

Capital District Youth Basketball League, Inc.

Member Rules and Obligations for the 2026/27 Season

1. **Number of Members**- There are currently no restrictions on the number of members in the CDYBL. The CDYBL currently consists of 17 members including Albany, Amsterdam, Averill Park, Ballston Spa, Bethlehem, Burnt Hills, Clifton Park, East Greenbush, Guilderland, Mohonasan, Niskayuna, North Colonie, South Colonie, Saratoga, Schenectady, Scotia, and Schalmont.
2. **Level of Play/Age restrictions/Playing Up**- The CDYBL sponsors 5 levels of play: Biddy 4th grade, 5th grade, Biddy 6th grade, Junior 7th grade and Junior 8th grade. There are age restrictions at each level of play. For 5th grade, a player must not be 12 years old prior to December 1st of the current year; 6th grade, a player must not be 13 years old prior to December 1st of the current year; 7th grade, a player may not be 14 years old prior to December 1st of the current year; 8th grade, a player must not be 15 years old prior to December 1st of the current year. Players can play up a grade level (i.e., 4th grade can play up to 5th grade, 5th grade to 6th grade and so on) but players cannot play down (i.e., 6th grade to 5th grade). Once a player plays "up" three times (3 games), that player is no longer eligible to play "down" at his true grade level. Players playing up should be reported with the game results. Players can only play in one CD game per day, with the exception of tournament play.
3. **Players Eligibility**- Section II rules apply regarding eligibility. Local property tax assessments will determine eligibility in Clubs that are members of the CDYBL. Thus, players are eligible to play for a local Club if their parents pay town property taxes within the town or locale where the Club resides. In cases where taxes are not paid to a school district, home addresses will be used for determining eligibility. Also, individuals who attend a school district but live outside the district (i.e. parent's work in the school, etc.) are eligible to play on a CDYBL team representative by that district. Players in locales that do not contain CDYBL Clubs can petition to play on a CDYBL team outside their locale, however this must be done through a CDYBL Club Representative prior to the start of the season. Such names (and addresses) must be brought before the executive board prior to the start of the season. Players who opt to play scholastic basketball at the JV level and above are automatically ineligible for play in the CDYBL unless the district they are playing for does not offer Freshman level basketball. Players who opt to play the Freshman level are strongly discouraged from participating in the CDYBL at any point during the regular season, sanctioned tournaments, or playoff games. CDYBL Clubs who use ineligible players must forfeit all games in which such players were used.
4. **Rosters**- Roster size is left to the discretion of individual Clubs, but it is strongly advised to maintain a large roster so as to develop as many players as possible in your community.

Roster deadlines:

- ALL rosters must be submitted by **October 24th**, via the roster form sent, to the executive board and must include full name, address, school, and date of birth.
 - Rosters are frozen beginning **December 1st**. Any updates post 10/24 submission need to be sent to the board.
 - If rosters are not submitted per the above dates, possible forfeiture of games and tournament participation will be considered by the board.
5. **Player Participation-** All players are recommended to play in all of the scheduled CDYBL game, sanctioned tournaments, and playoff games. If a player is not playing in a game, identify why in the scorebook. It is the sole responsibility of the individual Club Representative to enforce this rule.
 6. **Fielding of Competitive Team-** For the continuity of their programs, CDYBL members must field one (and only one) team at each grade level. Because these teams represent the best players from a particular Club, fielding more than one team at a particular grade level is not permitted.
 7. **Entry Fee and Assignor Fees-** Each member organization will pay a \$750 entry fee at the time of our preseason meeting. The B league team fees are \$150/team. Checks should be made payable to CDYBL. The fees are used to defray the cost of our post season tournament as well as awards. Each organization must also pay an assignor fee of \$175 (+\$25 for each B league team), due at the time of our preseason meeting. The current assignor is Chris Rusiecki and checks should be made out to him. At the time of our preseason meeting, organizations must hand out duplicated material on coaches' names, phone numbers and addresses as well as maps to games sites.
 8. **Timing of Season-** The regular season will begin the first week of November and finish with the Season ending tournament on the first weekend in March.
 9. **Scheduling of Games-** Each team will play a total of at least 15 regular season games. Teams are expected to make all scheduled games. Any changes must be approved by the executive board.
 10. **Tournaments and Jamborees-** The CDYBL sanctions only one tournament during the regular season and that is the Martin Luther King Tournament held over that holiday weekend. This tournament is mandatory for all levels and a separate entry fee may be charged. Preseason Jamborees are optional for a nominal fee. The tournament fees for the 2026-27 season are \$150/team.
 11. **Facility Scheduling/Travel Information-** At our preseason meeting, each Club should bring complete written information on their ability to host CDYBL games in their facility. It is expected that each Club will have enough facility availability to host at least half of their scheduled games. Information such as exact days of the week and time durations is

critical. Also, member organizations should come with information on days of the week that they cannot travel because of other obligations (i.e. some Clubs can't travel on Saturdays because of house leagues). Importantly, Clubs should submit as many days (both weekend and weekday) as possible to enable the scheduler to perform this task efficiently. Once schedules are out, changes due to conflicts must be handled by individual Clubs and not by the scheduler. Rescheduling games is strongly discouraged. Cancellation of a game must be done **2 hours** prior to the start of game. **Club reps and assignor must be notified.**

12. **Uniforms-** All players will have a numbered uniform assigned at the beginning of the season (legal numbers front and back). Reversible jerseys are preferred but separate home and away (white and dark) jerseys can also be used. **Players must wear number that is on team roster**, with any changes sent to the board for awareness. Names AND numbers must be in the official home scorebook prior to the start of each game.
13. **Home Team Game Obligations/Management-** The home team is responsible for providing balls, referees (2/game), timekeepers, scorers, scoreboard, adequate seating, and a changing area. To avoid potential problems, it is strongly recommended that adults (and not kids) perform the duties of scorekeepers and timekeepers. If there is inclement weather, it is the responsibility of the home team to call off the game and contact the visiting team and officials well in advance. Communication regarding the rescheduling of games should be handled by Club Representatives and not individual coaches. Two teams must reschedule the game at their mutual convenience but prior to the end of the regular season (i.e. February vacation). Teams should plan to arrive at least 20 minutes before game time. The home team is responsible for informing the referees of any special rules that apply to their particular level of play. Also, the home team is responsible for calling in game scores to our correspondents for each grade level. If a team cannot field 5 players for a particular game, it is up to the opposing coach as to whether he/she wants to play the game or forfeit. **Host team Club Rep or head coach that is playing (MUST) intervene if a spectator comes on the court to confront a referee during or after the game. Failure to comply will result in a year suspension for that club. In the event that the game is at a neutral site (i.e. Tournament) then the Head Coaches from each team must intervene.** CDYBL has a zero-tolerance policy for spectators coming onto the court. If an injury occurs, the spectator needs to identify themselves as a parent or responsible party for the injured player. The referees, home host, or CDYBL board members reserve the right to stop games they deem unsafe to continue.
14. **Obligations of League Representative-** CDYBL league representative play a pivotal role in the functioning of the League over the course of the season. League representatives are responsible for the following:
 - I. Attending all regularly scheduled and special league meetings.

- II. Educating players, coaches and parents in their Club regarding the rules of basketball, League rules, basic first aid, codes of conduct and good sportsmanship.
- III. Supervising games at their home site to ensure that everything functions smoothly.
- IV. Monitoring and/or imposing any penalties upon players, coaches or parents that have been incurred in the course of a game or as a result of a previous game situation.
- V. Timely reporting of game scores.
- VI. Payment of officials at the time of games (home team pays officials).
- VII. Communicating with our referee assignor in a timely fashion regarding rescheduling games and officiating questions.
- VIII. Communicating with other league representatives in a timely fashion regarding rescheduling games.
- IX. responding to any correspondence from the League President in a timely fashion; Officials **must be paid by half time on their last game.**

15. **Obligations of Players-** High level of sportsmanship are expected on the part of players and Section II guidelines govern this area of player conduct. A player ejected from a game is suspended from the next regularly scheduled game. Two game ejections in the same season result in termination from the League. Reapplication to play during the next season must be approved by CDYBL membership. In the event that a player is ejected from a game, the Club Representative must as soon as possible inform the League President.
16. **Slaughter Rule-** The Slaughter Rule may be invoked in the second half of any game when the score differential is 20 points or greater. The slaughter rule must be requested by the coach of the team that is trailing. It is not automatic. At that point an official's timeout takes place, charged to neither team, so both coaches can talk with their teams about how the rest of the game will be played. Once the slaughter rule is invoked, it's optional that the clock continues running and the score is erased from the scoreboard and neither team can press for the remainder of the game, even if the score differential should drop to less than 20 points. By invoking the slaughter rule, the losing coach is conceding the game and notifying their opponent that they can put sportsmanship ahead of fair play without fear of losing what appears to be an already won game. If the trailing team thinks they can still win the game, they should not invoke the rule. This rule does require that the team that is ahead removes its starters or best player(s) and prohibits fast breaking. **If a team is up by 30 points with 8 minutes left in the game the slaughter rule will be invoked automatically.**
17. **Additional Obligations of Players, Spectators and Coaches-** Players, Coaches and spectators shall refrain from any conduct which ridicules a referee, League Official, opposing player or team or game itself. Negative rooting is strongly discouraged. Coaches and players must shake hands following the game.

18. Social Media Policy –

CDYBL recognizes the importance of the Internet in shaping the public's perception of our organization. CDYBL also recognizes the importance of our members, executive board, coordinators, coaches, referees, parents, players, and volunteers in leading and setting the tone of social media interactions in a manner that supports our positive mission and goals.

Mission Statement

CDYBL is dedicated to the development of well-rounded youth through a competitive basketball league. We strive to develop fundamental skills through active participation of our players and to promote good sportsmanship from our players, coaches, and parents.

Applicability

This Social Media Policy applies to all members, executive board, coordinators, coaches, referees, representatives and volunteers ("CDYBL Members"). This Social Media Policy applies to all social media content posted by CDYBL Members in their professional and personal capacity to the extent such content is related to CDYBL.

Guidelines

All CDYBL Members shall abide by the following guidelines when using social media:

- ✓ Be positive and respectful, and always take the high road. When disagreeing with others' opinions, remain appropriate and polite. If you find yourself in a situation online that is becoming antagonistic, try to disengage from the dialogue in a polite and respectful manner.
- ✓ You are a representative of CDYBL, and people may interpret your online postings or social interactions as though they were official CDYBL statements.
- ✓ Use good judgment when posting comments. Be smart about what you publish. Once something is posted, it exists online forever. Ask yourself, "would I want to see this published in the newspaper or posted on a billboard tomorrow or ten years from now?" If the answer is "no," do not post.
- ✓ Encourage others to engage in positive interactions on social media. If you are concerned about any CDYBL Member's use of social media, please bring your concerns to the attention of your representative or a member of the CDYBL Board.
- ✓ Personally identifiable information (information, such as a name, player number, date of birth and/or a street address which, can identify a particular individual) should not be disclosed in any manner.

Violations of the Social Media Policy

The Executive Board shall have the authority to monitor and enforce this Social Media Policy. The failure of any CDYBL Member to adhere to this Social Media Policy shall be considered a violation of the league by-laws, and any Member who fails to adhere to this Social Media Policy shall be subject to disciplinary action, up to and including termination of such individual's involvement in CDYBL.

19. **Member Obligations Regarding Non-League Play-** Regular season CDYBL games, League sanctioned tournaments, and League sanctioned playoff games always take precedent over non-league games and tournaments. Clubs should not under any circumstances cancel/reschedule league games so as to enable any of their teams to play in a non-league game and tournament. Clubs are free to schedule non-league games and tournaments but only so far as they do not conflict with CDYBL games and tournaments, playoffs.
20. **Member Obligations Regarding Cancellation/Rescheduling of Games-** There are legitimate reasons for cancellation / rescheduling of games such as last-minute facility change initiated by your school district, inclement weather, etc. Cancellation /rescheduling of games to enable the playing of non-league tournaments and games is not permitted. Cancellation /rescheduling of games for legitimate reasons is only to be done through the Club Representative and not through individual coaches. Thus, Club representatives and not coaches make all changes/agreements regarding cancellations/rescheduling. Cancellation of a game must be done **2 hours** prior to the start of game; **Club rep's and assignor and the executive board must be notified. All games that are cancelled must be rescheduled and played.**
21. **Member Obligations Regarding Participating in League Sanctioned Tournaments-** When a "call" is sent out to League Representatives regarding a CDYBL sanctioned tournament, League Reps can request of the organizer that their teams play at a particular time/day upon submitting their entry fee. The tournament organizer will try (but cannot guarantee) that he/she will try to accommodate those requests. However, once tournament schedules have been set and the information is sent to participants, a request for change of days and times will not be considered.
22. **Obligations of Coaches-** Only Head Coach and two assistants are allowed to sit on the bench with players during the game. Head Coaches must stay in the coaching box during the course of the contest. Head Coaches only can confer with the referee, but only during timeouts or between halves. Such discussions shall be conducted in normal voices and without gestures. Positive encouragement of players from the sideline is acceptable but negative comments are strongly discouraged. Coaches must supervise and control the players (and players' parents) on their team. A Coach who is ejected from a game for unsportsmanlike conduct, must immediately leave the gym and will be suspended for the next regularly scheduled games. A second ejection in the same season results in removal from the League. Reapplication to coach for the next season must be approved by the CDYBL membership. In the event that a coach is ejected from a game, the Club Representative must as soon as possible inform the League President. **Assistant coaches** are not allowed to stand during the game. **Note:** 4th grade coaches, may be somewhat new to CDYBL, through- out the season, referee's may be a little open minded and instructive during the game, coaches please try to be patient and

understanding with the referee's, please remember these are 4th graders that are learning the game of basketball.

22. Technical Foul Policy

Player: Any player that receives a technical foul:

- **First** one is a warning,
- **Second** sit's out one game,
- **Third** technical, player will be terminated from the league. Both head coaches must notify their club representative, and the club rep must notify the executive board. The executive board will monitor & review all player technical fouls.

Any player that throws a punch or is involved in a fight will be suspended.

Head Coach:

- Any head coach that receives a technical foul will be issued a warning by the League,
- A **second** technical with in the same season - you will be suspended for the next two games,
- A **third** technical with in the same season, you will be suspended for the season.

Any coach that approaches a referee after their game to discuss any calls or any harm to them will be suspended.

Assistant Coach: Any assistant coach that receives a technical foul will be suspended for the next two games. If you receive a **second** technical with in the same season you will be suspended for the season.

Note: If any coach is suspended for a season, reapplication to coach for the next season must be approved by the executive board.

CDYBL Boys Roster Form

2023-2024 Season

School:
Grade:

South Colonie
4th

Date:
Club Rep:

10/31/2023
Flood

	Name	Uniform #	Grade	DOB	Address	Phone #	School
1	Chris Smith	21	4	10/1/2014	123 South St. Colonie NY 12205	518-867-5309	Veeder Elementary
2							
3							
4							
5							
6							
7							
8							
9							
10							
11							
12							
13							

Coach: Mike Smith
Address: 123 South St. Colonie
Email: msmith@aol.com
Phone #: 518-867-5309

Coach: Ralph Jones
Address: 75 Waterman Ave. Albany
Email: RJones@aol.com
Phone #: 518-759-7777

*Initial roster must be submitted by 10/27
*Final rosters are frozen on 12/1

2026-27 4th Grade CDYBL Rules

Topic	Rule	Comments
Playing Time		
Regulation	16 minute halves (stop time)	
Overtime	3 minute periods (stop time)	Until an overtime ends with one team ahead (no ties).
Timeouts		
Regulation	4 per team	Head coach can request timeouts from the bench, not the assistant coach
Overtime	1 per team per overtime period	No carryover to additional overtime periods.
Slaughter Rule	Can be requested by the losing team in the 2nd half of any game when a lead is 20+, in effect, conceding the game	Officials timeout during this request. Neither team can press for the remainder of the game. Both teams are required to exhibit exemplary sportsmanship.
Defense	Man to man only	A player must maintain 6 feet of spacing to the player they are guarding within the three point line. Double teaming is allowed within the three point line. Coaches, please DO NOT manipulate this rule, help defense is encouraged!
Pressing	No pressing until the last minute of the game and the last minute of overtime	The ball must come over the half court line before you can play defense.
Fouls		
Fouling out	On the 5th personal foul	
1+1	On the 7th team foul of the half	
2 Shots	On the 10th team foul of the half	
Foul line	14' (one foot inside the regulation line)	Shooter can cross the line, but not overtly run to the basket
Lane Entry	On the release of the shooter	Applies to players on the lane only
Game ball	Junior size, 28.5 (Women's ball)	
Lane violation	5 Seconds	
3pt line	Not honored	
Other regulations	Player can only play in one game per day	

2026-27 5th Grade CDYBL Rules

Topic	Rule	Comments
Playing Time		
Regulation	16 minute halves (stop time)	
Overtime	3 minute periods (stop time)	Until an overtime ends with one team ahead (no ties).
Timeouts		
Regulation	4 per team	Head coach can request timeouts from the bench, not the assistant coach
Overtime	1 per team per overtime period	No carryover to additional overtime periods.
Slaughter Rule	Can be requested by the losing team in the 2nd half of any game when a lead is 20+, in effect, conceding the game	Officials timeout during this request. Neither team can press for the remainder of the game. Both teams are required to exhibit exemplary sportsmanship.
Defense	Man to man only	A player must maintain 6 feet of spacing to the player they are guarding within the three point line. Double teaming is allowed within the three point line. Coaches, please DO NOT manipulate this rule, help defense is encouraged!
	No pressing until the last TWO minutes of the game and throughout overtime	The ball must come over the half court line before you can play defense.
Fouls		
	Fouling out	On the 5th personal foul
	1+1	On the 7th team foul of the half
	2 Shots	On the 10th team foul of the half
	Foul line 14' (one foot inside the regulation line)	Shooter can cross the line, but not overtly run to the basket
	lane Entry	On the release of the shooter
Game ball	Junior size, 28.5 (Women's ball)	Applies to players on the lane only
Lane violation	5 Seconds	
3pt line	Not honored	
Other regulations	Player can only play in one game per day	

2026-27 6th Grade CDYBL Rules

Topic	Rule	Comments
Playing Time		
Regulation	16 minute halves (stop time)	
Overtime	3 minute periods (stop time)	Until an overtime ends with one team ahead (no ties).
Timeouts		
Regulation	4 per team	Head coach can request timeouts from the bench, not the assistant coach
Overtime	1 per team per overtime period	No carryover to additional overtime periods.
Slaughter Rule	Can be requested by the losing team in the 2nd half of any game when a lead is 20+, in effect, conceding the game	Officials timeout during this request. Neither team can press for the remainder of the game. Both teams are required to exhibit exemplary sportsmanship.
Defense	Man to man only	A player must maintain 6 feet of spacing to the player they are guarding within the three point line. Double teaming is allowed within the three point line. Coaches, please DO NOT manipulate this rule, help defense is encouraged!
	Pressing throughout overtime	The ball must come over the half court line before you can play defense.
Fouls		
	Fouling out	On the 5th personal foul
	1+1	On the 7th team foul of the half
	2 Shots	On the 10th team foul of the half
	Foul line	14' (one foot inside the regulation line)
	Lane Entry	On the release of the shooter
Game ball	Junior size, 28.5 (Women's ball)	Applies to players on the lane only
Lane violation	5 Seconds	
3pt line	Not honored	
Other regulations	Player can only play in one game per day	

2026-27 7th Grade CDVBL Rules

Topic	Rule	Comments
Playing Time		
Regulation	16 minute halves (stop time)	
Overtime	3 minute periods (stop time)	Until an overtime ends with one team ahead (no ties).
Timeouts		
Regulation	4 per team	Head coach can request timeouts from the bench, not the assistant coach
Overtime	1 per team per overtime period	No carryover to additional overtime periods.
Slaughter Rule	Can be requested by the losing team in the 2nd half of any game when a lead is 20+, in effect, conceding the game	Officials timeout during this request. Neither team can press for the remainder of the game. Both teams are required to exhibit exemplary sportsmanship.
Defense	Zone allowed	Double teaming allowed.
Pressing	Allowed at any time, unless the slaughter rule is invoked	
Fouls		
Fouling out	On the 5th personal foul	
1+1	On the 7th team foul of the half	
2 Shots	On the 10th team foul of the half	
Foul line	Regulation (15')	
Lane Entry	On the release of the shooter	Applies to players on the lane only
Game ball	Regulation (29.5)	
Lane violation	3 Seconds	
3pt line	Honored	
Other regulations	Player can only play in one game per day	

2026-27 8th Grade CDVBL Rules

Topic	Rule	Comments
Playing Time		
Regulation	16 minute halves (stop time)	
Overtime	3 minute periods (stop time)	Until an overtime ends with one team ahead (no ties).
Timeouts		
Regulation	4 per team	Head coach can request timeouts from the bench, not the assistant coach
Overtime	1 per team per overtime period	No carryover to additional overtime periods.
Slaughter Rule	Can be requested by the losing team in the 2nd half of any game when a lead is 20+, in effect, conceding the game	Officials timeout during this request. Neither team can press for the remainder of the game. Both teams are required to exhibit exemplary sportsmanship.
Defense	Zone allowed	Double teaming allowed.
Pressing	Allowed at any time, unless the slaughter rule is invoked	
Fouls		
Fouling out	On the 5th personal foul	
1+1	On the 7th team foul of the half	
2 Shots	On the 10th team foul of the half	
Foul line	Regulation (15')	
Lane Entry	On the release of the shooter	Applies to players on the lane only
Game ball	Regulation (29.5)	
Lane violation	3 Seconds	
3pt line	Honored	
Other regulations	Player can only play in one game per day	

2026-27 3rd/4th B CDVBL Rules

Topic	Rule	Comments
Playing Time		
Regulation	14 minute halves (stop time)	
Overtime	3 minute periods (stop time)	Until an overtime ends with one team ahead (no ties).
Timeouts		
Regulation	4 per team	Head coach can request timeouts from the bench, not the assistant coach
Overtime	1 per team per overtime period	No carryover to additional overtime periods.
Slaughter Rule	Can be requested by the losing team in the 2nd half of any game when a lead is 20+, in effect, conceding the game	Officials timeout during this request. Neither team can press for the remainder of the game. Both teams are required to exhibit exemplary sportsmanship.
Defense	Man to man only	A player must maintain 6 feet of spacing to the player they are guarding within the three point line. Double teaming is allowed within the three point line. Coaches, please DO NOT manipulate this rule, help defense is encouraged!
Pressing	No pressing until the last minute of the game and the last minute of overtime	The ball must come over the half court line before you can play defense.
Fouls		
Fouling out	On the 5th personal foul	
1+1	On the 7th team foul of the half	
2 Shots	On the 10th team foul of the half	
Foul line	14' (one foot inside the regulation line)	Shooter can cross the line, but not overtly run to the basket
Lane Entry	On the release of the shooter	Applies to players on the lane only
Game ball	Junior size, 28.5 (Women's ball)	
Lane violation	5 Seconds	
3pt line	Not honored	
Other regulations	Player can only play in one game per day	

2026-27 5th/6th B CDYBL Rules

Topic	Rule	Comments
Playing Time		
Regulation	16 minute halves (stop time)	
Overtime	3 minute periods (stop time)	Until an overtime ends with one team ahead (no ties).
Timeouts		
Regulation	4 per team	Head coach can request timeouts from the bench, not the assistant coach
Overtime	1 per team per overtime period	No carryover to additional overtime periods.
Slaughter Rule	Can be requested by the losing team in the 2nd half of any game when a lead is 20+, in effect, conceding the game	Officials timeout during this request. Neither team can press for the remainder of the game. Both teams are required to exhibit exemplary sportsmanship.
Defense	Man to man only	A player must maintain 6 feet of spacing to the player they are guarding within the three point line. Double teaming is allowed within the three point line. Coaches, please DO NOT manipulate this rule, help defense is encouraged!
	Pressing until the last TWO minutes of the game and throughout overtime	The ball must come over the half court line before you can play defense.
Fouls		
	Fouling out On the 5th personal foul	
	1+1 On the 7th team foul of the half	
	2 Shots On the 10th team foul of the half	
	Foul line 14' (one foot inside the regulation line)	Shooter can cross the line, but not overtly run to the basket
	Lane Entry On the release of the shooter	Applies to players on the lane only
Game ball	Junior size, 28.5 (Women's ball)	
lane violation	5 Seconds	
3pt line	Not honored	
Other regulations	Player can only play in one game per day	

2026-27 7th/8th B CDYBL Rules

Topic	Rule	Comments
Playing Time		
Regulation	16 minute halves (stop time)	
Overtime	3 minute periods (stop time)	Until an overtime ends with one team ahead (no ties).
Timeouts		
Regulation	4 per team	Head coach can request timeouts from the bench, not the assistant coach
Overtime	1 per team per overtime period	No carryover to additional overtime periods.
Slaughter Rule	Can be requested by the losing team in the 2nd half of any game when a lead is 20+, in effect, conceding the game	Officials timeout during this request. Neither team can press for the remainder of the game. Both teams are required to exhibit exemplary sportsmanship.
Defense	Zone allowed	Double teaming allowed.
Pressing	Allowed at any time, unless the slaughter rule is invoked	
Fouls		
Fouling out	On the 5th personal foul	
1+1	On the 7th team foul of the half	
2 Shots	On the 10th team foul of the half	
Foul line	Regulation (15')	
Lane Entry	On the release of the shooter	Applies to players on the lane only
Game ball	Regulation (29.5)	
Lane violation	3 Seconds	
3pt line	Honored	
Other regulations	Player can only play in one game per day	

*Chris Rusiecki
1036 Spring Ave Ext
Troy, NY 12120*

*CDYBL Assignor
Cell 518-522-7712
crusiecki@nycap.rr.com*

- Send officials working the site to both club rep's usually on Wednesday. I assign Nov and Dec when I get the schedule. I assign Jan & Feb in December.
- The officials I use are all certified officials. If you also do CYO you will notice a difference. All officials dress like it's a varsity game.
- The head coach is the only person who can talk to the officials. The assistant coach cannot address the officials. Talking loudly to the head coach about the official is talking to the official. Example – Hey Joe tell the official to watch over the back.
- The only person allowed to stand is the head coach. Players and assistants must be seated.
- Scorekeepers are not allowed to waive off an official. They are part of the officiating crew and they must be seated at the table.
- Just like coaches, every official will have their own tolerance level for a technical foul. You as a coach will have to adjust.
- If you have a question for an official, it's all how you ask! Are you ever going to call 3 seconds? During a lull in the action and the official is by you – hey ref #30 is in the paint a long time can you please keep an eye on it.
- Your behavior affects the fans' behavior! If you keep saying that's a walk – the crowd will repeat. If you are out of control the crowd will be out of control. If you keep yelling out 3 seconds – (1) I will warn you. (2) if you continue I will T you up and (3) – I will most likely never call 3 seconds
- *Officials will enforce zone coverage (4th-5th & 6th). A player must be within six feet of the player (in the paint) they are guarding. That's about 3 steps for this age bracket. If the offensive player beats his man and is going to the hoop, then it's ok for other defenders to help.*
- Not every official like to talk after a game. Again, if you come over in a defensive mood the official will be in a defensive mood. Again, every official is different.

- Please pay the officials \$45.00 a game by halftime of the last game. This way the officials can leave the facility and avoid any contact with fans.
- I will do my best to make sure you will have 2 officials at all games. But it's getting harder and harder and we are losing more officials than gaining new officials. If you only have 1 official pay this a fee and half - \$67.50 a game.
- If you see a fan/parent approach an official, please get them away! Nothing good can happen.
- If you have any problems, please contact your club rep. They will in turn get in touch with me.
- ***I will gladly go to any of your practices to have a meeting with your coaching staff to go over basic rules. Please feel free to call or email me.***

Rules that are often misunderstood:

- Kick – must be intentional – punching is also a violation
- Back Court – need both feet and the ball over – straddling the line and then going back is not back court
- Three/Five seconds – The majority of officials will talk the player out of the paint. Every shot starts a new count.
- A missed shot recovered by the same player is not a walk. If the official judges the player to have made a legitimate shot they may recover the ball.
- Walking – a player that secures the ball with no pivot foot established and slides on the floor is not a walk
- Jump Stop – Off one foot onto two feet at the same time – no pivot foot when you land
- Dribbling – a player must first control the ball in order to have a violation. A player cannot start a dribble with his feet off the floor.
- Over the back – You must have contact! If a player that is a foot taller can go over the back of the shorter player as long as there is no contact.
- Moving Pick – There is no such call. It is a block. A player with the ball is given no time or distance in obtaining a spot.
- Offensive foul – it can't be offensive because the defense was moving. Wrong – the defender can move.

Capital District Youth Basketball League, Inc.
Code of Conduct - Spectator

Below are the Codes or Expectations for Spectators and Players that participate in the Capital District Youth Basketball League ("CDYBL"). Coaches should meet with parents at least one time before each season to make sure everyone understands the level of commitment and expectation required to have a positive experience.

Parents' Code of Conduct

- Understand and endorse the purpose of our league and your individual programs: to help boys become responsible men of empathy and integrity who will lead by example.
- Support the coaches by applauding behavior in your child and his teammates that demonstrates characteristics of integrity, empathy, sacrifice, and responsibility.
- Acknowledge and appreciate players' growth toward maturity and their effort toward establishing stronger relationships with teammates, coaches, and themselves.
- Affirm your son and his teammates when good character, healthy sportsmanship, and other centered behavior are displayed. Do not affirm only his athletic performance or a victory.
- Serve as role models for our players, talking politely and acting courteously toward coaches, officials, other parents, visiting team parents, and spectators at practices, games and meetings.
- Model good sportsmanship. Acknowledge and applaud the efforts of team members and opponents. Accept defeat graciously by congratulating the members of the opposing team on a game well played.
- Encourage your child and his teammates with positive statements, even when they make mistakes. At every practice and game opportunity they are growing physically and emotionally. They are learning moral and ethical lessons, which develops character.
- **Respect:** Spectators should respect the players, coaches, officials, and other spectators.
- **No disruptive behavior:** Spectators should not engage in disruptive behavior, such as using foul or abusive language, making obscene gestures, fighting, or throwing objects.
- **No discrimination:** Spectators should not discriminate against anyone based on their gender, sexuality, ability, cultural background, or religion.
- **Be positive:** Spectators should be positive in their support of all players and officials.
- **Obey rules:** Spectators should obey the rules and regulations of the school or arena.
- **No entering the court:** Spectators should not attempt to enter the court.

Because I am a parent with the power and platform to make a positive difference in the life of every player, I commit to this code of conduct. When failing to live up to these standards, I will allow for accountability and take responsibly for my actions.

_____ Signature

2026

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2027

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