization.

Rosters/Fees

1. All rosters and supporting materials must be submitted to the Board of Directors by a designated date established by the Board. Any team who has not submitted a roster shall forfeit all games until the roster is submitted. Any player who has not had appropriate documentation regarding proof of age submitted shall be ineligible and shall cause the forfeit of all games that he/she has played until the documentation is submitted.
2. Players may be added to the roster up to the last day before the first league game as per Diocesan CYO bylaws. The President or eligibility chairperson shall be notified before that day of additions, or that player shall not be eligible.
3. All league fees must be paid by December 1. Any parish which fails to comply, will find its teams ineligible for postseason playoffs.

Classification of Divisions

1. The "A" division will be known as the American Division.
The "B" division will be known as the National Division.
The "A-II" division will be known as the American II Division.
2. The classification of participants in the league will be governed by the grade system: 3rd, 4th, 5th, 6th, 7th, 8th grades. Assignment of teams to American or National Divisions shall be by the league Board of Directors.
 - a. The first team entered in a grade by a parish shall be an American Division or American II Division team unless an exception for placement in the National League has been specifically approved by the League Board of Directors.
 - b. There are no exceptions granted in 4th grade, as each parish must place at least one (1) 4th grade team in the Boys American, or "A2" division if available.
 - c. The athletic directors shall ensure that each grade has a maximum of one more team in the National Division than in the American Division at each grade level.
 - d. A parish may elect to place more American teams than National teams if they so desire.
3. Any division with twelve (12) or more teams will be divided into two divisions. For playoffs, the top two teams in each subdivision will qualify.

Scheduling/Rescheduling

1. Schedules are completed and published in the middle of October based upon the team counts provided by the parish Athletic Directors.
2. Consideration is given to gym cost and availability, and parish religious events.

3. Consideration is given to avoid scheduling conflicts when a coach is the head coach for more than one team.
4. Once the schedule is published and posted, games may be postponed and/or rescheduled for only three reasons:
 - a. Unanticipated religious conflict in a parish
 - b. Facility unavailability
 - c. Unforeseen circumstances beyond league control
5. Rescheduling requests shall be submitted to the rescheduling coordinator by parish AD's or league officers. They may not be submitted by individual coaches to the Rescheduling Coordinator.
6. In the event a team cancels after the schedule is made, the parish must pay the league fee for that particular team.

Forfeits

1. Game time is forfeit time and is recorded as a loss for the forfeiting team
2. If an ineligible player is discovered on a team, then all games in which the ineligible player has participated in shall be forfeited.

Protests

1. All protests must be filed via email to the program's respective Athletic Director. The Athletic Director will then forward the protest to the Protest Chairperson and League President.
2. Protests must concern a point of rule or the eligibility of a player. In matters of judgment, a referee's decision is final.
3. Protests must be made to the referee verbally at the time of the alleged infraction(s) or the protest will not be considered, except in the case of a player's eligibility. The protesting coach must enter in writing on the back of the score sheet:
 - a. Protest
 - b. Score
 - c. Quarter and the scoreboard time when the alleged infraction occurred
 - d. Team and personal fouls, and timeouts remaining at the time of the incident.
4. At the end of the game, comments of rule may be written on the back of the scoresheet, if so desired. The head referee must verbally notify the Gym Monitor, provide them with the scoresheet. The protesting coach should photograph the scoresheet and forward to their respective Athletic Director.
5. Written protest must contain the date, time, league, teams involved, location of the game, and the rule and section violated must be cited. The coach should provide all information and documentation to their program Athletic Director, but may not submit the protest form and documentation to the Protest Committee. The formal protest may only be submitted by the Parish Athletic Director.
6. Each individual protest must be accompanied by the request of the transfer of the protest fee of twenty-five dollars (\$25.00) from the parish contingency fund. The fee will be refunded only if the protest is upheld.
7. A team voluntarily not finishing a game forfeits the game and cannot protest the incident which caused them to not finish.
8. Videotapes may be used as evidence in a protest procedure and will be reviewed at the discretion of the Protest Committee.

9. Failure to comply with the protest procedures in this section will automatically cause the protest to be invalid.

Equipment and Uniforms

1. Any and all equipment purchased for the league shall be kept by an assigned parish.
2. Any parish admitted to the League shall petition the Board of Directors for approval of parish colors.
3. Parish team colors shall be assigned and approved only by the league Board of Directors.
4. Sponsor's names and/or logos, whether personal or commercial, may not be displayed on uniforms, warm-ups or other CYO equipment.

Game Procedures

Forfeits

Game time is forfeit time. If the Standings Coordinator is notified by the Athletic Director at least 48 hours prior to game time, the forfeit fee will be \$60.00. (\$30.00 forfeit fee plus \$30.00 to cover the cost of one referee and the scorekeeper)

If the League is not notified 48 hours prior to game time, there will be a \$105.00 forfeit fee. (\$75.00 forfeit fee, plus \$30.00 to cover the cost of one referee and the scorekeeper.) All forfeit fees shall be deducted from the collected parish contingency fund.

In the event the game is forfeited (day of game) and the attendees decide to utilize the gym time and play a scrimmage event, the referees will not officiate the "scrimmage. They are only contracted to referee official league games.

Eligible Players to Begin Game

In accordance with high school rules, a game may begin with four players. However, the opposing team must play their five able bodied players. Coaches are cautioned that gym time is limited and officials will begin the game if four (4) players from each team are present. If four (4) healthy, uniformed players are not present and ready to play by the scheduled game time, the team will forfeit the game. If neither team has a complete team, both teams will forfeit the game.

T-Shirts Under Uniforms

Shirts worn under the uniform shirt must match the parish designated color of the uniform shirt. All team members that choose to wear a T-shirt must be wearing the same color. Any team not having regular uniform tops must appear in numbered tee-shirts.

Late Arrivals to Game

There shall be no penalty for a child who arrives late to a game. Coaches shall mark any players "absent" on the score sheet prior to the game. A healthy, uniformed player arriving late must play a playing period or, if arriving in the second half, must play the continuous equivalent of a playing period as long as there is sufficient time on the clock.

Uniform Numbers

Teams shall not be penalized for team numbers that do not conform to High School Federation Rules.

Certified Coaches

1. Only certified coaches may sit on the bench with the team during the game. Each certified coach must wear their certification lanyard containing a valid coaches card at all times in order to be on the bench.
2. Referees/Gym Monitor/League Officials may request picture identification that must match the certification card.
3. If there is no coach present with a certified lanyard and valid coaches card, any certified coach with possession of a lanyard/card present may coach the team with no penalty. However, if there is no certified coach available, the coach will be assessed a direct technical foul (charged to the coach) and the opposing team will shoot two free throws and have possession of the ball to start the game. The Athletic Director must produce verification of lanyard/card within 24 hours to Vice President (Boys/Girls) for their respective division. If no lanyard/card is produced, the game will be recorded as a forfeit. Referees will indicate the lack of a certified card on the back of the scoresheet and a twenty five (\$25.00) fine will be charged to the respective parish's contingency fund.
4. If there are two coaches; one with a lanyard/card and one without a lanyard/card; the coach with the lanyard/card may coach. The coach without the lanyard must not coach or sit in the bench area. There would not be a direct technical foul issued in this scenario as the coach without the lanyard is not coaching.
5. No one will be allowed to occupy the team bench unless they have a certified lanyard/card.
6. Procedure: If a coach is given a direct technical foul for not wearing their lanyard/card, the Referee will notify the AD who will then begin the process of notifying the league and providing documentation.
7. In the event a head coach with a lanyard/card is ejected from a game and there is not an assistant coach available to assume head coaching duties, any certified coach with a lanyard/card may sit on the bench and coach the remainder of the game. In the event the coach does not have a lanyard, the Athletic Director of that parish may verify that the coach is certified and allow them to coach the remainder of the game.

Coaches Protocol

Bench Behavior:

1. Coaches must remain seated except for the six instances mentioned in the NFHS rule book.
2. Coaches may not stand to question official's calls and will be assessed with a technical foul and will then have to remain seated the rest of the game.
3. The Head Coach is the only coach who can stand or have a dialogue with the officials.

Game Rules/Management

1. **OFFICIAL RULES:** All basketball games (league, tournament or practice) hosted by Oakland Diocese Catholic Youth Organization teams will be conducted in accordance with the National Federation of State High School Associations Basketball Rulebook (available through the Diocesan CYO Office) with exceptions and additions noted in these bylaws, adopted by the Diocesan CYO Office, or adopted by the leagues and approved by the Diocesan Boys Sports Council or Girls Sports Council.

2. **GAME BALL:** A regulation 29.5 basketball made of composition or leather material shall be used in all sixth, seventh and eighth grade boys league games. Third grade games will use a 27.5 size basketball. In all 4th-8th grade girls games and in boys fourth and fifth grade games, a composition or leather ball, 28.5" in circumference, shall be used.
3. **LENGTH OF GAME / TIMEOUTS** [See notes in 1-pager]
 - a. 3rd Grade games will consist of a 40 minute running time game divided into four quarters. The quarters will be split into two playing periods in the first half.
 - b. 4th, 5th grade games will consist of a 40 minute running time game divided into four quarters. There will be stopped clock play in final two minutes. Quarters will be split into two playing periods in the first half.
 - c. 6th grade games will consist of a 24 minutes game divided into four quarters with stopped clock play. Quarters will be split into two playing periods in the first half.
 - d. Grades 7-8 will consist of a 28 minute game, divided into four seven minute quarters with stopped clock. Quarters will be split into two playing periods in the first half.
 - e. 3rd Grade will have one time out per half.
 - f. 4-8 Grades will have four time outs per game.
 - g. In overtime games, both teams will be granted an additional timeout. Timeouts remaining from regulation play are carried over into the overtime period.
4. **OVERTIME REGULATIONS**
 - a. Overtime periods shall be three minutes in length. Each overtime period would begin with the administration of a jump ball. Oakland Diocesan CYO leagues shall play overtime periods under these guidelines: In the event of a tie score at the end of a regulation game, there will be a maximum of two 3-minute overtime periods. If the score is tied at the completion of the second overtime period, a one minute rest period shall be taken, followed by a "sudden death" period played under the following rules:
 - b. If either team leads by two points (either by two free throws or a field goal) at any time during this period, that team shall immediately be declared winner. The team must lead by two points to win the game in the first sudden death period.
 - c. If after three minutes of the sudden death period neither team has accomplished a two-point lead, a team leading by one point would be declared the winner.
 - d. If the score is still tied at this point, a one-minute rest period shall be taken and then a final three-minute, sudden death period will be played. The first team to score (either by a free throw or a field goal) shall immediately be declared the winner
5. **"NO PRESS" RULE:**
 - a. Definition of Press: None of the players of a team which is holding that lead may guard any opposing player in the backcourt until the ball, or a player in control of the ball, has passed the half-court line of the opposing team. Penalty: One warning per game, then a technical foul will be called on the offending team for each violation.

- a. Grade 3: No Press allowed, defense may not be extended beyond the three point line or top of the key extended
- b. Grades 4 American Boys and Girls: No full court press after 15 point lead
- c. Grades 4 National Boys and Girls: No full court press allowed until the final minute of the game. The same rule would apply to an overtime period with the press allowed in the final minute
- d. Grades 5-8 Boys and Girls: No full court press after 15 point lead

6. Three Point Shot Guidelines

The three-point shot will be used in seventh and eighth grades for all divisions.

Game Participation

- a. There shall be a center court jump ball to begin the game. The alternating possession procedure shall be used to begin the second quarter and at the beginning of a playing period if no team had possession at the end of the previous period.
- b. All play Participation Rule: Each Oakland Diocese CYO basketball team must play all healthy, uniformed players according to the following formula. The participation rule applies to the first half of play, during the first and second quarters. The first quarter and the second quarter will each be divided in half for a total of four playing periods. The time for each playing period will be on the clock. All healthy, uniformed players (up to a number of twenty) must play the minimum of a full continuous playing period during the first half. Every player entering the game for the first time must enter at the beginning of the playing period and play the full playing period. The only exceptions will be due to injury or disqualification.
- c. The end of a playing period will be administered as an official's time out. The team in possession of the ball shall retain it at the beginning of the subsequent playing period with a throw-in at the spot on the sideline nearest the point of last possession.
- d. Any player arriving to a game after the beginning of the last playing period must play continuous time during the game equal to a playing period, if sufficient time remains. A late arrival must begin their official playing period at the beginning of a quarter.
- e. If a team has over ten players, the third quarter shall be divided into playing periods.
- f. In addition, in each game, each child shall play the minimum time equal to the time of one quarter. Athletic Directors shall monitor their program's coaches for compliance. Repeated violation shall be a breach of sportsmanship.
- g. Injury or Disqualification: If a player leaves a playing period due to injury and is able later to reenter, the player must play a subsequent full playing period. If unable to reenter until the second half, the player must play the equivalent of a full, continuous playing period on the clock. A substitute for an injured or disqualified player must play a complete
- h. **GAME LIMITATIONS:** No CYO player should play more than one basketball game per day. No CYO team may participate in more than one CYO League basketball game per day. All games/ practices, including tournament games played on school nights, shall be scheduled so as to be completed by 10:00 p.m. No league shall schedule regular league play on Sundays before noon.

Sportsmanship Rules

1. There will be a running clock in fourth quarter if the score margin ever reaches 20 points
 - a.a. If the lead decreases below 20 points in the fourth quarter, the running clock remains in effect.
2. When a lead reaches 15 points, regardless of the quarter, the defensive team cannot trap or conduct a half court press and must guard from the top of the key extended.
3. When a team leads by 15 points, the team with the lead cannot fast break, however they can break a press and score off that press break.
4. Existing Press Rules are enforced:
 - a. 3rd Grade: No Press, Defensive Team must be below the top of the key
 - b. 4th National: No Press Allowed
 - c. 4th American: No press after 15 point lead. A team may resume the press if the lead goes below 15 points.
 - d. 5-8th Grades: No press after 15 point lead. A team may resume the press if the lead goes below 15 points.
 - e. First violation will lead to a warning, subsequent violations will result in a technical foul.

Sportsmanship Obligations

1. ATHLETIC DIRECTORS:

- a. All Sportsmanship Issues should be reported to the Parish Athletic Director. They will then forward the complaint to the League Sportsmanship Coordinator.
- b. Game reporting coordinator at the Parish Level should notify their AD's of major score discrepancies. Athletic Directors should monitor and address lopsided scores with their offending coaches and discuss with the opposing team AD if necessary.
- c. Athletic Directors are ultimately responsible for the behavior of all coaches, parents, and players and should enforce and stress League and Diocesan Guidelines.
- d. Athletic Director's should attempt to resolve all sportsmanship/behavior issues within their parishes or between their parishes. If the issue cannot be resolved internally, it may be referred to the Sportsmanship Committee. The League Council should be notified of Sportsmanship/Behavior issues that are resolved internally.

2. COACHES:

- a. Participating teams and their coaches are responsible for the conduct of their spectators
- b. Any coach ejected from a game because of unsportsmanlike conduct will be suspended for the next two games and may be subject to additional penalties. They are also ineligible to participate in any CYO activity including practices and games during their suspension.
- c. Any coach who physically abuses another person may be suspended for the remainder of the season and may be disqualified from CYO participation.
- d. Any coach who physically abuses an official will be suspended for the remainder of the season and may be disqualified from CYO participation.

3. PLAYERS

- a. Any player ejected from a game because of unsportsmanlike conduct will be suspended from the next game and may be subject to additional penalties.
- b. Any player who physically abuses another player, participant or official may be suspended from play for the remainder of the season and may be disqualified from CYO Competition.

4. OFFICIALS

- a. Any referee who physically abuses another person may be suspended for the remainder of the season and may be disqualified from CYO participation.

5. SPECTATORS

- a. Any spectator who displays poor sportsmanship may be removed from the facility by an official, their team coach, a league official or the host gym person in charge.
- b. Any spectator who interferes with the conduct of a CYO activity may, at the discretion of the spectator's parish, league, or the Oakland Diocese, be barred from attendance at subsequent CYO activities.

Game Officials

1. Each coach will pay one of the referees the \$25.00 fee approved by the League. Additionally, each team will pay \$5 to pay for the official scorekeeper. This exchange will occur at the pregame introductory meeting.
2. Official scoresheets will be provided by the League and must be signed on the back by all referees, and both coaches. Coaches may check the official scoresheets after the game to fill in their own scorebooks.
3. The league will offer referee training programs and will assign two (2) referees to each game. If one referee fails to appear by game time, the game will be officially played with only one official and will be considered an official league game. If neither official is present, the game will be rescheduled with the exception of 3rd grade level games which may be played if both coaches agree and are able to provide representatives to officiate.
4. The referees will ask all Team Coaches and a designated team captain to meet with them at center court for the purpose of introductions and to address any official on matters of interpretation or for information. During the course of game play, only the Head Coach and the Designated Team Captain may address the officials with questions or concerns. However, any player may address an official to request a time out or permission to leave the court.
5. At the conclusion of the last game, the Gym Monitor shall collect all score sheets for that day and turn them in at the next Board Meeting.

Prayer

1. At the beginning of each game the coaches and players shall assemble on the court to say a prayer. The home team coach shall lead or designate someone to say the prayer. The prayer shall be provided by the League Board of Directors.

2. Prayer protocol will follow a consistent format with Players, Coaches, and Officials lining up and facing the fans with a home team representative reading the East Diablo CYO Prayer to create the Catholic nature of the event.
3. Prayer will be provided on the back of the EDCYO League Game FAQ Sheet which will be at the scorer's table.

Playoff Eligibility and Selection Process

East Diablo Playoffs

1. The playoffs will involve the 1st, 2nd, 3rd, and 4th place teams. The playoff schedule will be 2nd place team playing the 3rd place teams and the 1st place team playing the 4th place team. The winners will play for the League Tournament Championship. The first place team in the regular season automatically advances to the Diocesan Playoffs. The #1 seed will be the team that wins the Diablo East Playoffs. If the first place team in the regular season wins the Playoffs, the #2 seed will be the team finishing second in the Playoffs.
2. In the event only one team is eligible for Diocese play, the EDCYO Board will determine the league representative in Diocesan or TOC play.
3. In the event that a team is unable or unwilling to participate in the East Diablo league playoffs, that team will be deemed ineligible for Diocesan/TOC playoffs.
4. There will be no league playoffs in grade levels that have direct selection to the Oakland Diocesan playoffs.

Tournament of Champions Playoff Eligibility

1. League representative will be selected based on the end of the year league standings, not by league playoff results.
2. The second team in a parish at a particular grade level is considered the TOC representative, regardless of whether it is an American 2 or a National Team.
3. All eligible American 2 teams that qualified for their American 2 Playoff and have a .500 regular season record or higher will be considered before the National League teams are evaluated.
 - a. Ex. A 5-5 American 2 that was a playoff team would be considered before a 10-0 National Division team.
4. If the above criteria does not produce two qualifying teams, the league will review the standings of all eligible teams beginning with the eligible American 2 Teams (the second team of the parish), and then proceeding to the National Teams to determine the second representative.

Tie Breakers Format:

For Balanced Schedule Leagues:

All League teams are seeded based on the order of the final regular season standings.

For First Place Determination:

1. The winner of regular season head to head competition. In the event that tie involves more than two teams, the overall head-to-head win/loss records among those teams will be compared.
2. In the event that teams split their regular season competition, a play-off game will be played to determine who will be seeded number one in any post-season

play. The playoff will be scheduled during the week, if possible. The loser will enter the Diablo East playoffs as the 2nd place team. The winning team will be considered League Champion in regular season play.

For Second, Third, or Fourth Place Determination:

1. If there is a tie in the standings, regardless of the number of teams involved, the following factors shall be used, in this order, until all ties are broken:
 - a. Head-to-head competition.
 - b. Won-Loss record versus each league member (or the cumulative record of teams tied in a position) based on descending order of finish in the final league standings.
 - c. This comparison on a descending basis will continue until seeding is complete. If a tie still exists, the final deciding factor will be a coin toss.
2. In the event of a tie involving more than two teams, the same tie-breaking process is used until one team is removed from the deadlock.
 - b. Once a team is removed from the tie, the remaining ties are broken by reverting back to the first step in the procedure (head-to-head competition).
 - c. The procedure will then continue (comparing results on a descending basis), always reverting back to head-to-head competition to break remaining ties.
3. If there is more than one tie in the standings, the tie, which can be broken via the earliest tie-breaking step, will be broken first.
 - a. The review will begin with the lower tie.
 - b. If the lower tie cannot be resolved under step one (B1), the higher tie will be considered.
 - c. If the higher tie cannot be resolved via step one, the lower tie will be reviewed under step two (B2).
 - d. If the lower tie cannot be resolved under step two, then the higher tie will be considered under step two.
4. This process of alternating consideration will continue until one of the ties is resolved.
5. Once a tie is resolved, the remaining tie will revert to step one of the system.

For Unbalanced Schedule Leagues:

Used when teams don't play the same teams the same amount of times.

All League teams are seeded based on the order of the final regular season league standings.

If there is a tie in the standings the following factors shall be used for championship tournament seeding, in this order, until all ties are broken:

Two-Team Tie

1. League head-to-head results (one or two games). If the tied teams split their two games, then proceed to Step 2 below.
2. Each team's record vs. the team or tied teams occupying the highest position in the standings. Continue down through the standings until one team gains an advantage. When comparing records against a single team or collective tied teams (before ties are broken), the following may apply:

a) If the games played against the team or group are equal, the winning percentage prevails.

b) If the games played against the team or group are unequal, the following scenarios apply:

i) Most wins do prevail only if the team with fewer wins could not equal that win total if they played the same number of games. Two examples of many scenarios that do provide an advantage:

(1) Team A 2-0 (2) Team A 3-0
Team B 0-1 Team B 1-1

ii) Most wins do not prevail if the team with fewer wins could equal or surpass the win total of the other team. Two examples of many scenarios that do not provide an advantage:

(1) Team A 1-1 (2) Team A 2-0
Team B 0-1 Team B 1-0

iii) Fewer losses do not prevail if the teams have the same number of wins and if the team with fewer games could equal or surpass the loss total of the other team. Two examples of many scenarios that do not provide an advantage:

(1) Team A 1-0 (2) Team A 0-1
Team B 1-1 Team B 0-2

c) If an advantage is not determined, proceed to the next team or group in the standings for comparison.

3) This comparison on a descending basis will continue until seeding is complete. If a tie still exists, the final deciding factor will be a coin flip or team placement???

Multiple-Team Tie (3 or more teams)

1. Teams are viewed as “pods” when comparing head-to-head results. (Pods are the 3 or more teams that are tied in the standings). The team with the best record (as determined by winning percentage, even if unequal games) vs. the other teams in the pod gains the advantage. The team with the worst record (as determined by winning percentage, even if unequal games) vs. the other teams in the pod is seeded the lowest.

a) If only two teams have the same best winning percentage in the pod, the higher seed goes to the team winning the head-to-head series (one or two games).

b) If the two teams split their two games, then proceed to Step 2 under Two-Way ties. To seed the remaining team(s) in this pod, proceed to (e) below.

c) If three or more (but not all) teams have the same best winning percentage in the original pod, then those tied teams create a new pod and follow this same procedure beginning at Step 1 (Multiple-Team Tie).

d) If all teams in the pod have the same pod record, proceed to Step 2 below.

e) After the top or bottom teams in a pod are determined, the remaining teams are ranked by their record in the original pod.

i) If there are any remaining teams tied by their record in the pod, then head-to-head results will determine the higher seed.

- ii) If teams split two games, then proceed back to the Two-Team Tie breaking procedure.
- iii) If there are at least three teams remaining tied by their record in the pod, they would then form a new pod and follow the procedure again at the beginning of Step 1 (Multiple-Team Tie).

2. Compare each team's record vs. the team or group of tied teams occupying the highest position in the standings. Continue down through the standings until one or more teams gain an advantage. If two teams have the exact same advantage (ie., having the same and better record against a compared team relative to their pod), they are separated at that point by the Two-Team Tie breaking procedure. The next step would take you back to Step 1 (e) (Multiple-Team Tie). When comparing records against a single team or collective tied teams (before ties are broken), the following may apply:

a) The games played against the team or group are equal, winning percentage prevails.

b) If the games played against the team or group are unequal, the following scenarios apply:

i) Most wins do prevail only if the team(s) with fewer wins could not equal that win total if they played the same number of games.

Two examples of many scenarios that do provide an advantage:

- | | |
|----------------|----------------|
| (1) Team A 2-0 | (2) Team A 3-1 |
| Team B 1-1 | Team B 1-2 |
| Team C 0-1 | Team C 1-2 |

ii) Most wins do not prevail if the team(s) with fewer wins could equal or surpass the win total of the other team. Two examples of many scenarios that do not provide an advantage:

- | | |
|----------------|----------------|
| (1) Team A 2-1 | (2) Team A 1-2 |
| Team B 1-1 | Team B 0-2 |
| Team C 1-1 | Team C 0-2 |

iii) Fewer losses do not prevail if the team(s) have the same number of wins, but the team with fewer games could equal or surpass the loss total of the other tied teams. Two examples of many scenarios that do not provide an advantage:

- | | |
|----------------|----------------|
| (1) Team A 2-0 | (2) Team A 0-2 |
| Team B 2-1 | Team B 0-3 |
| Team C 2-1 | Team C 0-3 |

c) If an advantage is not determined, proceed to the next team or group in the standings for comparison.

3. This comparison on a descending basis will continue until seeding is complete. If a tie still exists, the final deciding factor will be a coin flip or team placement?

**Adopted by the East Diablo Board of Directors
September, 2000
Amended August 1, 2020**