

Introduction

PURPOSE AND PHILOSOPHY

The Office for Catholic Youth Ministry's Athletic Program is an important component of the comprehensive approach to youth ministry in the Diocese of Wilmington. The purpose of these programs is to promote Christian attitudes while encouraging healthy physical activity. These activities should foster:

COOPERATION
RESPECT
SPORTSMANSHIP
RESPONSIBILITY
LEADERSHIP
MATURITY
COMPETITIVENESS
FAIRNESS
COURTESY
SELF CONTROL

Participation in any CYM Athletic program is not based solely on Religious affiliation. Parishes/Schools are encouraged to establish guidelines for participation and can include factors such as number of teams/participants, budgetary considerations, facility availability and similar considerations. These guidelines should be clearly stated and properly followed.

ATHLETIC ADVISORY COMMITTEE

The Athletic Advisory Committee is a committee appointed by the CYM Advisory Board and supports the efforts of the Office for Catholic Youth Ministry of the Diocese of Wilmington in maintaining quality athletic programs while fostering Christian attitudes. The primary goals of the Athletic Advisory Committee are to review and formulate athletic policy for recommendation to the Advisory Board and to promote wholesome, competitive sports programs.

The members of the Athletic Advisory Committee represent many segments of the community and various parish athletic programs. The members function to ensure compliance with rules within the context of the basic philosophy of CYM and to respond to member parishes and their needs.

All rulings by the Athletic Advisory Committee are subject to review by the Advisory Board at the next regularly scheduled meeting.

COACHES CONDUCT

In addition to those items, mentioned in For the Sake of God's Children, the Diocesan Charter, CYM mandates the following:

1. If the actions or attitude of a coach are found to be detrimental to the athletes or the CYM program, that coach will be subject to review and discipline. Disciplinary action can range from counseling, probation, suspension or dismissal, depending upon the circumstances.

2. All written and signed complaints about a coach will be referred to the Program Manager for Athletics who will, when appropriate, notify the coach that a written complaint has been received. After consultation with CYM director, the coach and complainant will be notified of the action taken.
3. Any coach who verbally or physically mistreats an official or another coach or behaves in an unsportsmanlike manner at any time during the season may be suspended from coaching all CYM sports.
4. All suspensions are for a period of up to twelve (12) months from the time of the infraction.
5. A suspension may be appealed by a coach.
6. Appeals, including a request for a hearing, must be submitted in writing along with any supporting documentation.
7. All documentation will be reviewed by the Program Manager for Athletics, the Chairperson of the Athletic Advisory Committee and the Director of the Office for Catholic Youth Ministry. Decisions by this group are final.
8. Upon completion of the period of suspension, a coach must request reinstatement in writing to the CYM Athletic Advisory Committee. The letter must indicate that the suspended coach has reviewed and will support the Statement of Purpose and Philosophy of CYM Athletics. The letter must be co-signed by the pastor/principal of the parish/school where he/she will be coaching.
9. Under normal* circumstances, a coach may not be permanently dismissed from coaching CYM sports without a fair hearing conducted by the Athletic Advisory Committee. The coach will be afforded the opportunity to present testimony on his/her behalf. The decision of the AAC calling for the dismissal of a coach will require a review and concurrence of a majority of the Advisory Board.
**There may be circumstances where the facts are clear that warrant an immediate dismissal of a coach from the CYM Athletic Program (e.g., acts of violence, excessive use of profanity, continued unsportsmanlike conduct, intentional abuse of another person, etc.). The decision to immediately dismiss a coach for such behavior is made by the CYM Executive Director in consultation with the Athletic Program Manager. Such a decision is final.*
10. Any disciplinary action of a coach will result in notification to the coach, the parish/school Athletic Association President/Athletic Director and the pastor of the parish or principal of the school.

See Also: Section regarding the EJECTIONS and TECHNICAL FOULS in this handbook.

COACHES LIABILITY

Although liability issues and concerns dealing with volunteer coaches are not as demanding as those for paid coaches, it is always important to act in a reasonable and prudent manner when performing the duties associated with coaching. Volunteer coaches' liability issues are addressed in Title 16 of the Delaware Code. The Code states, in part:

Limitation on Liability of Non-Profit Sports Programs

Uncompensated qualified staff - Any person who renders services without compensation as a member of the qualified staff of a non-profit sports program shall not be liable under the laws of the State for civil damages resulting from any negligent act or omission of such qualified member occurring in the performance of any duty of such qualified member.

Coaches should be reminded that, even though limitations on liability are addressed in the Delaware Code, total avoidance from any conduct that could be considered reckless and adherence to the CYM Coaches' Memorandum of Understanding, should minimize the potential for litigation in this area.

SPECTATOR CONDUCT

The purpose of CYM athletic programs is to promote Christian attitudes while encouraging healthy physical activity by the youth of the diocese. Spectators must realize that they represent the parish/school just as much as team members or coaches. Unsportsmanlike conduct, including but not limited to, objecting to decisions of game officials, disrespectfully addressing a game official, using inappropriate language/gestures, interrupting a contest by going on the floor or field or approaching a game official or coach before, during or after a contest will not be tolerated. Incidents of poor sportsmanship/unruly conduct will result in disciplinary action taken by the Office for Catholic Youth Ministry.

1. If a spectator is ejected from ANY parish or CYM athletic contest, whether sponsored by CYM or not, the spectator is banned from the next athletic contest played by that team. (See Ejection section for additional information)
2. Any spectator who verbally or physically mistreats an official or behaves in an unsportsmanlike manner at any time may be banned from attending CYM athletic contests for a period of time to be determined by the CYM Office. Monitoring of the team by the parish/school athletic association will be required. The Chairperson of the Athletic Advisory Committee and pastor/principal will be notified.
3. Violations of a ban will result in game(s) being stopped and a forfeit awarded to the opposing team. Two (2) forfeits during a season will result in a team's dismissal from the league.
4. Improper conduct of spectators at any CYM athletic contest may result in sanctions to the team or the athletic association of that team. Serious or repeated spectator problems with the same parish/school program will result in a hearing before the Athletic Advisory Committee.

Spectators are not permitted to file complaints concerning the performance of game officials. Only the head coach may file a complaint. Coaches and/or Athletic Association Officers are to review this spectator conduct section with parents/guardians of all players.

PLAYER CONDUCT

Incidents of improper conduct by players before, during and/or after a CYM athletic contest may result in disciplinary action taken by the CYM Office. Disciplinary action can range from counseling, probation, suspension or dismissal depending upon the circumstances. Please note: Coaches are required under the Volunteer Covenant to communicate to players the rights and responsibilities of individuals on the team.

FILING A COMPLAINT

As stated in the "Spectator Conduct" Section, only a head coach may file a complaint about the performance of an official. If a problem exists with a coach, only a head coach (ordinarily that of

an opposing team) may file a complaint. Assistant Coaches may not file complaints with CYM about players, officials, or other coaches.

Parents may file a written complaint or concern about a coach or other spectators or about the behavior of players during a CYM competition.

All concerns and complaints must be submitted in writing and must be signed. Emails may be sent to catholicyouth@cdow.org.

CYM will do everything within its power to see that all conflicts are resolved amicably. Please note that its primary goal will always be to have conflicts resolved on the parish level.

ATHLETIC PROGRAMS BY SEASON

FALL SEASON

- a. Football – Junior Varsity and Varsity
- b. Soccer - Junior Varsity and Varsity (Co-ed)
- c. Volleyball - Junior Varsity, Varsity & Senior (Girls)
- d. Cheerleading - Junior Varsity and Varsity
- e. Cross-Country - Junior Varsity and Varsity (Boys and Girls)

WINTER SEASON

- a. Boy's Basketball - Junior Varsity, Varsity, Intermediate and Senior (High School)
- b. Girl's Basketball - Junior Varsity, Varsity, and Senior (High School)
- c. Wrestling - Varsity (Boys)
- d. Cheerleading - Junior Varsity and Varsity

SPRING SEASON

- a. Baseball - Varsity (Co-ed)
- b. Softball - (Slow-pitch) - Junior Varsity (Girls)
- c. Softball - (Fast-pitch) - Varsity only (Girls)
- d. Track and Field (Boys and Girls)

General Athletic Rules

PLAYER RECRUITMENT

CYM recognizes the necessity of publicizing the existence of parish athletic programs. However, recruitment of individuals not normally inclined to participate in a program is forbidden. Therefore, coaches are not permitted to solicit participation of players, on an individual basis, who would normally not be inclined to play. Means normally used to publicize parish activities should be the guide for the formation of athletic teams. Any advertising beyond normal parish means for participation must list the CYM telephone number and not the number of the coach.

COACHING REQUIREMENTS/RESTRICTIONS

1. Coaches in the High School leagues must be at least 24 years of age.
2. Coaches in the Varsity leagues must be at least 21 years of age. Assistant coaches must be at least 18 years of age.
3. Coaches in the Junior Varsity Leagues must be at least 18 years of age.
4. Effective July 1, 2003, all coaches (head and assistant) are responsible for following the policies of For the Sake of God's Children for the Diocese of Wilmington which includes:
 - a. completing and passing a Background Screening Form and submitting the form for a check for criminal history
 - b. reading and signing the Volunteer Covenant. The signed Volunteer Covenant must be on file with the parish office and updated yearly.
 - c. follow the Safe Environment two cleared adult ratio rules as outlined in Frequently Asked Questions for Athletics
5. The participation of individuals in a sports activity outside the defined season (see Practice/Tryout/Starting Dates) for that particular sport must be voluntary. CYM coaches or representatives of CYM parishes/schools shall not require any individual to participate in any sports activity outside that occurs outside the designated sport season. Any CYM coach found to be in violation of the letter or the spirit of this rule may be suspended from coaching all CYM sports for a period to be determined by the Office for Catholic Youth Ministry.
6. It is mandatory that football and wrestling teams have at least one individual certified in CPR present at all practices and games. It is strongly recommended that all other teams have at least one individual certified in CPR present at all practices and games. The individual may be a parent, coach or parish volunteer and the certification should be current and should have been completed by an accredited institution (i.e. Red Cross, American Heart Association).
7. While all coaches are encouraged to attend pre-season coaches meetings, it is a requirement that each parish or school that intends to sponsor or hopes to sponsor a team or teams during any given season be represented at the meeting. Failure of a parish or school to be represented at pre-season coaches meetings will require a one-on-one, face-to-face meeting with the Program Manager for Athletics so that all appropriate information may be shared.
8. As with pre-season coaches meetings, it is a requirement that each parish or school that intends to sponsor or hopes to sponsor a team or teams during any given season be represented at the sports injury clinic. Practice on dates when Sports Injury Clinics are scheduled will be at the discretion of the Program Manager for Athletics.
9. Coaches (head and assistant) in the CYM program are expected to:
 - a. become thoroughly familiar with the general rules
 - b. become thoroughly familiar with the sport specific rule of the sport coaching
 - c. insure that both the letter and spirit of the above rules are followed.
 - d. establish clear guidelines governing attendance at practices and games
 - e. obtain online user name and password as a coach and keep online information up to date.

PROGRAM DIVISIONS

1. High School (Senior) Division - All participants are to be 9th through 12th grade students or the equivalent and may not have reached their 19th birthday before July 1st of the current program year.
2. High School (Intermediate) Division - All participants are to be 9th or 10th grade students or the equivalent and may not have reached their 17th birthday before July 1st of the current program year.
3. Grade School Varsity Division –
 - a. All participants are to be 6th through 8th grade students. They may not have reached their 15th birthday before July 1st of the current program year.
 - b. WRESTLING allows 5th graders to participate on the Varsity level.
 - c. TRACK teams allow participants 3rd grade through 8th grade.
 - d. BASEBALL - It is recommended that parishes and schools use 7th and 8th graders only for CYM Baseball and avoid or limit the use of 6th graders. Sixth (6th) graders can be used to fill out rosters but should not make up the majority of players on the roster. Most 6th graders are still playing in Little League. The larger fields used by CYM, the age/size of the 6th grader and 6th graders batting against 8th grade pitchers are factors that should be considered by your athletic association.
4. Grade School Jr. Varsity (JV) Division
 - a. Please note: the CYM Junior Varsity Sports Program is intended as instructional with maximum participation by all team members. Mandatory Play Rules have been instituted in most JV Programs. Coaches of JV teams in sports without a Mandatory Play Rule should adhere to “maximum participation” during CYM games.
 - b. No player may have reached his or her 13th birthday before July 1st of the current program year.
 - c. No player above 6th grade is permitted to participate at the Jr. Varsity level.
 - d. Boys and Girls BASKETBALL participants are to be 5th and 6th grade students. The only exception for 4th graders is a parish/school with only one (1) JV Boys and/or one (1) JV Girls team AND the team has less than ten (10) 5th/6th graders on the JV team.
 - e. JV SOCCER (5th/6th) - This program will be for 5th and 6th graders. A team may use 4th graders to fill out teams with 5th/6th graders. No 3rd graders permitted.
 - f. JV SOFTBALL (5th/6th) - This program will be for 5th and 6th graders. A team may use 4th graders to fill out teams with 5th/6th graders. No 3rd graders permitted.
 - g. For all other JV sports, participants are to be 4th grade through 6th grade students.
5. Playing at a Higher Level - An individual may request to move to a higher level of play under the following conditions:
 - a. The request to move to a higher level must be submitted in writing and approved by the Program Coordinator for Athletics (PCA). The request must detail the reasons for the move.
 - b. The written request must be signed by the Pastor, Athletic Association President and the individual’s parent or guardian.
 - c. CYM will only entertain such requests that involve special circumstances. The fact that a player is above average in a particular sport is not sufficient reason alone for a move to a higher level.

- d. Under NO circumstance will participants of Football, Wrestling, Baseball and Fast-Pitch Softball be considered for a move to a higher level.
- e. The individual must be no more than one grade below the minimum grade level for that particular sport.
- f. This rule is NOT intended for individuals that are requesting to play at the junior varsity level and have not reached the grade making them eligible for participation.
- g. The individual may not play at both levels during the same season.
- h. Once the season starts, the individual may not move back to the lower level.
- i. The "Program Year" coincides with the school year.
- j. If the request is denied by the APC, a written appeal may be sent to the full AAC for review.

PRACTICE/TRYOUT STARTING DATES

1. Tryouts and/or team practices are not permitted until the first day for each of the following sports season:
 - a. Fall Sports Season – 2nd Monday in August - November 30th
 - b. Winter Sports Season - Nov. 1st - March 30th
 - c. Spring Sports Season - March 1st - June 30th
 - d. Volleyball and Soccer may have three (3) tryout dates during the month of June to organize teams. Each tryout session is to be no more than two (2) hours in duration. The purpose of this exception is to give parishes an opportunity to confirm the number of teams before summer vacation.
2. An individual who is participating in one (1) sport may not attend a practice/tryout for another sport which is scheduled to begin in the next sport's season until either he/she ceases to be a member of said team or said team's schedule has been completed. (Example - A player participating in soccer after November 1st may not attend a basketball practice/tryout until his/her soccer season has been completed.) An individual playing on a team that has completed CYM play-offs and the team is practicing for or participating in a post-season tournament (ie. Mid-Atlantic Basketball Tournament) may begin practice for a sport in the following sport season.
3. An exception to Rule 2 will be permitted for TRYOUTS for the next sport season as long as:
 - a. The Athletic Association and coaches of both teams agree.
 - b. It is for TRYOUT purposes only. No individual may practice/tryout for more than one (1) sport in the same evening.
 - c. There may be no tryout prior to the start of the sport season as noted in section 1 above.
4. No individual is to be denied permission to tryout for any upcoming season sports team because he/she is still actively participating in another sport. (This is to ensure that no one is penalized for complying with Rule 2 of this section.)
5. An organized practice is defined as a gathering of players and the coach and/or assistant coach to prepare for an upcoming sports season.
6. Practice and games on Sunday mornings are prohibited. This includes tournaments hosted by individual parishes.

REGISTRATION/BILLINGS

No team will be admitted to any CYM League unless the proper registration form is submitted by the deadline as established and published by the CYM Staff. No parish or school may register a team/teams for an upcoming season unless all outstanding bills have been paid for any prior seasons. Any request for an extension must be approved by the Director for the Office for Catholic Youth Ministry.

Payment for an athletic invoice to the Catholic Youth Ministry office must be paid from an account bearing the name of the parish. In the case of private Catholic schools (Mt. Aviat, Nativity Prep, St. Edmond Academy, Ursuline Academy), the invoice must be paid from an account bearing the school's name. Checks from individuals, businesses, etc. will not be accepted without the approval of the Director of the Office for Catholic Youth Ministry.

ROSTERS

1. Team rosters must be completed online by the head coach (or designee).
2. Only individuals listed on the team online roster may participate in team events (games, meets, etc).
3. Only adults listed on the team online roster as coaches may coach in team events (games, meets, etc).
4. Deadlines for completing online rosters and adding to online team rosters will be announced at the pre-season coaches meetings.
5. Once a coach builds the online team roster, the individual players listed on that online team roster must remain with that team. Individual players may not switch to another team in that same parish/school once the individual player participates in a CYM contest.
6. Online team rosters must be reviewed and approved by the parish/school Athletic Association President. Once approved, the roster will be locked and additions to the roster prohibited.
7. Once locked, rosters will be printed by the CYM Office and mailed to the Pastor/Principal of the parish/school. NOTE – You no longer need to print the rosters for signature and submission to the CYM Office.
8. It is the responsibility of the team coach and Athletic Association President to print a copy of the final approved roster. Coaches are to follow up with parent/guardian on medical issues noted on the team roster. NOTE – In the event the eligibility of an individual is questioned, CYM will rely on the online roster and/or printed hard copy of the team roster provided by the coach/AAP.
9. Violations of Section 2 of this section will result in the team being ruled ineligible for participation in all tournaments and playoffs for the remainder of the season. In the case of Cross Country, Wrestling and Track & Field, individual team members may participate in championships however team points will not be awarded.

ON-LINE REGISTRATION

The On-Line Registration consists of Step 1-Registration, Step 2-Medical and Step 3-Parental Consent & Release Form. Once Online Registration has been completed by the parent/guardian

of the individual, CYM will assign the parish/school affiliation for the individual within 2 business days. Once the affiliation has been assigned, it is the responsibility of the parent/guardian to print a CYM ON-LINE REGISTRATION Summary Page for the current program year. The parent/guardian must read, sign and present the Summary Page to the head coach of the team prior to the child being eligible to participate in tryouts, practices or games. Providing false Online Registration information will result in the participant being ruled ineligible for all CYM athletic programs in the current program year.

Any team allowing individuals to tryout, practice or participate in games that have not completed the Online Registration and/or not been affiliated with the parish/school will result in the team being ruled ineligible for participation in all tournaments and playoffs for the remainder of the season. In the case of Cross Country, Wrestling and Track & Field, individual team members may participate in championships however team points will not be awarded.

CYM COMMITMENT

Individual players are expected to commit to their CYM team. This means attending practices and games of the CYM team over that of other athletic teams when conflicts arise. This agreement is covered in the Parental Consent & Release Form on On-Line Registration.

DIVISIONAL ALIGNMENT

Division Alignment will be decided by the Athletic Program Manager, Coordinator of the sport and/or Divisional Alignment Sub-Committee of the Athletic Advisory Committee. Guidelines have been established and approved by the Athletic Advisory Committee and will be reviewed at pre-season coaches meetings.

TEAM PARTICIPATION/AFFILIATION

1. All individuals shall be classified according to parish affiliation and are subject to the guidelines established by said parish. Parish or school guidelines are permitted to be stricter than CYM guidelines, but not less. CYM guidelines are the minimum standards and may, in some cases, be extended by a parish or school (i.e., a parish or school may restrict the number of teams in a particular sport or may choose to restrict participation to its own members).
2. In a case where the individual is not a parish school student, is not registered in Religious Education or is not a registered parishioner, residence in relation to the parish boundaries will be the factor used by CYM to determine Affiliation.
3. Affiliation assignments will be made by the CYM Office after a review of the Online Registration information for the individual. No individual may practice or play with a team until authorization has been received from CYM. Any special requests concerning affiliation or exceptions to the affiliation rules must be submitted through online registration by clicking "Questions & Comments" link in the upper left corner of Step 1.
4. The CYM staff will determine the parish for which he/she is eligible to participate. The primary factor to be considered in making this determination is fulfilling the needs of a parish having the greatest need in a particular sport, while considering the potential hardships (ex.: travel distance) such determination may place upon the individual.

5. Participation/affiliation rules listed in Sections #1 & #2 above have been established as a means of identifying where individuals that wish to participate may play. There are times when an individual may initially be eligible to participate for more than one parish or school. For example, he/she is a registered parish member in one parish and:
 - a. Attends the parish school of another parish or
 - b. Attends a private Catholic school (Mt. Aviat, St. Edmond, Ursuline) or
 - c. Resides within the boundaries of another parish as described by CYM
 - d. In such cases, the following guidelines apply:
 - i. Once an individual participates with a team in a particular parish/school program, that individual has established an affiliation with that program and must participate with that parish/school in all sports for the duration of his/her eligibility.
 - ii. If the parish/school that the individual becomes affiliated with does not have a team in a particular sport, the individual may complete the Questions/Comments Section as noted in Section #2 above.
 - iii. Once the affiliation to a parish/school has been established, any special circumstances must be submitted by email to catholicyouth@cdow.org for review by the Athletic Program Manager and/or a sub committee of the Athletic Advisory Committee.
 - i. The Athletic Program Manager and/or sub committee of the Athletic Advisory Committee will take into consideration the special circumstances of the individual, the impact a change in affiliation will have on all CYM athletic programs (teams) involved, the potential impact on individuals of the teams directly involved and the impact on the overall CYM program (implementation of rules).
 - ii. Any decision by the sub committee of the Athletic Advisory Committee is final.
 - iii. NOTE WELL: When considering requests for a change in affiliation, the Office for Catholic Youth Ministry reserves the right to void participation on a team if there are indications that the parent/guardian registered in a parish for the purposes of athletic participation.
6. Participation/affiliation for regional diocesan schools (Christ the Teacher) – Christ the Teacher is the first diocesan regional school which is supported by four (4) parishes. An individual is eligible to participate in CYM athletic programs for a diocesan regional school (Christ the Teacher) if they meet one of the following:
 - a. The individual attends the regional school or
 - b. The individual is registered member of one of the parishes supporting the regional school AND attends religious education classes at that parish or
 - c. The individual is registered member of one of the parishes connected to the regional school and attends another catholic school that does not have the sport.
 - d. Participation/Affiliation rules stated in section #5 above will apply for individuals participating in regional schools.
7. It is the responsibility of the parish athletic association and head coach prior to the first tryout/practice to confirm that each player is eligible to participate for that team according to Participation/ Affiliation guidelines. No individual may participate in tryouts or practices unless the individual is listed in the available pool for that parish/school.
8. Any player who resides outside the physical boundaries of the Diocese of Wilmington may participate for a Diocesan athletic team under the following circumstances:

- a. If they are registered in a parish within the Diocese of Wilmington.
 - b. If they attend a parochial or private Catholic school within the Diocese of Wilmington.
9. Any high school (senior) Division player who attended a parochial elementary school other than his/her parish of residence, may choose to play for either team but not both.
10. At no time will a player be permitted to participate simultaneously for more than one CYM team in the same sport.
11. Academic eligibility and standards will be left to the discretion of the individual school/parish.
12. Individuals in 8th grade through 12th grade are prohibited from playing the same sport on a CYM team and a high school team (Freshman, JV, Varsity, Etc) during the same sport season. An individual becomes ineligible for a CYM team when he/she attends a contest with his/her high school team and is wearing the high school team uniform. In any case of this nature, the individual will be ruled ineligible for further participation in the CYM League for the remainder of the season and his/her team will forfeit all appropriate games.

PROTESTS

1. Protests are to be filed on the basis of rules interpretation and not judgment calls made by an official.
2. Protests concerning conduct or eligibility may be filed up to the day after the final day of the particular season. A protest should be filed immediately upon gaining knowledge of an infraction rather than waiting until the end of a season.
3. The following constitutes the proper protest procedure:
 - a. When an error is perceived in an athletic contest, the coach will notify, as soon as possible, the official of his/her intent to file a formal protest. Documentation must be made indicating the time and score of the contest as well as all other pertinent data. Both the official and protesting coach must sign the documentation.
 - b. A typewritten letter detailing the circumstances surrounding the protest must be submitted to the CYM office by the coach. It must be signed by the coach, the Athletic Association President, and the parish pastor (or principal, as in the case of private Catholic schools). It must be postmarked no later than 48 hours after the completion of the contest in question. When dealing with a rule interpretation, it must specifically address the pertinent sections of the appropriate sport's rulebook.
 - c. A \$15.00 fee must accompany the protest. This fee will be refunded should the protest be withdrawn before resolution or if the protest is found to have merit.
4. Failure to follow the proper protest procedure will result in dismissal of the protest.
5. The protest will be addressed in the following manner:
 - a. Level I - Resolution by CYM staff
 - b. Level II - Resolution by the Athletic Advisory Committee. This level is utilized as an appeal process when the matter in question is of a nature that necessitates a formal hearing and ruling from the Committee. The Chairperson of the Athletic Advisory Committee may elect to refuse to review the case.

EJECTIONS

1. The purpose of CYM athletic programs is to promote Christian attitudes while encouraging healthy physical activity by youth in the Diocese of Wilmington. It is the responsibility of all those attending that proper conduct be displayed and respect given to officials in charge of contests. Inappropriate conduct by players, coaches and spectators may result in the individual being ejected from the site.
2. If a coach or assistant coach of a CYM team is ejected from ANY parish or CYM athletic contest, whether sponsored by Wilmington CYM or not, he/she is automatically suspended from the next two (2) athletic contests played by that team. In the case of a player ejection, the suspension will be for the next game only. However, additional penalties may be imposed for all coaches and players by the CYM Staff after reviewing the facts. SEE COACH CONDUCT SECTION. The suspended games will include tournaments and play-offs. Two ejections in any one season will result in disqualification for the remainder of that season. If the ejection takes place during the LAST game/contest of the regular season, and/or playoff, the suspension period will be served during the next sport season or next program year as directed by the CYM Office.
NOTE: SEE SENIOR BOYS SECTION FOR ADDITIONAL SANCTIONS FOR EJECTIONS.
3. If a spectator is ejected from ANY parish or CYM athletic contest, whether sponsored by Wilmington CYM or not, the spectator is banned from the next athletic contest played by that team. Additional penalties, including being banned from more than one contest, may be imposed by the CYM Staff after reviewing the facts. Two (2) ejections in any one season will automatically result in the spectator being banned from attending all games of that team for the remainder of that season. SEE SPECTATOR CONDUCT SECTION.
4. It shall be the responsibility of the coach of the offending team to notify the CYM office of his/her ejection, the ejection of an assistant coach, spectator or the ejection of a team member within 48 hours of the incident.
5. In ejection of a coach or assistant coach will result in the Office for Catholic Youth Ministry contacting the parish Athletic Association President and/or the parish pastor/principal of the school. The Athletic Association President or an officer of the Athletic Association must attend the following games to make sure the coach is not coaching and to insure proper conduct of spectators.
6. Failure to report ejections will result in forfeiture of all future games in which the player/ coach participates' or spectator attends.

TECHNICAL FOULS

A technical foul is generally used for basketball. However for purposes of this section, technical foul also includes yellow cards in soccer & volleyball, restricted to the bench in baseball and softball and unsportsmanlike penalty in wrestling and football.

1. If a coach, assistant coach or player receives a technical foul during ANY parish or CYM athletic contest, whether sponsored by Wilmington CYM or not, the head coach must report such technical foul within 2 business days of the incident to the CYM Office.

2. Any coach, assistant coach or player receiving more than two technical fouls for unsportsmanlike behavior in a season is suspended from coaching for the remainder of the season.
3. The Program Manager for Athletics will review each technical foul to determine if the technical is for unsportsmanlike behavior.
4. Failure to report technical fouls may result in disciplinary action taken by the Office for Catholic Youth Ministry.

INELIGIBLE PLAYERS

An ineligible player is a player that is not eligible to participate based on age, grade in school and school team participation guidelines as listed in the CYM Athletic Handbook. The use of an ineligible player will result in the forfeiture of all games in which said player participated. It is the responsibility of each coach to determine a player's eligibility prior to the first team practice/tryout and submission of the official roster.

GAMES

Every effort will be made to give all teams in a particular sport, regardless of division, the same number of games. The CYM Office will set the number of games with consideration to the number of teams and the availability of gyms/fields.

PLAYING TIME

Parishes/schools are reminded that the purpose of CYM sports programs is to promote Christian attitudes while encouraging healthy physical activity. Children sign up for sports to play and have fun. As a result, each parish/school is responsible for monitoring teams to ensure that children participate and have the opportunity for a positive athletic experience in a Christian atmosphere.

The Office for Catholic Youth Ministry sponsors a wide range of sports programs from September through June each program year. CYM athletics involves collision sports (football, soccer & wrestling), contact sports (basketball, volleyball, baseball & softball) and non-contact sports (cross country and track). Some sports programs have different levels for team placement based on the ability of team members whereas other sports have one level only.

Minimum playing time rules have been set for some sports mostly at the JV level and some at the varsity level however not all. In some cases, mandating playing time is not needed such as cross country where everyone runs while in other sports, it is not practical such as wrestling where weight classes make mandatory play impossible. Mandatory play rules have not been instituted in some sports such as football, higher level basketball and baseball. It was the position of the CYM Athletic Advisory Committee, with input from parish Athletic Association Presidents that a mandatory play rule may not be in the best interest of the individual child during certain situations. The majority of parish Athletic Association leaders felt that the responsibility of overseeing playing time in certain sports should be left to the individual parishes.

POSTPONEMENTS/CANCELLATIONS/FORFEITS

1. All games must be played according to the schedule. Requests for postponements will be honored if they are for a special reason such as a conflicting parish or community functions that involve a substantial number of players or coaches. Requests due to tournament play will not be honored. The CYM office must be notified by the coach, athletic association president or priest moderator at least three (3) days prior to the scheduled contest. Failure to comply with this procedure will result in a forfeit. **Coaches May Not Cancel Or Change Games Unless Authorized By CYM.**
2. Any team found refusing to travel to a scheduled location for league competition will suffer a forfeit, pay a fine of \$50.00 and be ruled ineligible for the play-offs.
3. Any team that does not have a full complement of eligible players present to participate 15 minutes after the scheduled time will suffer a forfeit. Two (2) forfeits because of failure to field enough players will result in the team being dismissed from the CYM league. The athletic association for that team must petition in writing to the CYM Athletic Advisory Committee for re-admittance the following program year.
4. The CYM Office will make a decision on the postponement of CYM games due to inclement weather, driving conditions or field conditions. A decision made by the CYM to postpone a contest is not reversible by any other authority. Any coach not abiding by such a decision is subject to suspension. A coach may NOT postpone a scheduled contest unless authorized by CYM.

LEAGUE PLAY-OFFS/TIE BREAKERS

1. The CYM office will determine play-off alignment for all sports. Ties for final regular season league standings generally will not be played off.
2. Seedings/Standings will be based on the number of wins/ties and NOT winning percentage. Points will be assigned for each win/tie and will be determined by the APC.
3. It is the responsibility of the coach of the winning team to report scores to the CYM Score Line. Failure to report winning scores may result in lower seeding for playoffs.
4. To qualify for CYM playoffs and championship events in all CYM sports, players on a team roster must:
 - a. Participate in a minimum of 2 regular season games.
 - b. In the case of Cross Country and Track & Field, individuals must participate in 3 meets.
 - c. Any exceptions (i.e. injury) must be with the approval of the CYM Office.
5. In sports where ALL teams qualify for play-offs, the tie-breaker format for teams that are tied will be determined in the following order:
 - a. Head to head competition.
 - b. Flip of a coin/Draw names from a hat.
6. In sports where all teams DO NOT qualify for play-offs, the following rules will be applied in this order to resolve ties for final play-off positions:
 - a. Tie between two teams - The winner of the regular season game receives the higher standings. This would also apply for ties for the final play-off position.
 - b. Ties between two or more teams - The team(s) with the best win/loss record would receive the higher standing or receive the final play-off positions. If there

continues to be more teams than play-off spots, the best win/loss record among the remaining teams will be used to decide which teams advance.

- c. A tie for a final play-off spot in which head to head competition does not break the tie-record against common opponents will be used. The team with the better record against common opponents receives the higher standing.
- d. A tie for a final play-off spot in which head to head competition and record against common opponent does not break the tie-a one (1) quarter play-off (Soccer 15 mins) will be held. If the game is still tied after one quarter of play: Football will go to the "10 yard" as in regular season; Soccer will go to the "Five (5) Penalty Shot" as noted under "Overtime in Play-Offs".
- e. Ties between teams that are guaranteed play-off positions and head to head does not break the tie, a flip of the coin will be used to break the tie.
- f. The Program Coordinator for Athletics will decide on specifics of the tie breaker if the above rules do not resolve play-off positions. At no time will points, (offensively scored or defensively allowed), be given consideration in breaking the tie.

TOURNAMENTS

- 1. Each Parish/School is to closely monitor the number of tournaments and tournament games played by Parish/School teams. Consideration is to be given to the number of games a team plays during school nights in a given week and the health of the players.
- 2. CYM regular season and playoff games will not be rescheduled because of tournaments or outside events. Forfeits will result if teams cannot participate because of other tournaments.

MEDICAL

- 1. Medical history for each participant must be completed on the On-Line Registration. This must be completed by a parent/guardian for ALL individuals who wish to participate in ANY CYM sport. For further explanation, see On-Line Registration.
- 2. A doctor's physical or doctor's note to participate in any CYM Sport is not mandated by the Office for Catholic Youth Ministry. However a parish/school has the authority to mandate a doctor's physical and/or a doctor's note for participation on athletic teams. It is the responsibility of the parent/guardian of the child to make sure that the child is physically, mentally and emotionally able to participate in the CYM sports program. In the event a parish/school mandates a doctor's physical or doctor's note for participation on a parish/school team in the CYM sports program, a doctor's opinion regarding a player's health and ability to participate in CYM athletic programs supersedes parent's authorization for a player to participate in CYM athletic program.
- 3. Any injury requiring treatment by a Physician must be reported to the CYM Program Coordinator for Athletics and an Injury Report must be completed by a coach. This form must be sent via fax or US mail within 48 hours of injury.
- 4. It is strongly recommended that each team have a first aid kit available for practices and games.
- 5. A child that has ASTHMA may NOT practice or play in games unless the coach has possession of an INHALER with that child's name on the inhaler.
- 6. A child that is allergic to BEE STINGS and has a history of having an anaphylactic reaction may NOT practice or play in games unless the coach has possession of an EPI-PEN with that child's name on the epi-pen.

Sport Specific Rules

FOOTBALL

1. Practice Schedule/Physician Report
 - a. It is the responsibility of all coaches to ensure that “For the Sake of God’s Children” policies for Diocese of Wilmington are being followed at practices and games. This includes coaches wearing CYM IDs at practices and games.
 - b. It is recommended, however no longer mandatory, that players be given a physical examination by a physician prior to their first day of practice.
 - c. Practices are NOT to be held on Sunday mornings.
 - d. Practices prior to Labor Day:
 - i. teams may NOT practice more than five (5) days in a week (Monday-Sunday)
 - ii. teams may NOT practice more than five (5) consecutive days (For example Fri/Sat/Sun one week and Mon/Tue/Wed the following week)
 - iii. teams may NOT practice longer than two (2) hours in any one day. Warming up, stretching, water breaks and cool-down activities are to be part of the practice time.
 - iv. coaches are to closely monitor players for heat related symptoms and provide numerous water breaks during practices
 - v. when the temperature is above 95 deg. F regardless of the relative humidity, physical activity is prohibited because of the high risk of heat related illness.
 - vi. when the sum of the temperature and relative humidity equals or exceeds 170 (For example 85 deg F and 85% relative humidity), physical activity is prohibited because of the high risk of heat related illness.
 - e. During the first five (5) practices:
 - i. practices must be spent on physical conditioning that can include on-field practice and conditioning drills
 - ii. players are NOT to be involved in contact drills
 - iii. players are NOT to wear pads however they can wear helmets
 - f. Football players:
 - i. are NOT to be involved in physical contact prior to their sixth (6th) practice
 - ii. are NOT to be involved in scrimmages prior to the eleventh (11th) practice
 - iii. that arrive after the first team practice may not be involved in physical contact prior to the sixth (6th) practice and may not be involved in scrimmages/games prior to the eleventh (11th) practice.
 - g. After Labor Day (1st Monday in September), football team practices will be restricted to the following:
 - i. All practices must end by 8:30 PM
 - ii. Practices may not be held on Mondays for both JV and Varsity teams.
 - iii. JV teams in addition to Monday must also eliminate a 2nd school night (Tuesday, Wednesday or Thursday) practice.
 - iv. VARSITY teams, after the 4th Sunday in September, must also eliminate a 2nd school night (Tuesday, Wednesday or Thursday) practice.
 - h. No team is permitted to play more than one (1) game and/or scrimmage per week (CYM or other) following the first (1st) week of CYM scheduled games. CYM

recognizes that playing “B” games on Saturdays allows coaches to play individuals that get minimal playing time during Sunday games. It is the responsibility of the head coach to monitor playing time of all individuals to ensure the safety of each individual.

- i. It is mandatory that football teams have at least one individual certified in CPR and one individual certified in first aid present at all practices and games. The individual may be a parent, coach or parish volunteer and the certification should be current and should have been completed by an accredited institution (ie. Red Cross, American Heart Association). A person that is certified in both CPR and First Aid is acceptable.

2. Weigh-Ins

- a. All players including linemen must have weight checked and recorded by the CYM Office prior to the beginning of their season.
- b. The date and time of weigh in for teams will be announced by the CYM Staff.
 - i. Make ups will be at the discretion of the CYM Football Coordinator.
 - ii. Requests for a make-up must be submitted in writing by the head coach by email to the CYM Football Coordinator detailing the reasons for the request.
 - iii. Only special circumstances will be approved and CYM reserves the right to deny the request.
- c. All players including linemen must appear for weigh-ins wearing game day uniform jersey and must be identified by the head coach or designee.
- d. The head coach must complete the CYM weigh-in log listing the name of each player, DOB and number of game jersey. If the player has two different numbers or home and away jersey, both must be listed clearly indicating which number for which color jersey.
- e. Once individuals arrived at the designated site (property) for weigh-ins, it is strictly prohibited for individuals scheduled to weigh in to do any physical activity until after the weigh in is complete. It is the responsibility of the head coach to make sure all parents/guardians of team players are aware of this rule.
 - i. Any individual observed by a CYM staff member or representative violating this rule will result in the individual being designated as a lineman for the season – NO EXCEPTIONS!
- f. Once the weight has been recorded, players will be eligible to participate in all regular season games, playoffs and championship games for positions allowing that weight. Weights listed in the CYM Football rules are “Recorded” weights at time of weigh in.

3. Weight Regulations/Helmet Markings

- a. VARSITY - Any player who DOES NOT exceed 130 pounds may play ANY position. Players over 130 pounds will be considered RESTRICTED LINEMAN.
- b. JV – Any player who DOES NOT exceed 91 pounds (BACKFIELD) may play any position. Players who DO NOT exceed 106 pounds (END) may play ANY position EXCEPT OFFENSIVE BACKFIELD. Players over 106 pounds will be considered RESTRICTED LINEMAN.
- c. JV – Any player considered to be an END (91 to 106 pounds) must have a helmet marking of tape running front to back of the helmet that is visible to game officials. It is strongly recommended that the tape run from the front to the back

of the helmet with one (1) inch tape of contrasting color to the helmet. ENDS will not be allowed in the offensive backfield at the snap. ENDS must be positioned on the end of the offensive line.

- d. JV & VARSITY - Any player considered to be a RESTRICTED LINEMAN must have a large "X" on the helmet that is visible to the game official. It is strongly recommended that the "X" tape run from the front to the back of the helmet with one (1) inch tape of contrasting color to the helmet. RESTRICTED LINEMAN must:
 - i. while playing offense, be in the center, guard or offensive tackle position.
 - ii. while playing defense, be in a three or four point stance on the line of scrimmage, no further off the line of scrimmage than one (1) foot, and no further outside than head up on the offensive tackle. The defensive player must move forward and cannot move back unless driven back by the offensive player or is in pursuit of the ball.
 - iii. JV RESTRICTED LINEMAN is no longer permitted to play the middle linebacker position.
 - iv. while on the receiving team on a kick-off or free kick after a safety, line up within 5 yards of the receiving team's restraining (between their 45 and 50 yard lines unless moved by penalty)
 - v. RESTRICTED LINEMAN will be no more than 15 yards away from the spot of the kick-off or free kick.
- e. Violation of sections 3c and 3d:
 - i. If the game official rules that the helmet marking of a player (or players) is not visible at the time of the snap, the first offense is a 15 yard penalty for Unsportsmanlike Conduct to the head coach.
 - ii. Player(s) in violation must be removed from the game and cannot enter until helmet(s) are properly marked.
 - iii. Concerns that helmet markings are not visible to game officials must be addressed by the coach during the game. It is recommended that the head coaches inspect helmet marking of opposing players prior to the start of the game.
 - iv. CYM will not consider complaints or protests about helmet markings following games.
- f. RESTRICTED LINEMAN is not permitted to run the ball under any circumstances. The ball will be blown dead at the spot of recovery or interception.

- 4. UNIFORMS AND NUMBERS – During games, players must wear the uniform number listed on the weigh-in log. In the event a change in number is needed due to damage to the uniform, lost jersey, etc. it is the responsibility of the head coach to notify the CYM Football Coordinator by Noon Friday prior to the next game by email and confirm receipt of the email. CYM will send out an email to all CYM head football coaches. In addition, the head coach must notify the head coach of the opposing team of the number change 30 minutes prior to the scheduled start of the game. If there is a number change required during the game, the coach is to notify the officials and opposing coach prior to the player entering the game. An individual found playing with a number different than the one listed on the weigh in log without meeting above notification deadlines will result in the following penalty:

- a. The team in violation will forfeit the game

- b. The head coach will be suspended two (2) games
 - c. The second offense in a season will result in the team being rules ineligible for varsity playoffs/JV tournament and the head coach will be dismissed from the league.
- 5. **ILLEGAL USE OF A PLAYER** - Any player that exceeds the weight limits detailed in Section 3a and 3b fails to display the helmet markings as in Sections 3c and 3d and plays in a regular season or playoff contest may result in a forfeit of that game and disciplinary action taken against the coach.
- 6. **Game Rules – JV and Varsity contests will be governed by the National Federation of High School Associations published rules for the paying year with the following exceptions and or additions:**
 - a. **UNBALANCED LINE** - Defensive lineman that are **RESTRICTED LINEMAN** by weight must line up with the five (5) interior offensive lineman regardless of where they are located on the field. The spot of the ball may not be the center of the line. This does not prevent Defensive Lineman that are **NOT RESTRICTED LINEMAN** from lining up in front of the snapper or other positions allowed by other CYM Football Rules. Violations will be penalized as under Rule 2f.
 - b. The “end around” play is permitted in **Varsity PLAY ONLY** as long as the end is not a **RESTRICTED LINEMAN**. JV is prohibited from using the end around play regardless of weight. Violations will be penalized as a live ball 5 yard penalty from the previous spot.
 - c. A punter, who is a **RESTRICTED LINEMAN** (Varsity & JV) or **END** (JV ONLY), may not advance the ball beyond the line of scrimmage. In the event of a bad snap from center or a fumbled snap, the punter may run forward in an attempt to punt the ball. However the punter may not pass the ball or cross the line of scrimmage. Violations will result in an illegal procedure 5 yard penalty and loss of down.
 - d. **Fake Punt** - When a player who is a **RESTRICTED LINEMAN** (Varsity & JV) or **END** (JV) is in punt formation, it is a **LEGAL** play to snap the ball to another player who is **NOT** a **RESTRICTED LINEMAN** (Varsity & JV) or **END** (JV) and that player is permitted to advance the ball, via a pass or run, on a fake punt. No other fake punt play is permitted from **THIS FORMATION**. Violations will result in an illegal procedure 5 yard penalty from the previous spot and loss of down. Other fake punt plays are permitted as long as no **RESTRICTED LINEMAN** (Varsity & JV) or **END** (JV) is in punt formation.
 - e. **ROUGHING THE SNAPPER** - Federation Rule 9-4-5 reads: "A defensive player shall not charge directly into the snapper when the offensive team is in a scrimmage kick formation." Rule 2-14-1 defines scrimmage kick formation as “a formation with at least one player 7 yards or more behind the neutral zone and no player in position to receive a hand-to-hand snap from between the snapper's legs.” This rule applies to punt formations, shot-gun formations and field goal or extra point attempts as long as one player is 7 or more yards behind the neutral zone (line of scrimmage). In all cases the snapper is afforded protection.
 - f. Games will consist of four (4) quarters that are eight (8) minutes in duration for JV games and ten (10) minutes in duration for Varsity games. Normal stop clock will be used.

7. **Overtime/Play-offs VARSITY & JV**

- a. All regular season games that end in a tie will play overtime to determine a winner. A maximum of two (2) overtime periods will be played during the regular season. During an overtime period, each team has the opportunity for an offensive series of downs. If the score remains tied after two (2) periods, the game will end in a tie. The overtime format will follow the “10-yard line overtime procedure” as described in the National Federation of State High School rules.
 - b. In Varsity Playoffs, the above overtime procedure will continue until one team wins.
 - c. See “Play-Offs/Tie Breaker” section for tie breaker rules.
- 8. WEATHER CONDITIONS – During August and early Fall, coaches need to be aware of the potential for storms appearing during practices/games.
 - a. During the day of your practice, check the Weather Channel for the local forecast
 - b. During the day of your practice, check www.weather.com
 - c. If at the site or your practice/game, you hear thunder or observe lighting, suspend all activities and have everyone return to their cars or seek shelter in a building.
 - d. Wait a minimum of thirty (30) minutes during which thunder is not heard and lightning is not seen before considering resuming the practice/game.
- 9. ELECTRONIC EQUIPMENT – The use of electronic equipment (cell phone, radio, etc) to communicate with coaches and/or players is strictly prohibited. Violations will result in sanctions to be determined by the Office for Catholic Youth Ministry.
- 10. Spectators – If playing on a field that does not have a barrier separating spectators from the sideline, each team is required to rope off the bench area at least 10 yards in from the sideline. It is the responsibility of each coach to keep spectators off the sideline and under control.
- 11. Uniforms and Equipment
 - a. The JV Division will use the Wilson Stock #1360 model TDJ. The Varsity Division will use the same “Youth” size football Wilson Stock #1300 model TDY.
 - b. All teams must be in uniform and all players must wear equipment that meets the requirements detailed in rule number 1 of the National Federation rulebook.
 - c. The home team is responsible for padding goal posts and setting out field markings prior to the start of the game. No game will begin without padding on the posts. If the goal posts are not padded and/or field marking not set up ten (10) minutes after the scheduled start of the game, a forfeit win will be awarded to the visiting team.
 - d. All coaches and managers are required to wear a uniform hat/cap and a uniform jacket, sweater or shirt.
- 12. Restrictions
 - a. All coaches and managers are required to remain within their team box. Violations will be penalized as defined in the National Federation Rule 9-9-3, first offense results in a warning, second offense will be a 5 yard penalty and each subsequent offense will result in a 15 yard unsportsmanlike penalty.
 - b. The head coach is to identify himself to the head official prior to the start of the game.

- c. Only one (1) coach is permitted on the field of play during a time-out except in the event of an injury.
- d. Only the team captain(s) may speak with the officials during a penalty.
- e. The home team is responsible for manning the chains and the chains must be on the home side of the field.

CROSS COUNTRY

1. Practice/Scrimmages/Meets

- a. It is the responsibility of ALL coaches to ensure that For the Sake of God's Children policies for Diocese of Wilmington are being followed at practices and meets. See Section #5 below. This includes coaches wearing CYM IDs at all practices and meets.
- b. Practices/scrimmages/meets are **NOT** to be held on Sunday mornings.
- c. Three (3) practices and/or scrimmages are permitted per week.
- d. Practices are to be no longer than two (2) hours in duration.
- e. For Cross Country practices:
 - i. Practices must include physical conditioning during the first five (5) practices
 - ii. Practices must include warming up, stretching, water breaks and cool down activities as part of the two (2) hour practice time.
 - iii. coaches are to closely monitor runners for heat related symptoms and provide numerous water breaks during practices
 - iv. Teams may scrimmage only after five (5) practices
 - v. when the temperature is above 95 deg. F regardless of the relative humidity physical activity is prohibited because of the high risk of heat related illness.
 - vi. when the sum of the temperature and relative humidity equals or exceeds 170 (For example 85 deg F and 85% relative humidity), physical activity is prohibited because of the high risk of heat related illness.
- f. Scrimmages noted in line "b" above are any cross country meets other than a CYM scheduled meet.
- g. It is strongly recommended that cross country teams have at least one individual certified in CPR and one individual certified in first aid present at all practices and games. The individual may be a parent, coach or parish volunteer and the certification should be current and should have been completed by an accredited institution (ie. Red Cross, American Heart Association). A person that is certified in both CPR and First Aid is acceptable.

2. Meet Rules - National Federation of State High School Association Exceptions/Additions

- a. It is the responsibility of ALL coaches to ensure that "For the Sake of God's Children" policies for Diocese of Wilmington are being followed at practices and meets. See Section #5 below.
- b. CYM contests will permit "Phantom" runners to allow team competition for teams with less than agreed minimum runners. The rules for "Phantom" runners are as follows:
- c. The first phantom will count as the last runner completing the race +1
- d. Each team requiring a phantom will be given this same number.

- e. A second phantom runner would count as the last runner plus 2, and so forth.
 - f. In the case of a tie between a team with no phantom and one with a phantom the tie breaker goes to the team not requiring a phantom.
 - g. If the tie is between teams each with one phantom, the tie breaker goes to the team with the best scoring first runner.
 - h. In the case of a tie between a team with one (1) phantom and one with two (2) phantoms, the tie breaker goes to the team with one (1) phantom.
 - i. Any tie breaker beyond this point would go to the team having the fastest runner (lowest point position).
 - j. The top five (5) runners for each team will determine team scoring for the CYM Championships. Runners from each team AFTER the 7th position for that team will not effect team scoring. The runner is dropped and all other runners move up one spot.
 - k. The meet director will investigate complaints of rule violations during a race and after reviewing facts will have the authority to:
 - 1. leave results with no changes or
 - 2. adjust the order of finish or
 - 3. disqualify a runner.
 - l. It is recommended that meet directors provide details of their meet to other CYM coaches no later than two (2) weeks prior to the meet.
3. WEATHER CONDITIONS – Meet directors are responsible for making decisions on reporting and running a race. As a result, meet directors take the following steps on the day of your meet. The same applies for coaches and practices. On the morning of your race, check the Weather Channel for the local forecast
- a. On the morning of your race, check www.weather.com
 - b. If at the site or your race, you hear thunder or observe lighting, suspend all activities and have everyone return to their cars or seek shelter in a building.
 - c. Wait a minimum of thirty (30) minutes during which thunder is not heard and lightning is not seen before considering starting a race.
 - d. Keep in mind that once the runners leave, you will not be able to get them back quickly so error on the side of caution.
4. CYM CHAMPIONSHIPS - An individual must run in a minimum of three (3) races listed on the CYM Cross Country regular season schedule to be eligible for the CYM Cross Country Championships. Any exceptions must be approved by the CYM Office.
5. The Office for Catholic Youth Ministry recognizes that the sport of Cross Country is unlike many CYM sports. Practices and meets are held in state or county park land with individual participants running on trails through wooded areas. The following guidelines are in place to assist coaches of cross country teams in following For the Sake of God's Children given the unique practice/meet needs:
- a. Coaches are to review the Frequently Asked Questions section posted on the Athletics Page at CDOW.
 - b. Practices will require the stated number of cleared adults for the total number of children at the practice as listed in the FAQ section. In the event practices require splitting the group of runners into smaller groups, a minimum of two adults (one cleared) must be with each group.

- c. In the case of spotters that direct runners during meets, two (2) adult spotters need to be at each location and they do NOT need to be cleared since they are only directing the runners and not coaching them.
 - d. In the case of sweepers that follow the last runner of a race in a meet, two (2) adults must be used and one (1) must be a cleared adult.
6. CYM Cross Country Rosters
- a. Review the Roster section of the Athletic Handbook.
 - b. Cross Country Coaches must complete separate online rosters for JV Boys, JV Girls, Varsity Boys and Varsity Girls teams and 6th graders must be listed on one or the other – NOT BOTH.
 - c. If a 6th grader is listed on a **VARSITY ROSTER** when the roster is submitted, that individual must stay on the **VARSITY ROSTER** throughout the season. **NO CHANGING TO THE JV TEAM.**
 - d. If a 6th grader is listed on a **JV ROSTER**, the individual may be moved to the **VARSITY ROSTER** under the following conditions:
 - e. The request must be submitted by email to the CYM Office.
 - f. The email request must be received in the CYM Office no later than the deadline announced at the pre-season coaches meeting.
 - g. It is the responsibility of the coach sending the email to contact the CYM Office to verify that the email request for the change was received.
 - h. All coaches are reminded that JV Cross Country begins with 4th grade - ANY EXCEPTIONS MUST BE WITH THE APPROVAL OF THE CYM OFFICE!

SOCCKER

1. Practice Schedule/Scrimmage Games/Games
- a. It is the responsibility of ALL coaches to ensure that “For the Sake of God’s Children” policies for Diocese of Wilmington are being followed at practices and games. This includes coaches wearing CYM IDs at all practices and games.
 - b. Practices, scrimmages and games are **NOT** to be held on Sunday mornings.
 - c. Three (3) practices and/or scrimmages are permitted per week.
 - d. Practices are to be no longer than two (2) hours in duration.
 - e. For Soccer Practices:
 - i. Practices must include physical conditioning during the first five (5) practices
 - ii. Practices must include warming up, stretching, water breaks and cool down activities as part of the two (2) hour practice time.
 - iii. coaches are to closely monitor runners for heat related symptoms and provide numerous water breaks during practices
 - iv. Teams may scrimmage only after five (5) practices
 - v. when the temperature is above 95 deg. F regardless of the relative humidity, physical activity is prohibited because of the high risk of heat related illness.
 - vi. when the sum of the temperature and relative humidity equals or exceeds 170 (For example 85 deg F and 85% relative humidity), physical activity is prohibited because of the high risk of heat related illness.

- f. Scrimmages noted in line "b" above are any games other than a CYM scheduled game or a tournament game.
- g. It is strongly recommended that soccer teams have at least one individual certified in CPR and one individual certified in first aid present at all practices and games. The individual may be a parent, coach or parish volunteer and the certification should be current and should have been completed by an accredited institution (ie. Red Cross, American Heart Association). A person that is certified in both CPR and First Aid is acceptable.

2. Game Rules - National Federation of State High School Association -
Exceptions/Additions

- a. Varsity and Junior Varsity games will consist of four (4) fifteen (15) minute periods. There will be two (2) minutes between quarters and half-time will be reduced to five (5) minutes.
 - i. Teams with eight (8) eligible players must begin the game. Additional players that arrive may be inserted into the game at the direction of the game official until the team reaches the normal number of players for a game as detailed in NFHS rules.
 - ii. If a team fails to have a minimum of eight (8) eligible players available to play fifteen (15) minutes after the scheduled start, a forfeit will be awarded. The teams may still play a game following the award of the forfeit with the game officials working same, however the game will stand as a forfeit regardless of the outcome or additional players arrive.
- b. All Varsity and Junior Varsity players must play at least one (1) full continuous fifteen minute period in regular season games. Exceptions to this rule include an injury or medical issues with the child.
- c. Varsity Soccer Coaches will exchange with opposing coaches prior to a game a full listing of players on their team roster for all regular season games on the CYM Game Roster Form. Coaches are to note on the roster players that are missing or coming late and any exceptions to the mandatory play rule (injuries, sickness, disciplinary, etc.) Violations of this section will be reported to the CYM Office. The Soccer Coordinator will review circumstances with the Soccer Committee and recommend to the CYM Program Coordinator for Athletics the penalty (if any) for violations.
- d. JV and Varsity soccer coaches are required to submit a soccer divisional placement form by the date announced at the pre-season coaches meeting. The divisional placement form will include the name, uniform # and grade of each player. It must also indicate if the player is a REP player and REP team name.
- e. The Soccer Committee will review all divisional placement forms and will make the final decision on divisional alignment and placement of teams in division. Once the divisional alignment is finalized, the Soccer Committee reserves the right to move a team up a division for playoffs if:
 - i. The divisional placement form contains incomplete or inaccurate information
 - ii. The final team roster has players on the roster that were not listed on the divisional alignment form
- f. The Soccer Committee will make final decisions on seeding in the event a team is moved up for playoffs.

- g. The home team, as designated on the schedule, is responsible for insuring that the playing field is lined and essential equipment (see below) is available.
 - h. Each team will supply one (1) responsible linesman. A ball boy with ball will also be provided by each team to assist with speeding up play.
3. BLOW OUT GAMES – In spite of the best of intentions to fairly align divisions, mismatches still may occur. CYM does recognize that there are occasions when the frustration of the players may indicate that it is in the best interest of the players on both teams to call a game. As a result, the following rules will be in effect for both Varsity and JV Soccer games:
- a. If a team is losing a game by more than four (4) goals at half time, the coach of the losing team will have the option of requesting that the second half playing time be cut to fifteen (15) minutes.
 - b. If the coach of the losing team does elect the fifteen (15) minute second half, it is with the understanding that the second half goes back to a full thirty (30) minutes if the score difference becomes four (4) goals or less.
 - c. If during the second half the lead of the winning team increases, the coach of the losing team will have the option of calling the game and the responsibility of notifying the game official.
 - d. If the game is called at the request of the coach of the losing team, the score at the time the game is called will be the official score and will not be considered a forfeit.
 - e. Cutting the second half playing time should help when mismatches occur. Coaches of both winning and losing teams should work together and make every effort to play the game to the completion of the full second half (30 minutes) or shortened second half (15 minutes) when possible.
4. Equipment
- a. Home teams are responsible for making sure nets and corner flags are available. See National Federation Rule Book for specifics on corner flags.
 - b. Junior Varsity teams will use a #4 soccer ball in all games.
 - c. Varsity teams will use a #5 soccer ball in all games.
 - d. Shin guards under stockings are mandatory for all players.
 - e. Metal cleats are prohibited for all players.
5. Play-offs/Overtime - VARSITY DIVISION
- a. Regular season games for both varsity and JV that end in a tie will stand as a tie and no overtime will be played.
 - b. In varsity playoffs, the time of play will be the same as regular season (4 fifteen minute periods). Every player suited must start a minimum of one quarter. A violation will result in the team forfeiting the game. DSOA game official will be responsible for completing a Mandatory Play Form marking off which quarter each player starts.

- c. See “Play-Offs/Tie Breaker” section for tie breaker rules as it pertains to the qualifying for play-offs.
- d. Ties during play-off games will require overtime to determine a winner. Overtime will be played as follows and in the following order:
 - i. ONE SUDDEN VICTORY FIFTEEN (15) MINUTE PERIOD - Prior to the start of this period, a flip of the coin will take place. The winner of the coin flip will decide if they want the ball first or which goal to defend. The first team that scores wins the game. If there is no score after the fifteen (15) minute sudden victory period, a two (2) minute break will take place prior to the start of Step #2 (Five Penalty Shot format.)
 - ii. FIVE (5) PENALTY SHOTS FOR EACH TEAM AT THE SAME GOAL - The game official will decide which goal to use. Five (5) kickers must be selected from the group of players last on the field at the end of sudden victory. The coach may substitute for goalie or other player as necessary from players who finished sudden victory overtime. A goalie may also be one of the five kickers. During the five (5) penalty shot format, teams will alternate kicks. The team with most penalty shots made wins. All other persons (players, parents, fans, etc.) MUST remain off the field and beyond the twelve (12) yard mark. Each team is responsible for compliance.
 - iii. SUDDEN VICTORY PENALTY SHOTS - Each coach will pick five (5) players from the group of players last on the field at the end of 15 minute sudden victory period (overtime Rule #1). The five (5) players can include players used in the five (5) minute penalty shot overtime (overtime Rule #2). As in Rule #2, the coach may substitute for goalie or other players as necessary from players who finished sudden victory overtime. Each team will have a player kick one (1) penalty shot. If one team scores and the other team does not score, the game is ended without more kicks taken. If the score remains tied, continue the sudden victory kicks with players from each team alternating kicks until a team wins.

7. WEATHER CONDITIONS – During August and early Fall, coaches need to be aware of the potential for storms appearing during practices/games.

- a. During the day of your practice, check the Weather Channel for the local forecast
- b. During the day of your practice, check www.weather.com
- c. If at the site or your practice/game, you hear thunder or observe lighting, suspend all activities and have everyone return to their cars or seek shelter in a building.
- d. Wait a minimum of thirty (30) minutes during which thunder is not heard and lightning is not seen before considering resuming the practice/game.

5. Postponements/Make-Up Games

In the event a game is postponed due to inclement weather, the home team coach is responsible for coordinating the make-up game. If the game has not been played prior to the beginning of the play-offs, it will be considered “no contest.” Since the ‘no contest’ may impact on making the play-offs and seeding in the play-offs, it is recommended that make-up games be rescheduled as soon as possible.

VOLLEYBALL

1. Practice Schedule/Scrimmage Games

- a. It is the responsibility of all coaches to ensure that “For the Sake of God’s Children” policies for Diocese of Wilmington are being followed at practices and games. This includes coaches wearing CYM IDs at all practices and matches.
- b. Practices, scrimmages and matches are **NOT** to be held on Sunday mornings.
- c. Three (3) practices and/or scrimmages are permitted per week.
- d. Practices are to be no longer than two (2) hours in duration.
- e. During the month of August:
 - i. Practices must include physical conditioning during the first five (5) practices
 - ii. Practices must include warming up, stretching, water breaks and cool down activities as part of the two (2) hour practice time.
 - iii. coaches are to closely monitor runners for heat related symptoms and provide numerous water breaks during practices
 - iv. Teams may scrimmage only after five (5) practices
 - v. practices in gyms without air conditioning may not include physical activity when the temperature is above 95 deg. F regardless of the relative humidity because of the high risk of heat related illness.
 - vi. practices in gyms without air conditioning may not include physical activity when the sum of the temperature and relative humidity equals or exceeds 170 (For example 85 deg F and 85% relative humidity)
- f. Scrimmages noted in line "a" above are any matches other than a CYM scheduled match or a tournament match.
- g. It is strongly recommended that volleyball teams have at least one individual certified in CPR and one individual certified in first aid present at all practices and games. The individual may be a parent, coach or parish volunteer and the certification should be current and should have been completed by an accredited institution (ie. Red Cross, American Heart Association). A person that is certified in both CPR and First Aid is acceptable.

2. Games Rules - National Federation of State High School Association

JV/VARSITY/SENIOR - Exceptions/Additions

- a. It is important to keep games starting on time.
- b. When coaches from both teams arrive and the official is available, a flip of the coin will take place to determine who serves first. The visiting team captain will make the call. Coaches will then make out their line up cards and give to the officials. The lineup card and the scorebook should not be completed until after the flip of the coin.
- c. The net height will be 7’4-1/8”.
- d. There shall be no more than a three (3) minute intermission between games of a match.
- e. Each team will provide one responsible ADULT to act as line judge and assist the game official.
- f. **WEARING JEWELRY, FACE PAINT AND/OR GLITTER IS PROHIBITED AS PER FEDERATION RULES.**
- g. When matches end early, the following match will start as soon as possible as directed by the game official. Teams are to report to the gym 15 minutes prior to the start of your match in the event of an early start.

- h. As per Federation rules, teams will be limited to a maximum of (18) substitutions per team per game. Players must remain in the same rotating order.
- i. SPORTSMANSHIP - Coaches are expected to assist game officials concerning unsportsmanlike conduct of players/spectators during games. Game officials will have the option of awarding serves for unsportsmanlike conduct and will be at the sole discretion of the officials.
- j. JUNIOR VARSITY Rules - The CYM Junior Varsity volleyball program is instructional. All suited players must have the opportunity to play. Winning games and matches should be secondary. Complaints concerning coaches not playing team members will be handled between the Office for Catholic Youth Ministry and the parish athletic association. National Federation of State High School Association will apply with the following Exceptions/Additions:
 - i. JV Volleyball rules will use Rally Point for scoring.
 - ii. All JV Volleyball Divisions will use the Lighter or Feather Weight volleyball for matches (7.0-7.1).
 - iii. A JV volleyball game will consist of 25 points.
 - iv. JV volleyball matches will be best of three (3) games. The first team to win two (2) games wins the match. Playing additional games after the match is won will be at the discretion of the official however additional games may not extend beyond 15 minutes prior to the start of the next scheduled match.
 - v. BUMP RULE - It is not mandatory that a serve be received with a bump according to Federation rules. However, Junior Varsity coaches are strongly encouraged to teach their players to use the bump when returning a serve. (A set shot off a serve is rarely done properly, even at the high school level, and a majority of the times will result in a violation and point/side out.)
 - vi. **SERVE LINE FOR RED, WHITE & GREEN DIVISIONS** - The service line for RED, WHITE & GREEN JV divisions will be 25 feet from the net and within the 6 foot hash mark. The server may not violate the 25-foot service line. Any type of serve (Overhand, sidearm) is permitted.
 - vii. **SERVE LINE FOR BLUE DIVISION (4TH GRADE TEAMS)** - The 15 foot service line may be used for Blue Division (4th grade teams) only. If the 15 foot service line is used, serves must be underhand. If the server uses the 25 foot line, foot faults will not be called if the serve is underhand. All other types of serves (Overhand, sidearm) are permitted from the 25 foot line however foot faults will be called.
 - viii. The JV player does have the option to move back to the 30 foot line (back line). Servers using the 30 foot line (back line) may use the entire width of the court to serve.
 - ix. From the 30-foot (back line), foot faults will not be called as long as the individual is within the 6-foot hash mark since the server has up to the 25-foot line to serve. Outside the 6-foot hash, foot faults will be called. Any type of serve is permitted.
 - x. No one will be permitted to serve any more than five (5) points in succession. If a server reaches the limit, the players will rotate to allow the next girl to serve. The opposing team will not rotate in this situation. The serving team does NOT lose the serve.

- xi. Out of rotation during service will result in the serve being lost and the team will lose any points connected with the serve. The coach or official prior to the next serve must address this.
- k. VARSDITY AND SENIOR DIVISION Rules - National Federation of State High School Association - Exceptions/Additions
 - i. Varsity and Senior Division will be Rally Point Rules.
 - ii. A Varsity and Senior Division game will consist of 25 points.
 - iii. Varsity and Senior matches will be best of three (3) games. The first team to win two (2) games wins the match. Playing additional games after the match is won will be at the discretion of the official however additional games may not extend beyond 15 minutes prior to the start of the next scheduled match.
 - iv. During the play-offs, additional games will NOT be played after a team wins two (2) games and the match is won.
 - v. Standings will be based on the number of matches won or lost. Coaches are reminded that games won/lost will not be used as a tie breaker when determining play-off seeding and are encouraged to play as many players as possible.
 - vi. The service line for the VARSDITY DIVISION will be 30 feet from the net (back line). Servers may use the entire width of the court to serve. VARSDITY PLAYERS MAY NOT MOVE UP TO THE 25 FOOT LINE.
 - vii. The service line for the SENIOR DIVISION is 30 feet from the net (back line). Servers may use the entire width of the court to serve. SENIOR PLAYERS MAY NOT MOVE UP TO THE 25 FOOT LINE.

3. Equipment

- a. Kneepads are required for all players.
- b. All JV divisions will use the lighter or feather weight volleyball (7.0-7.1).
- c. Varsity and Senior volleyball divisions will use the “standard” size volleyball (9.0-9.1).
- d. The visiting team is responsible for providing someone to operate the scoreboard. The home team may provide an operator if both coaches agree.
- e. The home team scorebook will be considered the official book. Each team should keep a scorebook and both should keep in constant contact during the game to make sure the score is correct. The visiting team scorebook may be used as the official score book if both coaches agree. FIRST POSITION ON THE RECEIVING TEAM WILL BE THE RIGHT FRONT. THIS IS DIFFERENT FROM THE SCORECARDS.
- f. Game officials are NOT responsible for keeping score!

JUNIOR VARSITY BASKETBALL BOYS AND GIRLS DIVISIONS

1. Practice Schedule/Scrimmage Games

- a. It is the responsibility of all coaches to ensure that “For the Sake of God’s Children” policies for Diocese of Wilmington are being followed at practices and games.
- b. Once tryouts are completed and a team is selected, only three (3) practices and/or scrimmages are permitted per week.
- c. Practices are to be no longer than two (2) hours in duration.
- d. Scrimmages noted in line “b” above are any games other than a CYM scheduled game or a tournament game.

- e. Practices are **NOT** to be held on Sunday mornings.
 - f. It is strongly recommended that teams have at least one individual certified in CPR present at all practices and games. The individual may be a parent, coach or parish volunteer and the certification should be current and should have been completed by an accredited institution (ie. Red Cross, American Heart Association).
2. Game Rules - National Federation of State High School Association
Exceptions/Additions
- a. Games will be played in four (4) quarters that are five (5) minutes in duration with 5 minute half time. The clock will stop on all whistles. Each team is permitted three (3) full and two (2) 30 second time outs per game as per Federation Rules.
 - b. No overtime will be played. If the game finishes as a tie during the regulation time, it will remain a tie.
3. DIVISION I FULL COURT PRESS – The following rules will be in effect for Division I.
- a. A team can press full court during the entire game if the team pressing has less than a ten (10) point lead.
 - b. If a team has a ten (10) point lead or more, the team with the lead must pull back behind the “Top of the Arc Extended” and may not come out even after penetration. The “Top of the Arc Extended” is an imaginary line that runs from the top of the 3 point arc over to both sidelines.
 - c. Only **ONE TEAM** per parish/school will be permitted in this division. A parish can request not to have a team in this division but approval is subject to review of the Divisional Alignment Committee.
4. DIVISION II NON-PRESS – The following rules will be in effect for Division II.
- a. This division will be for parishes/schools with 2nd/3rd/4th/5th teams etc.
 - b. The game officials will have the option of resetting the score at the end of each quarter in cases of mismatches.
 - c. Keeping the scorebook is required including individual and team fouls and federation rules will apply i.e. 5 fouls and the individual is disqualified.
 - d. **NO PRESSING PERMITTED** – For the first, second and third quarters’, the defensive team must pull back behind the “Top of the Arc Extended” and may not come out even after penetration. During the last two (2) minutes of the 4th quarter, pressing to the half court line is permitted as long as the team has less than a ten (10) point lead. The “Top of the Arc Extended” is an imaginary line that runs from the top of the 3 point arc over to both sidelines.
 - e. Every effort will be made to cover games with CYM Officials in this division. However coverage is subject to availability of officials.
5. **STALLING** – Stalling violations will be a judgment call of the officials. Violations will result in loss of possession.
6. MANDATORY PLAY RULE – The Mandatory Play rule applies to Division I Full Court Press and Division II Non-Press Divisions.
- a. Every player must sit out one (1) continuous quarter.
 - b. Violations of section 6a will result in one (1) technical foul being awarded and possession of the ball after the technical foul shot to the opposing team. The individual that is in violation must return to the bench.
 - c. Everyone must play the equivalent of one full quarter (5 minutes) but it does not need to be a continuous quarter.
 - d. Reports of violations will be referred to the CYM Office.
 - e. In order for a team to abide by the above #1 rule, a team must have seven (7) players. If the team has 5 or 6 players, the game may begin.

- f. If the 7th player does not arrive by the start of the 2nd half, the game will be a forfeit. The score will be taken down from the scoreboard and the second half will be played with a running clock. The running clock will stop on foul shots and time outs. The game officials will stay for the second half.
7. Equipment
- a. The game ball for Grade School Junior Varsity Division is the Women's standard size basketball used at the high school level and described in Federation Rules.
 - b. The visiting team is responsible for providing someone to operate the clock. The home team may provide a clock operator if both coaches agree.
 - c. The home team scorebook will be considered the official book. Each team should keep a scorebook and both should keep in constant contact during the game to make sure the score is correct. The visiting team scorebook may be used as the official scorebook if both coaches agree.
 - d. Uniforms - each team should have shirts of the same solid color front and back with numbers on it.
 - e. In the event of two teams with the same color uniforms, a set of pinnies of a different color would be helpful and avoid delays in getting the game started.

VARSITY BASKETBALL BOYS AND GIRLS DIVISIONS

1. Practice Schedule/Scrimmage Games
 - a. It is the responsibility of all coaches to ensure that "For the Sake of God's Children" policies for Diocese of Wilmington are being followed at practices and games.
 - b. Once tryouts are completed and a team is selected, only three (3) practices and/or scrimmages are permitted per week.
 - c. Practices are to be no longer than two (2) hours in duration.
 - d. Scrimmages noted in line "a" above are any games other than a CYM scheduled game or a tournament game.
 - e. Practices are NOT to be held on Sunday mornings.
 - f. It is strongly recommended that teams have at least one individual certified in CPR present at all practices and games. The individual may be a parent, coach or parish volunteer and the certification should be current and should have been completed by an accredited institution (ie. Red Cross, American Heart Association).
2. Game Rules - National Federation of State High School Associations - Exceptions/Additions
 - a. The game will be played in four (4) quarters that are six (6) minutes in duration. The clock will stop on all whistles. Overtime will be played as per Federation Rules. There will be a five (5) minute half-time. Each team is permitted three (3) full and two (2) 30 second time outs per game as per Federation Rules.
3. DIVISIONAL ALIGNMENT - the AAC Divisional Alignment Sub-Committee will place Teams in Divisions. SEE DIVISIONAL ALIGNMENT SECTION.
4. "C" & "Y" DIVISION PLAYOFFS - "C" and "Y" Division Playoffs will be a single elimination only. Alignment of divisions for playoffs will be announced at the pre-season coaches meeting.
5. Teams in "O" Division will be placed in sub-divisions. (i.e. "O-1"/"O-2"/"O-3") In the "O" Division, all suited players must play the equivalent of one (1) quarter unless CYM or the coach of the team has taken disciplinary action against the individual. Failure to

comply will result in a forfeit. Teams in "O" Division will play a ten (10) game schedule with no playoffs. This does not prevent teams in "O" Division from playing in post-season tournaments sponsored by parishes/schools. {If a #1 team from a parish/school feels they are so weak that they could not play in the "Y" Division, they can request in writing to play down in "O" Division. Once approved, the team cannot move up to play in the playoffs. #2 teams from a parish/school may request in writing placement in the "Y" Division.}

6. Press Restrictions for Grade School Varsity

- a. In "C" and "Y" Divisions, no team having achieved a fifteen (15) point lead, may press an opponent. They must fall back on defense and allow the opponent to penetrate the "Top of the Arc Extended". The "Top of the Arc Extended" is an imaginary line that runs from the top of the 3 point arc over to both sidelines. Once the "Top of the Arc" is penetrated, the defense is no longer restricted.
- b. **BOYS "O" DIVISION – PRESSING RESTRICTIONS** – The defensive team must pull back behind the half court line. No team having achieved a fifteen (15) point lead may press an opponent. They must fall back on defense and allow the opponent to penetrate the "Top of the Arc Extended". Once the "Top of the Arc Extended" is penetrated, the defense is no longer restricted. The "Top of the Arc Extended" is an imaginary line that runs from the top of the 3 point arc over to both sidelines.
- c. **GIRLS "O" DIVISION – PRESSING RESTRICTIONS** – The defensive team must pull back behind the "Top of the Arc Extended". Once the offensive team penetrates the "Top of the Arc Extended", the defensive team may come out and play defense beyond the "Top of the Arc Extended." During the last two (2) minutes of the last quarter (and overtime if applicable), pressing to the half court line is permitted as long as the team has less than a fifteen (15) point lead. The "Top of the Arc Extended" is an imaginary line that runs from the top of the 3 point arc over to both sidelines.
- d. **Violation of Press Rule** - The first offense will result in a verbal warning by the game official and the ball will be awarded to the offensive team at the spot closest to the violation. Any additional violations will result in the ball being awarded to the offensive team under their basket

7. Equipment

- a. **BOYS DIVISION** - The game ball is the "standard" size men's basketball used at the high school level and described in Federation rules.
- b. **GIRLS DIVISION** - The game ball is the "standard" size women's basketball used at the high school level and described in Federation rules.
- c. The visiting team is responsible for providing someone to operate the clock. The home team may provide a clock operator if both coaches agree.
- d. The home team scorebook will be considered the official book. Each team should keep a scorebook and both should keep in constant contact during the game to make sure the score is correct. The visiting team scorebook may be used as the official score book if both coaches agree.
- e. **Uniforms** - Each team should have shirts of the same solid color front and back with numbers on it.
- f. In the event of two teams with the same color uniforms, a set of pinnies of a different color would be helpful and avoid delays in getting the game started.

**SENIOR AND INTERMEDIATE BASKETBALL
BOYS AND GIRLS DIVISIONS**

1. Practice Schedule/Scrimmage Games
 - a. It is the responsibility of all coaches to ensure that “For the Sake of God’s Children” policies for Diocese of Wilmington are being followed at practices and games.
 - b. Once tryouts are completed and a team is selected, only three (3) practices and/or scrimmages are permitted per week.
 - c. Practices are to be no longer than two (2) hours in duration.
 - d. Scrimmages noted in line "a" above are any games other than a CYM scheduled game or a tournament game.
 - e. Practices are NOT to be held on Sunday mornings.
 - f. It is strongly recommended that teams have at least one individual certified in CPR present at all practices and games. The individual may be a parent, coach or parish volunteer and the certification should be current and should have been completed by an accredited institution (ie. Red Cross, American Heart Association).
2. Game Rules - National Federation of State High School Associations - Exceptions/Additions
 - a. The game will be played in two (2) halves that are twenty (20) minutes in duration. Overtime will be played as per Federation Rules.
 - b. The clock will continue to run and will stop only during time outs; all whistles during the last four (4) minutes of each half; or when directed by the official.
 - c. There will be a ten (10) minute half-time intermission.
 - d. Each team is permitted three (3) full and two (2) 30 second time outs per game as per Federation Rules.
 - e. There will be no playoffs for all Senior and Intermediate Divisions.
3. Press Restrictions for Intermediate and Senior Division
 - a. No team, having achieved a fifteen (15) point lead, may press an opponent. They must fall back on defense and allow the opponent to penetrate the “Top of the Arc Extended” The “Top of the Arc Extended” is an imaginary line that runs from the top of the 3 point arc over to both side lines. Once the “Top of the Arc Extended” is penetrated, the defense is no longer restricted.
 - b. Violation of Press Rule - The first offense will result in a verbal warning by the game official and the ball will be awarded to the offensive team at the spot closest to the violation. Any additional violations will result in the ball being awarded to the offensive team under their basket.
4. SENIOR BOYS EJECTIONS – The Senior Boys Basketball program has had a history of problems involving inappropriate conduct of players/coaches and lack of control on the part of the players. To prohibit such action in the future, the following sanctions have been added, effective July 1, 2000:
 - a. No parish may have more than one (1) Senior Boys team during the season. Any exception will require the approval of the Office for Catholic Youth Ministry. Incidents involving that parish senior boys program during the prior program year and any other concerns will be discussed with the parish athletic association prior to any final decision by the Office for Catholic Youth Ministry.
 - b. The ejection of a player will result in the player receiving a minimum of two (2) games suspension. The team will also be placed on probation for the remainder of the season.
 - c. In the event any player on a team that is on probation as noted in “b” is ejected from a game, the team will forfeit all remaining games and the season will be terminated.

- d. The ejection of an assistant coach will result in the dismissal of that assistant coach from coaching the Senior Boys team for the remainder of the season.
- e. The ejection of a head coach will result in the following:
 - i. the team will immediately forfeit the game.
 - ii. all remaining games will be forfeited and the season will be terminated.

NOTE: The Athletic Tribunal reserves the right to review or lengthen any stated consequence with the exception of section 4.e.i. above. Members of the Athletic Tribunal will consist of the Diocesan Director, the Athletic Program Manager and a representative of the Athletic Advisory Committee. All incidents involving the Senior Boys Division will be reviewed at the end of the season to determine the future of this league.

5. Equipment

- a. BOYS DIVISION - The game ball is the “standard” size men’s basketball used at the high school level and described in Federation rules.
- b. GIRLS DIVISION - The game ball is the “standard” size women’s basketball used at the high school level and described in Federation rules.
- c. The visiting team is responsible for providing someone to operate the clock. The home team may provide a clock operator if both coaches agree.
- d. The home team scorebook will be considered the official book. Each team should keep a scorebook and both should keep in constant contact during the game to make sure the score is correct. The visiting team scorebook may be used as the official score book if both coaches agree.
- e. Uniforms - Each team should have shirts of the same solid color front and back with numbers on it. WEARING T-SHIRTS WITH SLEEVES RIPPED OFF IS PROHIBITED.
- f. In the event of two teams with the same color uniforms, a set of pinnies of a different color would be helpful and avoid delays in getting the game started.

WRESTLING

1. Practice Schedule/Scrimmage Matches/Physician Report

- a. It is the responsibility of all coaches to ensure that “For the Sake of God’s Children” policies for Diocese of Wilmington are being followed at practices and games.
- b. Three (3) practices and/or scrimmages are permitted per week. Practices may begin November 15th.
- c. Practices are to be no longer than two (2) hours in duration.
- d. Scrimmages noted in line "b" above are any matches other than a CYM scheduled match or a tournament match.
- e. Practices are NOT to be held on Sunday mornings.
- f. It is strongly recommended that headgear be worn at practices.
- g. It is mandatory that wrestling teams have at least one individual certified in CPR present at all practices and games. The individual may be a parent, coach or parish volunteer and the certification should be current and should have been completed by an accredited institution (ie. Red Cross, American Heart Association).

2. Weight Classes/Restrictions

- a. Weigh-ins are to be completed with both teams represented by a coach listed on the team roster.

- b. All wrestlers will weigh-in no more than one (1) hour before match time but no less than thirty (30) minutes before the scheduled start time. Individuals must weigh in wearing or having no more additional weight than a singlet worn by the wrestler. All wrestlers must be in line for weigh-ins once established weigh in time has been set unless approved by the CYM Wrestling Coordinator.
 - c. Each week, the coach will print out two (2) copies of the updated team weigh-in log provided by CYM. Each team shall present to the opposing coach the updated team weigh-in log prior to weighing in. Each coach will write in the actual weight for the wrestler in the appropriate column. For a wrestler on the roster that does not weigh-in, an "X" must be recorded in the block for that week. At the conclusion of the weigh-in, each coach will sign the form and place both copies with the scorebook. One copy of the form will be collected and sent to the CYM Office, updated and emailed back to the coach and the CYM Wrestling Coordinator prior to the next match.
 - d. During the established weigh in time period (See 2b above), it is strictly prohibited for wrestlers to do any physical activity until after weigh in is complete.
 - e. ENCOURAGING COMPETITORS TO LOSE WEIGHT IS STRICTLY FORBIDDEN.
 - f. The following weight classes will comprise an official match: 65, 70, 75, 80, 85, 90, 95, 100, 105, 110, 115, 120, 126, 133, 140, 150, 170 and heavyweight (minimum 169 pounds). NOTE - Super Heavyweight is not a required weigh class, however, if each team can fill the spot, it must be established at weigh-in if a match will occur.
 - g. A wrestler may not compete at more than one (1) weight class during an event. In addition, he may also not compete at a weight more than one (1) weight class above his recorded weight for that day. HEAVYWEIGHT DIVISION - The Heavyweight Division will be limited to wrestlers whose weight differences do not exceed 31 pounds. If the wrestlers weight differences do exceed 31 pounds, the wrestlers will NOT be permitted. If a heavyweight is listed as having weighed-in, a match shall occur if the above criteria are met. If each team has an individual weighed-in, but does not meet criteria, a forfeit will be awarded to each team.
 - h. Weight classes will increase one (1) pound at the first match in February and one (1) pound for the CYM Championships. Wrestlers must certify at the weight prior to receiving the one (1) pound increase.
 - i. Any team not able to fill a weight class will forfeit that particular weight class.
3. Match Rules - National Federation of State High School Association
- Exceptions/Additions
- a. The first period will be one (1) minute in duration. The 2nd and 3rd period will be 1 ½ minutes in duration.
 - b. "Riding" time will not be recorded.
 - c. Blood time for a nosebleed or cut shall be no more than five (5) minutes cumulative for the match.
 - d. Injury time shall be 1 ½ minutes cumulative for the match which can only be taken two (2) times. In addition, on the 2nd injury time out, the opposing wrestler will be given choice of position (neutral, top, bottom). If a 3rd injury time out is taken, a default will result.
 - e. Long hair is permitted as long as the hair is in approved head covering. No hairnets, bathing caps or stocking caps will be permitted. If hair falls out from under the headgear, the wrestler will get the opportunity to correct it. If hair

continues to be a problem, the official may enforce the “adjustment time” rule under Federation Rules. Hair and grooming must comply with Rule 4 of the Federation rules.

4. CYM Championships
 - a. CHAMPIONSHIP ELIGIBILITY - Each wrestler must weigh in no later than the 3rd Sunday of the CYM Wrestling Schedule to be eligible for the Championships.
 - b. CERTIFIED WEIGHT - Each wrestler will have until the 3rd Sunday of the CYM season to certify his lowest weight for the season. In addition, the wrestler must weigh-in at a minimum of half of the events at that weight in which he plans to compete in the CYM Championships. The wrestler will then be certified for that weight for seeding of the championships.
 - c. A seeding meeting will be held prior to the Championships. At the seeding meeting, the coach of the team must declare which weight class the wrestler will participate in for the championships. The wrestler may not wrestle in a weight class any higher than one weight class above certified weight (See Section b). THE WRESTLER MUST MAKE WEIGHT FOR THE WEIGHT CLASS IN WHICH HE IS SEEDED ON THE DAY OF THE CHAMPIONSHIPS.
 - d. Criteria for seeding of wrestler for the CYM Championships will be in the following order:
 - i. Overall record minus forfeits
 - ii. Record in weight class
 - iii. Head to Head Matches
 - iv. Common Opponent
 - v. Flip of a coin (tie breaker)
5. Equipment - Headgear MUST be worn by all wrestlers. Individual wrestlers are to wear the team singlet during CYM matches including the CYM championships.
6. Please note: The use of plastic material of any kind and/or diet aids or diuretics is strictly prohibited. It is the responsibility of each coach to uphold and enforce the letter and spirit of this rule. Failure to do so will result in disciplinary action by the Office for Catholic Youth Ministry.
7. Tournament - Open to all CYM wrestlers that qualify under Rule 4 as stated above.

JUNIOR VARSITY SOFTBALL

1. Practice Schedule/Scrimmage Games – Both Fast Pitch and Slow Pitch Divisions
 - a. It is the responsibility of all coaches to ensure that “For the Sake of God’s Children” policies for Diocese of Wilmington are being followed at practices and games.
 - b. Three (3) practices and/or scrimmages are permitted per week.
 - c. Practices are to be no longer than two (2) hours in duration.
 - d. Scrimmages noted in line "a" above are any games other than a CYM scheduled game or a tournament game.
 - e. Practices are NOT to be held on Sunday mornings.
 - f. It is strongly recommended that teams have at least one individual certified in CPR present at all practices and games. The individual may be a parent, coach or parish volunteer and the certification should be current and should have been completed by an accredited institution (ie. Red Cross, American Heart Association).

2. Game Rules - National Federation of State High School Associations- **Please note:** Junior Varsity softball is the only CYM program that does not have independent officials umpiring games. Volunteer parents and/or spectators are used to umpire games. Coaches are expected to assist umpires by avoiding disputes on calls and are to show leadership and sportsmanship in controlling player/spectator conduct. - Exceptions/Additions
 1. The below sections and subsections will indicate **(B)** if the rule applies to both Fast Pitch and Slow Pitch Divisions, **(FP)** if the rule applies to the Fast Pitch Division only or **(SP)** if the rule applies to the Slow Pitch Division only.
 2. GENERAL JV SOFTBALL RULES
 - i. **(B)** - A regular season regulation game will consist of six (6) innings. A game that is stopped due to weather, darkness or permit time expiring will be considered a completed regulation game if four (4) full innings have been completed. It will also be considered a completed game if three and a half (3 ½) innings have been completed and the home team is ahead. If less innings have been played, the game will be considered a suspended game and will be played on a later date from the point where the game was stopped.
 - ii. **(B)** - A team will consist of ten (10) players. However, a team may begin a game with but not less than nine (9) players. If a tenth player appears later, she may enter the game but must bat in the tenth position in the batting order.
 - iii. **(B)** - Infield fly rule is in effect for JV Fast Pitch Softball however it is NOT in effect in JV Slow Pitch Softball.
3. IN THE FIELD AND PITCHING
 - i. **(B)** - Four (4) outfielders must be used; three (3) must be on the grass outfield. If the 4th outfielder is used in the infield, that player must be placed behind 2nd base.
 - ii. **(B)** – Pitchers are limited to three (3) warm-up pitches between innings.
 - iii. **(SP)** – In the Slow Pitch Division, the pitcher must deliver the ball at a moderate speed. It must be an underhand delivery, below the waist, with a perceptible arch of at least three (3) feet from the ground. It must not reach a height of more than ten (10) feet from the ground at its highest point. The speed of the pitch is left entirely to the judgment of the umpire.
 - iv. **(FP)** – In the Fast Pitch Division, a pitcher is permitted to use the normal windmill pitch delivery with no limitations on the speed of the pitch.
 - v. **(B)** – The pitching distance for both Fast Pitch and Slow Pitch is thirty-eight (38) feet.
4. BATTING
 - i. **(SP)** - A third strike is not charged to a batter on a foul ball in the Slow Pitch Division.
 - ii. **(SP)** - In the JV Slow Pitch Division, the Continuous Batting Order is **REQUIRED**. All players must be listed in the batting order. Players may be substituted freely in the field and are unlimited. The batting order remains the same. In the event a player is hurt or must leave, an out is NOT recorded. The next player bats without penalty. Every effort should be made to play each individual in the field a minimum of two (2) innings.

iii. (FP) - In the Fast Pitch Division, the Continuous Batter will NOT be in effect. However each player suited must play in the field a minimum of two (2) innings and bat at least once. A violation of this rule will result in a forfeit loss to the team that is in violation.

iv. (B) - For both Fast Pitch and Slow Pitch Divisions, a team's turn at bat will be considered complete whenever one (1) of the following occurs:

1. Three (3) outs are recorded
2. The team has scored five (5) runs during a turn at bat. The maximum number of runs in an inning is five (5).
3. The tenth (10th) batter has completed a turn at bat which means all play has stopped and the next batter would be ready to bat.
4. Rules 2 and 3 will not apply for the final inning.

v. (FP) - In the Fast Pitch Division, a third strike is not charged to a batter on a swinging foul ball that is not caught.

vi. (FP) - In the Fast Pitch Division, a batter may run to first if the batter strikes out and the catcher drops the ball. See Federation Rules for specifics of the rule.

vii. (FP) - In the Fast Pitch Division, bunting is permitted. A foul ball on an attempted bunt with two (2) strikes will result in the batter being called out.

viii. (SP) - In the Slow Pitch Division, bunting is prohibited.

ix. (FP) - In the Fast Pitch Division, a designated hitter (DH) rule is optional. The "DH" bats for a player in the field. The player in the field does not bat. If a coach wants to use the "DH", the decision must be made at the beginning of the game. Once the game starts, the "DH" cannot be started. See Federation Rules.

x. (FP) - The extra player "EP" rule (Extra Player 11th batter/10 fielders that bat) is PROHIBITED for the JV Fast-Pitch Division

5. RUNNING BASES

i. (B) - For both Fast Pitch and Slow Pitch Divisions, a substitute runner WILL be used for a catcher on base with two (2) outs. The substitute runner will come from a player on the bench who is not playing defense in the field. If there are no players available, the substitute will be the player who made the last out. This rule assists in speeding up play by allowing the catcher to return to the dugout and put on equipment.

ii. (SP) - For the Slow Pitch Division, base runners must stop when any infielder has control of the ball IN THE INFIELD, and is not attempting to put out any runner. If the runner is more than halfway to the next base when the defensive player gains control of the ball, the runner is awarded the next base. Otherwise, the runner goes back to the prior base.

iii. (FP) - For the Fast Pitch Division, base runners must stop when any the pitcher has control of the ball IN THE PITCHERS MOUND AREA. If a runner is more than halfway to the next base when the pitcher gains control of the ball in the pitchers mound area, the runner

is awarded the next base. Otherwise, the runner goes back to the prior base.

iv. (SP) - For Slow Pitch Division, a runner is allowed one base advance on an infield out. i.e. A runner on first and the batter grounds out to the first baseman. The runner on first can move to second, but cannot advance to third base because the ball is controlled by an infielder. (The important thing to remember is control by the infielder.) This rule does not apply for the Fast Pitch Division.

v. (SP) - In the Slow Pitch Division, sliding is not permitted. Players sliding will be declared automatically out. Runners must avoid contact with the fielder. Failure to avoid contact will result in the runner being declared automatically out. If the runner intentionally runs into the fielder, the runner will be ejected from the game.

vi. (FP) - In the Fast Pitch Division, sliding is permitted. Runners must avoid contact with the fielder. Failure to avoid contact will result in the runner being declared automatically out. If the runner intentionally runs into the fielder, the runner will be ejected from the game.

vii. (FP) - In the Fast Pitch Division, stealing a base is permitted. However the runner cannot leave the base to steal until the ball leaves the pitchers hand.

3. Equipment - This section applies to both sections.
 - b. All catchers must wear a mask with throat protector, chest protector, head protector and shin guards.
 - c. Individuals warming up the pitcher between innings must wear a head protector and mask with throat protector.
 - d. Players who are batting, waiting on-deck, running the bases or coaching a base must wear batting helmets. Chinstraps are recommended.
 - e. Metal cleats are prohibited for all players.
 - f. The home team is responsible for the bases, which will be sixty (60) feet apart.
 - g. The home team and the visiting team will each provide one (1) game ball to the umpire. The balls will be 12" restrictive flight balls with red stitching.
4. SOFTBALL FIELDS - CYM uses New Castle County softball fields. Permits during the week normally run from 4:00 pm to 5:45 pm. As a result, games being played on a NCC Field will not start an inning after 5:30 pm. If there are no teams waiting to play at 5:45 pm, the CYM game can continue. In order to get games completed, coaches are asked to get players to the field early, start games on time and keep players moving between innings.
5. (B) - Postponements/Make-up Games

In the event a game is postponed due to inclement weather, the home team coach is responsible for coordinating the make-up game. Rescheduling of games is to be completed within 48 hours.

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FAST PITCH VARSITY SOFTBALL

1. Practice Schedule/Scrimmage Games

- a. It is the responsibility of all coaches to ensure that “For the Sake of God’s Children” policies for Diocese of Wilmington are being followed at practices and games.
 - b. Three (3) practices and/or scrimmages are permitted per week.
 - c. Practices are to be no longer than two (2) hours in duration.
 - d. Scrimmages noted in line "a" above are any games other than a CYM scheduled game or a tournament game.
 - e. Practices are NOT to be held on Sunday mornings.
 - f. It is strongly recommended that teams have at least one individual certified in CPR present at all practices and games. The individual may be a parent, coach or parish volunteer and the certification should be current and should have been completed by an accredited institution (ie. Red Cross, American Heart Association).
2. Game Rules - National Federation of State High School Associations - Exceptions/Additions
- a. GENERAL VARSITY FAST PITCH RULES
 - i. A regular season regulation game will consist of six (6) innings. A game that is stopped due to weather, darkness or permit time being expired will be considered a completed regulation game if four (4) full innings have been completed. It will also be considered a completed game if three and a half (3 ½) innings have been completed and the home team is ahead. If less innings have been played, the game will be considered a suspended game and will be played on a later date from the point where the game was stopped.
 - ii. A team will consist of ten (10) players (10 in the field and 10 batting). However, a team may begin a game with but not less than nine (9) players. If a tenth player appears later, she may enter the game but must bat in the tenth position in the batting order.
 - iii. In a regular season game, if a team has a fifteen (15) run lead at the completion of four (4) innings, the game will be considered a completed, regulation game.
 - iv. Re-Entry - A starting player may be withdrawn from the game and re-inserted one (1) time. That starting player must occupy the same batting position. The starting player and her substitute may not be in the game at the same time. Once a substitute has been withdrawn, she may not re-enter the game. The only exception would be for an injury. A starting player, once withdrawn, may not re-enter the game until a minimum of six (6) outs are recorded. (1 Full inning - 3 outs home team and 3 outs visiting team). If the six (6) out rule is violated, the opposing coach MUST bring the violation to the attention of the umpire IMMEDIATELY. The starting player will then be made to sit the full six (6) outs.
 - b. PLAYOFFS FOR VARSITY FAST PITCH
 - i. In play-off competition, all games will consist of seven (7) full innings. Suspended games must be played from the point the game was stopped.
 - ii. In play-off competition, if a team has a fifteen (15) run lead at the completion of five (5) innings, the game will be considered a completed, regulation game.
 - c. PITCHING

- i. Pitchers are limited to three (3) warm-up pitches between innings.
 - ii. The pitching distance is to be forty (40) feet.
 - d. BATTING
 - i. A third strike is not charged to a batter on a swinging foul ball that is not caught.
 - ii. A batter may run to first if the batter strikes out and the catcher drops the ball. See Federation Rules for specifics of the rule.
 - iii. Bunting is permitted. A foul ball on an attempted bunt with two (2) strikes will result in the batter being called out.
 - iv. Continuous Batting Order is prohibited.
 - v. During the REGULAR SEASON ONLY, a team's at bat will be completed on the third out or when the tenth (10th) batter has completed a turn at bat which means all play has stopped and the next batter would be ready to bat. This will NOT be in effect in the last inning of the game, during any extra innings of a regular season game or in the play-offs.
 - vi. The designated hitter (DH) rule is optional. The "DH" bats for a player in the field. The player in the field does not bat. If a coach wants to use the "DH", the decision must be made at the beginning of the game. Once the game starts, the "DH" cannot be started. See Federation Rules.
 - vii. The extra player "EP" rule (Extra Player 11th batter/10 fielders that bat) is PROHIBITED for the Varsity Fast-Pitch Division.
 - e. RUNNING BASES
 - i. A substitute runner WILL be used for a catcher on base with two (2) outs. THE SUBSTITUTE RUNNER MUST COME FROM A PLAYER ON THE BENCH WHO HAS NOT BEEN IN THE GAME. The runner will not be charged with a game appearance. If there are no bench players available, the substitute will be the player who made the last out. This rule assists in speeding up play by allowing the catcher to return to the dugout and put on equipment.
 - ii. Stealing is permitted. The runner cannot leave the base until the pitcher releases the ball.
 - iii. Sliding is permitted. A base runner is out when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag. If the runner maliciously runs into the fielder, the runner will be ejected from the game.
- 3. Equipment
 - a. All catchers must wear a mask with throat protector, chest protector, head protector and shin guards.
 - b. Individuals warming up the pitcher between innings must wear a head protector and mask with throat protector.
 - c. Players who are batting, waiting on-deck, running the bases or coaching a base must wear batting helmets.
 - d. Metal cleats are prohibited for all players. Chinstraps are recommended.
 - e. The home team is responsible for the bases, which will be sixty (60) feet apart. The pitching distance will be forty (40) feet.
 - f. The home team and visiting team will each provide one (1) game ball to the umpire. The balls will be 12" non-restrictive flight balls with white stitching.

4. **SOFTBALL FIELDS**

CYM uses New Castle County softball fields. Permits during the week normally run from 4:00 pm to 5:45 pm. As a result, games being played on a NCC Field will not start an inning after 5:30 pm. If there are no teams waiting to play at 5:45 pm, the CYM game can continue. In order to get games completed, coaches are asked to get players to the field early, start games on time and keep players moving between innings.

5. **Postponements/Make-up Games**

In the event a game is postponed due to inclement weather, the home team coach is responsible for coordinating the make-up game. Rescheduling of games is to be completed within 48 hours of the cancellation. If the game has not been played prior to the beginning of the seeding for play-offs, it will be considered "no contest."

6. **If the CYM Softball Coordinator has not heard from either coach within 48 hours, the game will be assigned on the next available date including weekends.**

BASEBALL

1. **Practice Schedule/Scrimmage Games** - It is the responsibility of all coaches to ensure that "For the Sake of God's Children" policies for Diocese of Wilmington are being followed at practices and games. Three (3) practices and/or scrimmages are permitted per week. Practices are to be no longer than two (2) hours in duration. Scrimmages noted in line "a" above are any games other than a CYM scheduled game or tournament game. Practices are NOT to be held on Sunday mornings. It is strongly recommended that teams have at least one individual certified in CPR present at all practices and games. The individual may be a parent, coach or parish volunteer and the certification should be current and should have been completed by and accredited institution (i.e. Red Cross, American Heart Association)

2. **Game Rules** - National Federation of State High School Association - Exceptions/Additions

3. **GENERAL RULES FOR BASEBALL** - For regular season, games will consist of seven (7) innings for "C" Division and six (6) innings for "Y" Division(s). For all Divisions a game that is stopped due to weather, darkness or permit time being expired will be considered a completed regulation game if four (4) full innings have been completed. It will also be considered a completed game if three and a half (3 ½) innings have been completed and the home team is ahead. If less innings have been played, the game will be considered a suspended game and will be played at a later date from the point where the game was stopped. Coaches for both teams are to have the umpire sign their scorebooks noting the point and reason the game was stopped. In the "C" Division, if a team has a ten (10) run lead at the completion of five (5) innings, the game will be considered a completed, regulation game. The "Y" Division(s) will be four (4) innings.

4. **Re-entry Rule** - Any starting player(s) may be withdrawn and then re-enter a game. The player must occupy the same position in the batting order from which he/she vacated. A substitute who is withdrawn may not re-enter the game. Removal of the starting pitcher is governed by the provisions of Federation Rules if he/she is withdrawn while on the mound pitching. However, if the starting pitcher is replaced using a batter (DH) or baserunner (Courtesy runner), he/she may re-enter the game immediately as the pitcher.

5. **For "Y" Division(s), there will be a limit of ten (10) batters per inning. The tenth (10th) batter may be intentionally walked. This rule will not apply during the last inning of the game and for all "C" Division games. On Saturdays and Sundays, more than one game will be scheduled at many fields. No game may begin an inning later than fifteen (15) minutes prior to the scheduled start of the next game.**

6. If a "Y" team plays a "C" Division team, "C" Division rules will apply
7. PITCHING - A pitcher may pitch no more than nine (9) innings in a calendar week. A calendar week will be Monday through Sunday. (NOTE: The rule that allowed 7 innings plus 3 extra innings in one game has been eliminated).
8. If a pitcher delivers one (1) pitch in an inning, that will constitute one (1) inning pitched.
9. A pitcher must have a minimum of two (2) days rest between pitching assignments in which he/she has pitched more than three (3) innings. (Example - a pitcher, who pitches in more than three (3) innings of a Sunday game, may not pitch again until Wednesday.)
10. Games in which an ineligible pitcher has been used as specified in above section (b.i., ii., and iii.) shall be declared forfeited.
11. Pitchers may start practice one week earlier (March 8th) than normal starting date (March 15th). This is to practice pitching ONLY. The pitcher must have completed a winter sport play-off where applicable.
12. Trips to the mound as per Federation Rules. Any questions a coach has about infield conferences should be reviewed with umpire prior to the game.
13. BATTING - The use of the extra batter (EB) as a tenth (10th) player is optional to each manager. If the "EB" is used, the re-entry rule (See a3 above) will apply to this player also. Once the decision is made, it remains in effect for the entire game.
14. The use of the designated hitter (DH) rule is optional. The "DH" bats for a player in the field. The player in the field does not bat. IF A COACH WANTS TO USE THE "DH", THE DECISION MUST BE MADE PRIOR TO THE START OF THE GAME. Once the game starts, the "DH" cannot be started. See Federation Rules.
15. Once the batting ORDER is established, the batting ORDER NEVER CHANGES.
16. RUNNING BASES - Courtesy Runner - A courtesy runner is optional for a pitcher and catcher at any time. The courtesy runner for the catcher is strongly recommended to assist in speeding up play by allowing the catcher to return to the dugout and put on the equipment. The courtesy runner must come from a player on the bench who has not been in the game. If there are no players left, the player that made the last out can be used as the courtesy runner. The same courtesy runner can be used more than once in a game and in the same inning. i.e. A pitcher and catcher bat and reach base in the same inning. The same courtesy runner can be used for both.
17. A base runner is out when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag. If the runner maliciously runs into the fielder, the runner will be ejected from the game.
18. PLAYOFFS - In the "C" play-offs, all games will consist of seven (7) full innings. In the "Y" playoffs, all games will consist of six (6) full innings.
19. Suspended games must be played from the point the game was stopped. Coaches for both teams are to have the umpire sign their scorebooks noting the point and reason the game was stopped.
20. Pitcher Rules for playoff competition for all divisions will be the same as regular season Pitching Rules (See Section 3 above) with the following exceptions: "C" Division pitchers are limited to seven (7) in a week and "Y" Division pitchers are limited to six (6) innings per week pitch. NOTE THAT THIS IS A CHANGE FROM LAST YEAR (2002).
21. Violation of rules above will result in a forfeit of the game.
22. EQUIPMENT - The baseball used for games will be the "Babe Ruth" or "Senior League" baseball. Any brand of "Babe Ruth" or "Senior League" baseball can be used. Each team will provided one (1) game ball.
23. Bats used under "Federation" and "Babe Ruth" are permitted.

24. All catchers must wear a mask with throat protector, chest protector, head protector, protective cup and shin guards.
25. Players who are batting, waiting on-deck, running the bases or coaching a base must wear batting helmets. Chinstraps are recommended.
26. The home team is responsible for the bases.
27. Metal cleats are prohibited. Use of metal cleats by team members could result in a protest and a forfeit of the game.

TRACK & FIELD

1. Practice Schedule/Scrimmage Meets
 - a. It is the responsibility of all coaches to ensure that “For the Sake of God’s Children” policies for Diocese of Wilmington are being followed at practices and games.
 - b. Three (3) practices and/or scrimmages are permitted per week.
 - c. Practices are to be no longer than two (2) hours in duration.
 - d. Scrimmages noted in line "a" above are any meets other than a CYM scheduled meet.
 - e. Track meets and practices are NOT to be held on Sunday mornings.
 - f. It is strongly recommended that teams have at least one individual certified in CPR present at all practices and meets. The individual may be a parent, coach or parish volunteer and the certification should be current and should have been completed by an accredited institution (ie. Red Cross, American Heart Association).
2. Meet Rules - National Federation of State High School Association
Exceptions/Additions
 - a. Events for CYM Relay Carnival and CYM Championships are determined by grade and gender. Groupings are as follows:
 - b. Group A – 3rd/4th Grades 400 Meter Event. CARNIVAL RELAYS ONLY!
 - c. Group B – 3rd/4th Grades 800 Meter Event. CARNIVAL RELAYS ONLY!
 - d. Group I - Up to and including 5th grade
 - e. Group II - Up to and including 6th grade
 - f. Group III - Up to and including 7th grade
 - g. Group IV - Up to and including 8th grade
 - i. A contestant can compete up, however cannot compete down. (Example - a 7th grader can compete in Group IV, however an 8th grader cannot compete in Group III.)
 - ii. A contestant may compete up a maximum of two grade levels. (Example - a 5th grader may compete at the Group III (7th grade level) but NOT at Group IV (8th level).
 - iii. Times for all running events for both Relay Carnival and CYM Championships will be by Federation rules, which rounds any hundredth up to the next tenth.
3. Relay Carnival
 - a. Relay events will be held in 400 Meter, 800 Meter, Sprint Medley (2x100, 1x200, 1x400) and Distance Medley (1x400, 2x200, 1x800) for all four (4) groups.
 - b. Participants may compete in two (2) relay events and one (1) field event. The two (2) relay events must be different events. i.e. A runner may participate in one (1) 400 Meter and one (1) Sprint Medley. A runner that is in 6th grade may NOT participant in a 6th grade 400 Meter and a 7th grade 400 Meter.

- c. Field events for the CYM Carnival Relays will consist of the Long Jump, High Jump and Shot Put. Field events are team events consisting of two (2) contestants. Each contestant will jump three (3) times. The team score for the long jump, high jump and shot put will be the sum of the best jumps for each contestant on that team. Each parish/school may enter a maximum of one (1) boys team and one (1) girls team in the following groups:
 - i. LONG JUMP - ALL FOUR GROUPS
 - ii. HIGH JUMP - Group III (7th) and Group IV (8th)
 - iii. SHOT PUT - Group III (7th) and Group IV (8th)
 - d. Each parish/school may enter a maximum of two (2) boys teams and two (2) girls teams per RELAY event including Group There will be no limit on the number of teams a parish/school may enter in Group “A” for Carnival Relays.
 - e. There will be NO team scoring for the Relay Carnival
4. CYM Championships
- a. A contestant may participate in one (1) sprint, one (1) relay and one (1) field event.
 - b. Sprint events will consist of 100 meter, 200 meter, 400 meter, 800 meter and a one (1) mile race. The one mile race will be the same as all other sprint events for all four (4) Groups. Each team may enter two (2) contestants per event. The 100 meter race will have semi-finals and then finals for the top six (6) runners from the semi-finals. The 60 meter has been eliminated.
 - c. The relay events will consist of 400 meter and 800 meter and will be held for all four (4) Groups. Each team may enter two (2) relay teams for each Group. (i.e. A team may enter one (1) 400 and one (1) 800 team OR two (2) 400 teams OR two (2) 800 teams.)
 - d. The field events will consist of the Long Jump (All Groups), Shot Put (Groups III and IV) and High Jump (Groups III and IV). All field events for the CYM Championships are individual and NOT team events as in the carnival relay long jump. Each team may enter two (2) contestants per event. CYM will post the starting time field events however reserves the right to start earlier than posted.
 - e. Scoring for CYM Championships will be Federation as follows: ten (10) points for 1st place, eight (8) points for 2nd place, six (6) points for 3rd place, four (4) points for 4th place, two (2) points for 5th and one (1) point for 6th place. No doubling of points for relays.
 - f. The use of an illegal runner in any event, regardless of finish or points awarded, will result in the forfeit of that and the forfeit of any team trophies.
 - g. An individual must run in a minimum of three (3) races listed on the CYM Track regular season schedule to be eligible for the CYM Track Championships.
5. COACHING RESTRICTIONS – CYM does allow coaches to verbally encourage runners from the infield or stands. Coaches are not permitted to run along side or “pace” runners.
6. Equipment
- a. Uniforms - each team member should wear the same color shirts. Track shorts and shoes are recommended.
 - b. Teams are to provide their own batons for relay events.
 - c. Shot-Put for Boys is 4kg (8lb 13 oz). Shot-Put for Girls is 6 pounds.

CHEERLEADING

- 1. Practice Schedule

- a. It is the responsibility of all coaches to ensure that “For the Sake of God’s Children” policies for the Diocese of Wilmington are being followed at practices and games. This includes coaches wearing CYM IDs at all practices and events.
 - b. Practices are NOT to be held on Sunday mornings.
 - c. Three (3) practices are permitted per week.
 - d. Practices are to be no longer than two (2) hours in duration.
 - e. During the month of August:
 - i. Practices must include physical conditioning during the first five (5) practices
 - ii. Practices must include warming up, stretching, water breaks and cool down activities as part of the two (2) hour practice time.
 - iii. coaches are to closely monitor runners for heat related symptoms and provide numerous water breaks during practices
 - iv. Teams may scrimmage only after five (5) practices
 - v. outside practices or practices in gyms without air conditioning, physical activity is prohibited when the temperature is above 95 deg. F regardless of the relative humidity, because of the high risk of heat related illness.
 - vi. outside practices or practices in gyms without air conditioning, physical activity is prohibited when the sum of the temperature and relative humidity equals or exceeds 170 (For example 85 deg F and 85% relative humidity) because of the high risk of heat related illness.
 - e. It is strongly recommended that cheerleading teams have at least one individual certified in CPR and one individual certified in first aid present at all practices and games. The individual may be a parent, coach or parish volunteer and the certification should be current and should have been completed by an accredited institution (ie. Red Cross, American Heart Association). A person that is certified in both CPR and First Aid is acceptable.
2. CYM Cheerleading will use National Federation of State High School Association Spirit Rules. CYM Cheerleading Coaches are responsible for reading and being familiar with “Federation” Spirit Rules. In addition, the following Exceptions/Additions will apply:
- a. Basket tosses prohibited for all teams.
 - b. Heal stretch above thigh level prohibited for all teams.
 - c. VARSITY EXTENSIONS – Extensions are permitted. Libs, hitches, show and go, etc are permitted in accordance with the Federation rules. Keep in mind however that heel stretch is still prohibited at this level for CYM squads.
 - d. JV EXTENSIONS – JV level will be permitted to do a basic two base extension. The only variation being the split extension which has always been allowed.
 - e. Split extensions may be done by all teams.
 - f. In the case of stunts, JV teams and 4th/5th graders on combined teams cannot go above shoulder high, they must have a two (2) person base and must be hands on spotting at all times. In other words, 4th and 5th graders may only do JV stunts even on a combined squad.
3. COMBINED ROSTERS – CYM recognizes that cheerleading is unique and there are times parishes are unable to field a JV only or varsity only teams due to numbers. As a result, CYM will allow for a Combined Cheerleading team with the following provisions:
- a. Individuals 4th – 8th grade are eligible.

- b. If a parish is requesting a Combined Cheerleading team, they will not be able to have a JV only or varsity only roster as well.
 - c. In the case of a combined roster, coaches are responsible for making sure cheerleaders are following rules outlined in Section #2 above.
- 4. ONLINE ROSTERS – CYM Athletic Handbook Rules under Program Divisions defines Varsity as 6th – 8th grades and JV as 4th – 6th grades. As noted above, CYM is allowing for a Combined Cheerleading team for girls 4th – 8th grades. Only individuals whose parents have completed the online registration and are in the above grades are eligible for the above rosters and eligible to participate on these teams.
- 5. PARISH 3RD GRADE TEAMS – Individuals in 3rd grade or below are NOT eligible to be placed on CYM cheerleading rosters. In some cases, parishes have cheerleading for individuals in 3rd grade and below. Parishes/schools and coaches are responsible for making sure parents complete the Annual Consent and Release Form A. To obtain a copy of this form, go to the Diocese of Wilmington web site at www.cdow.org, click Youth Services and the click Policies and Guidelines.
- 6. WEATHER CONDITIONS – During August and early Fall, coaches need to be aware of the potential for storms appearing during practices/games.
 - a. During the day of your practice, check the Weather Channel for the local forecast
 - b. During the day of your practice, check www.weather.com
 - c. If at the site or your practice/game, you hear thunder or observe lighting, suspend all activities and have everyone return to their cars or seek shelter in a building.
 - d. Wait a minimum of thirty (30) minutes during which thunder is not heard and lightning is not seen before considering resuming the practice/game
- 7. Other Cheerleading Competitions—CYM Cheerleading teams are responsible for following all CYM Cheerleading Rules when participating in other competitions.