

CBO GENERAL INFO & GUIDELINES – revised Sept 17, 2013

* GRADE SPECIFIC RULES AVAILABLE *

I. REGISTRATION AND FEES

Sure-shot Division	\$ 225.00 per team
PeeWee-2nd Grade Division	\$ 425.00 per team
MBL-3rd Grade to 8 th Grade	\$ 700.00 per team
Prep divisions	TBD

Fees must be submitted with final roster.

II. ROSTER

- A. The **official CBOSL roster** form must be properly completed with the signature of the coach or representative attesting to the authenticity of players' ages. The names and addresses of the head coach or representatives must be listed. Form must be typewritten and submitted (16 copies) on the CBOSL roster form along with a "soft copy" file downloadable from the CBOSL website. The deadline for adding a player is the Friday prior to the second league game of the season. Notification must be provided to a CBO Commissioner by 5:00PM on said Friday.
- B. The minimum number of active players for each division is seven. Active players are defined as having played at least 60% of the regular season unless there is a valid medical reason which has been reported **prior to the game**. Additionally, all members must be an existing member in good standing of either the San Fernando Valley Japanese American Community Center, South Bay FOR, Venice Youth Council, or the West LA Youth Club. Teams that do not adhere to these rules will not be allowed to participate in the following year.
- C. Division determined by grade of the current regular basketball season.
- D. A player can play one grade above his grade division providing he has written approval by his coach and parents and a favorable ruling by the CBOSL commissioners. Players will not be allowed to play 2 or more grades above their grade division.

E. Team Jumping/Team Stacking/Player Raids

Team jumping by players and Team stacking by coaches/parents are discouraged and punishable by a 1 year (calendar year) suspension.

1. Players wishing to change teams/organizations/leagues must sit out 1 year from the date they are dropped by their original team/organization/league. All player drops must be filed with CBOSL within 30 days of the date of drop. All players transferring to teams/organizations belonging to another league must obtain their release from CBOSL.
2. Written appeals to the 1 year suspension can be made to the CBOSL Board. ONLY appeals based on severe non-basketball-playing related issues will be considered. Examples of severe non-basketball-playing issues include, but are not limited to, a player moving to a new area (proof of move or school records may be required), player's safety concerns. All basketball-playing related issues such as, but not limited to, coaching changes, playing time and conflicting parent/coaching philosophies will NOT be considered for appeal and the player will have to serve the suspension.
3. Players on teams which have disbanded (teams falling below the 7 player minimum) may play on new teams without serving the 1 year suspension. However, all players who dropped from the team, causing

the team to disband, must serve the 1 year suspension.

4. Coaches judged guilty of Team Stacking or Player Raids will be suspended for 1 year.
- F. Teams requesting to play up one division must have the approval of the CBO board. Once approved, the team must play a minimum of 2 years in the upper division. After the second year, the team will be allowed to move back down to their grade appropriate division. For the first league year in the upper division, the team will be ineligible for league awards and participation in the Megalopolis Tournament. Teams with player(s) 1 grade younger will not be allowed to play up one division.
- G. Any team entering the CBO league in the MAL-5th Grade through JBU-8th Grade division will be ineligible for league awards and participation in the Megalopolis Tournament during the first league year.

III. PLAYING TIME RULES.

A. Playing Time

1. Each player Midget Bee (3rd gr.) and older must play a MINIMUM OF 5 CONSECUTIVE MINUTES PER HALF. Any violation will result in forfeiture of game and disqualification from eligibility for the Sportsmanship Award.
 2. Playing time for Midget Bee (3rd Grade) and older will be recorded on time sheets by the timekeeper. It is NOT the responsibility of the scorekeeper to inform coaches of lack of minutes played. If a player arrives late before the last 5 minutes of the first half, that player should play that half; if less than 5 minutes remain, the player must wait until the second half.
 3. Exception - The coach may decline to play a player for disciplinary reasons if the coach declares that fact to the opposing coach, timekeeper and referee before the game.
- B. Player Attendance - Attendance will be kept for Midget Bee (3rd Grade) and older. **In addition to rule II.B discussed above**, if a player does not play at least 60% of the regular season games, he will be disqualified from post-season roster tournaments. Excused absences for injury and illness do not count against the 60% rule. A player must play at least 5 consecutive minutes in BOTH halves of a game to count towards the 60% participation.

IV. PLAYING RULES

A. Equipment

1. Ball
 - a. Sure-Shot thru PW-2: Size 5, 27"-27.5", youth ball
 - b. MB-3 & MB-4: Size 6, 28.5" ball
 - c. MA-5 & up: Regulation Men's Basketball
2. Basket Height
 - a. Sure Shot 8'-8.5' basket
 - b. PW-2 & up Standard 10' basket.

B. Team Uniforms

1. Teams must wear similar colored and styled tops. Shirts must be tucked in.
2. Uniforms must have numbers on front (2" minimum) and back (4" minimum). Any number from 0-99 is eligible. No duplication of numbers. A team can have either 0 or 00 but not both.
3. Home team shall be indicated on the schedule. If not then the Home team is the team listed on the right hand side of the schedule. Home team must wear a white or light colored jersey. The opposing team must provide contrasting color upon approval by the referee and scorekeeper.
4. Each uniform infraction constitutes a Team Technical Foul (2 Free Throws).

C. Grade specific playing rules for:

1. Sure-Shots
2. PW-2
3. MB-3
4. MB-4
5. MA-5 thru JB-8th
6. Prep 9th thru 12th

are available on the website.

D. Mercy Rule:

When the point spread reaches 25 points, the mercy rule shall go into effect. The scoreboard will be turned off in the 2nd half of the game. The official score will be entered as 1 to 0. A warning will be given to any team exhibiting unsportsmanlike conduct during the remainder of the game. Examples of unsportsmanlike conduct include, but are not limited to, taunting, pressing, stalling, trash talking and fastbreaks. A 2nd violation will result in a technical foul against the coach and a one game suspension. A 3rd violation will result in a forfeit of the game.

E. Coaches

No more than two coaches allowed on the bench. One coach allowed to stand, remaining coach must remain seated. One of the two coaches must be over 18 years old. If both coaches are under 17 years old then a designated parent or guardian, over 18 years old, from the team must sit on the bench. EXCEPTION: Sure Shots and Pee Wees can have three coaches. One of the three must be over 18 years old.

F. No shot clock in any division.**V. TECHNICAL FOULS, EJECTIONS, AND SUSPENSIONS (other than II E.)**

In an effort to keep games SAFE and FUN for all participants CBOSL will enforce penalties to violators.

- A. All suspensions are subject to review by the CBOSL Board for possible additional penalties.
- B. All suspensions shall carryover to succeeding seasons.
- C. Players, Coaches or Spectators who display aggressive behavior before, during or after a game will be suspended for a period determined by the CBOSL board.
- D. Definitions of fouls and penalties.
 1. Team Technical- A technical foul is counted as a personal foul and a team foul. Technical fouls assessed against player for a rule violation (such as an improper uniform) will be counted as a team technical not as

a player technical for purpose of player disqualification. No suspension to the player.

Intentional and Flagrant Fouls are counted as personal fouls. Flagrant fouls are also counted as team technical fouls. The fouled player will receive two free throws, while all other players must stand behind the half-court line.

2. Intentional Foul – Contact away from the ball or when not making a legitimate attempt to play the ball or a player, specifically designed to stop or keep the clock from starting. Intentional fouls may or may not be premeditated and are not based solely on the severity of the act. A foul also shall be ruled intentional if while playing the ball a player causes excessive contact with an opponent. The fouled player receives 2 free throws and the ball. No suspension to the player that committed the intentional foul.
3. Flagrant Foul, Ejection from game, Fighting – Unnecessary or excessive contact against an opposing player with intent to harm the opponent in a violent or savage nature, or displays unacceptable conduct. The player who committed the foul will be ejected from the game and is subject to the following penalties:
 - a. On the first offense, the player will be automatically suspended for at least the next 3 following games. The CBOSL Board reserves the right to assess any additional suspension.
 - b. On the second offense, the player will be automatically ejected from the remainder of the game and suspended one calendar year from the date of the last incident.
4. Player/Coach Ejections
 - a. If a coach or a player is ejected from a game/gym due to conduct or via two (2) technical fouls, a 3 game suspension will be assessed.
5. Spectator Ejections
 - a. Unsportsmanlike conduct by a spectator against any player, coach, referee, CBO official, scorekeeper, gym monitor or other spectator, including but not limited to: trash talking, foul language, and/or taunting towards any person, a technical foul may be assessed against the team and the spectator will be ejected from the game and will serve;
 - i. 1st offense; 3 game suspension.
 - ii. 2nd offense same season; permanent suspension from the league.
 - b. Referee and CBO commissioner can eject any spectator from the gym.
6. Decorum related technical fouls

Decorum technical fouls include but are not limited to; trash talking, foul language, taunting, excessive arguing with the referees, unsportsmanlike behavior.

 - a. Player
 - i. 1st offense; 1 game suspension.
 - ii. 2nd offense same season; 3 game suspension.
 - iii. 3rd offense same season; 1 calendar year suspension from date of 3rd technical foul.
 - b. Coach
 - i. 1st offense: 1 game suspension.

- ii. 2nd offense same season; 3 game suspension.
- iii. 3rd offense same season; 1 calendar year suspension from date of 3rd technical foul.

NO APPEAL TO THE SUSPENSION OF A COACH FOR A DECORUM RELATED TECHNICAL FOUL

7. Serving a suspension

- a. Player - The suspended player must be in uniform on the team's bench for the duration of the suspension. If not, the game will not count against the suspension. The gym monitor will notify the Commissioners of any such incidents.
- b. Coach and Spectator - Suspended Coaches and Spectators may not be at the gym or gym grounds during the game(s) in which they are suspended.

VI. GENERAL RULES AND INFORMATION

A. Forfeits

- 1. A team will forfeit its game or games for any of the following infractions:
 - a. Failure to have at least 5 players on the floor ready to play at the scheduled time with a grace period of 10 minutes permitted. MB-3 thru JB-8 may borrow 1 player from a lower division to make a 5-man team and avoid the forfeit.
 - b. Use of an ineligible player.
 - c. Failure to have a designated parent present at the game. Designated parent or adult must be at least 18 years of age.
 - d. To avoid a forfeit, CBO Prep teams JAL-9th thru Senior 12th will be allowed to borrow one (1) **CBO** player to field a team of 6. CBO teams are not allowed to borrow non-CBO players. Teams may borrow the player in the following order:

9th grade:

- 1. May borrow same grade and same organization.
- 2. May borrow 1 grade up, same organization.
- 3. May borrow same grade, other organization.
- 4. May borrow from the opposing team, same or other organization. Borrowed player from opposing team must play a minimum of 10 minutes per half.

10th and 11th grade:

- 1. May borrow 1 grade down, same organization.
- 2. May borrow same grade, same organization.
- 3. May borrow 1 grade down, other organization.
- 4. May borrow same grade, other organization.
- 5. May borrow 1 grade up, same organization only if organization does not have a team 1 grade down.
- 6. May borrow from the opposing team, same or other organization. Borrowed player from opposing team must play a minimum of 10 minutes per half.

12th grade:

1. May borrow 1 grade down, same organization.
 2. May borrow same grade, same organization.
 3. May borrow 1 grade down, other organization.
 4. May borrow same grade, other organization.
 5. May borrow from the opposing team, same or other organization. Borrowed player from opposing team must play a minimum of 10 minutes per half.
2. Fees
- a. District organization will be responsible for paying a forfeiture fee of \$350.00, if its team forfeits a game. The district organization may recover the fee from the team which forfeited the game.
 - b. Teams wishing to cancel a game, will be assessed a cancellation fee of \$175.00, provided they notify the commissioner in writing (or by e-mail) by Wednesday 5pm prior to the game. If the deadline is passed, the FULL forfeit fee will be assessed.
- B. Protests
1. Protests must be filed with the scorekeeper or gym monitor at the time of the infraction or dispute. The scorekeeper will indicate on the score sheet that the game is being played under protest.
 2. Protests must also be filed in writing with the Commissioner within 48 hours of the game. The protest must fully detail the incident and alleged violation.
 3. A \$50 deposit must be filed with the protest. The deposit is refundable if the protest is upheld by the CBOSL Commissioners.
- C. Injuries - All injuries must be reported to the Commissioner who in turn will notify the CBO representative.
- D. Food and beverages are not allowed in the gym.
- E. Smoking and alcohol are not allowed on facility property.
- F. Awards
1. Awards will be given at the season ending Jamboree. For Grade levels with only one division, championship and second place awards will be given. For Grade levels that consist of more than one division (i.e. Gold and Silver), only a championship award will be given to the 1st place team in each division. If multiple teams tie for the championship or second place, then the CBO Tie Breaker will be applied to determine the team placements (see below).

CBO Tie Breaker:

Tie breakers will be determined as follows in descending order until the tie is broken.

2 teams:

1. Winner of head to head games between tied teams during the season play.
2. Lowest margin of loss in games between the tied teams during the season play.
3. Best Sportsmanship score.
4. If still tied after items 1-3 above, all tied teams will receive awards.

3 or more teams:

Teams that are still tied will advance to the next step until the tie is broken.

1. Best winning percentage of regular season games between the affected teams.
 2. Lowest margin of loss in regular season games between the affected teams.
 3. Best Sportsmanship score.
 4. If still tied after items 1-3 above, all tied teams after item 3 will receive awards.
2. Sportsmanship award shall be given to the team with the highest "Referee Voted Score" per game. Referees will evaluate and score, after each game, the sportsmanship displayed by each team's players, coaches and parents. The Referee scored evaluations of teams will be totaled at the end of the season to determine which team receives the sportsmanship award. In the event of a tie, the team with the lower win-loss percentage shall win the award. Teams still tied shall each receive an award.
 3. Teams winning the sportsmanship award will be notified in advance by CBO. In order to receive the award at least 50% of the team must attend the season ending Jamboree where the award will be presented. Teams that win the sportsmanship award but less than 50% of the team are able to attend the Jamboree must inform CBOSL at least 10 days before the day of the Jamboree. In such case the 2nd place sportsmanship team will be given the award at the Jamboree (provided they have 50% of the team in attendance). Sportsmanship winning teams that do not give CBOSL the 10 days notice and less than 50% of their team attend the Jamboree shall be ineligible for the award the following season.
 4. Teams which receive a championship or 2nd place award, although worthy, will not be eligible to also receive the sportsmanship award. The non-1st or 2nd place team with the highest "Referee Voted Score" shall receive the award.

ENFORCEMENT OF RULES

1. The Head Commissioner is empowered to enforce CBOSL rules and regulations.
2. Any ruling of the Head Commissioner may be appealed to the CBOSL Board of Commissioners in writing, by e-mail.
3. The CBO Sports League Commissioners reserve the right to deny participation in the league to players, coaches, parents or teams who willfully violate the intent or the spirit of the rules.

APPENDIX-SOME OF THE KEY RULES DISCUSSED.

2010-2011

Division Name	Grade
Sure-Shots-K	K
Sure-Shots-1st	1
Pee Wee-2nd	2
Midget Bee Lower-3rd	3
Midget Bee Upper-4th	4
Midget Aye Lower-5th	5
Midget Aye Upper-6th	6
Junior Bee Lower-7th	7
Junior Bee Upper-8th	8
Junior Aye Lower-9th	9

Junior Aye Upper-10th	10
Senior – 11th	11
Senior – 12th	12

Rule	SS-K	PW-2nd Grade	MB-3rd Grade	MB-4th Grade	MA-5th Grade	MA-6th Grade	JB-7th/8th Grade
Scorekeeping Kept	NO	NO	YES	YES	YES	YES	YES
Stop Time last 2 min <=15pts		NO	<=10PT	<=10PT	YES	YES	YES
3 Second Rule in Key		YES	YES	YES	YES	YES	YES
<u>Free Throw Shooting</u>							
Bottom of FT Circle	YES	YES					
1 ft in front of FT line			YES				
FT line and may cross				YES			
FT line and may not cross					YES	YES	YES
<u>Back Court Press</u>							
Never	YES	YES	YES				
Last 2 min: <=10pts				YES			
Anytime during game					YES	YES	YES
<u>Basket Height</u>							
8 ½ ft	YES						
10 ft		YES	YES	YES	YES	YES	YES
Ball Size	27-27.5	27-27.5	28.5	28.5			
					Regulati on Ball		