DIOCESE OF CLEVELAND CYO
HIGH SCHOOL BASKETBALL RULES

CYO

Catholic Charities
Diocese of Cleveland

@CYOSportsDOC
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CYO inspires young people to know God, to love God, and to serve God through athletics.
The National Federation of State High School Associations (NFHS) Basketball Rules apply in this league with the exceptions contained within. CYO game rules may not be altered by mutual consent of the coaches. Only the CYO Athletic Staff may authorize changes.

SECTION 1 - OFFICIAL TEAM

A. Defined as an individual or group of children from one or more Members listed on the team roster that meet the eligibility rules and are approved by the Member Athletic Director, Member Administrator, and CYO Administration.

B. A CYO Team refusing to continue playing a scheduled game for any reason without the consent of the game official or CYO representative may be subject to penalties as outlined in Bylaw 11. This also applies to CYO Sanctioned Events.

C. CYO encourages teams with more than 14 players to form two teams.

D. A partial roster or combined roster cannot be entered into any tournament or sanctioned event.

E. A roster or team cannot be split to form two (2) teams at any time.

F. In all divisions, five (5) players must start the game. A team with less than five (5) players will have a 15-minute grace period. Once a game begins, a team will forfeit the game when the team is reduced to one (1) eligible player.

G. Eligibility

1. To participate on a member’s sponsored parish team in the High School Division:
   a. The individual or the individual’s parents/guardians must be registered members of the member parish sponsoring the team.
   b. The individual must attend a Catholic High School and live within the CYO designated section of the member sponsoring the team.
   c. A member parish may restrict participation to registered members of the parish when they have more than 10 of their own member players.
   d. A member parish must accept individuals from their parish to play on their parish CYO team prior to taking on another member parish’s eligible players.

2. To participate on a high school member’s sponsored team in the High School Division:
   a. The individual must be enrolled in the member high school sponsoring the team.
   b. Individuals that do not attend the sponsoring school are not eligible to participate on a school-sponsored team and would be eligible for teams listed in their high school designated section.

3. To participate on another member’s sponsored team, an individual must:
   a. Be a registered member of a Catholic Parish that does not sponsor a team.
   b. The sponsoring member must be within the same CYO section.
   c. The individual must make a request for participation to the sponsoring team’s Athletic Director.

4. If an individual from a member parish that sponsors a team attends a member high school that sponsors a team, the individual may participate on either team.
SECTION 2 - OFFICIALS
A. Officials that are certified and registered with the Diocese of Cleveland CYO will be assigned to each game.
B. Officials have the power to warn or disqualify from the competition anyone who commits acts, which intend to influence their decisions.
C. Officials have the authority to call or suspend a game if conditions warrant.
D. Two (2) officials will be assigned to each regular season game. Three (3) officials may be assigned for sanctioned events and play-offs.
E. The head coach and the team captain are the only persons that should speak to the officials during or after the game.

SECTION 3 - EQUIPMENT & UNIFORMS
A. Game Ball
   1. Girls’ teams will use a 28.5’ ball.
   2. Boys’ teams will use a 29.5” ball.
   3. The game ball shall be made of composite or leather material
   4. CYO will provide the game ball to each competition site.
B. The court dimensions, three-point line, backboard, basket size, and all other court rules will follow the NFHS requirements.
C. Uniforms and Apparel
   1. All players are required to wear member issued uniforms.
   2. Players must wear matching uniforms, including shirts and shorts, playing in the Girls & Boys 12th Grade Divisions.
   3. Players must wear matching jerseys and predominately the same color shorts if playing in the Boys 10th Grade Boys and 10th Grade Girls Divisions. The shorts do not need to match the jerseys and all players must wear the same color of shorts.
   4. Team Jerseys
      a. Must include the player’s number, which will be at least 6 inches high on the back and at least 4 inches on the front. Numbers on the jersey are MANDATORY.
      b. All uniforms are to meet National Federation Rules related to numbering. Permitted uniform numbers are; 0, 1, 2, 3, 4, 5, 10, 11, 12, 13, 14, 15, 20, 21, 22, 23, 24, 25, 30, 31, 32, 33, 34, 35, 40, 41, 42, 43, 44, 45, 50, 51, 52, 53, 54, 55, 00. A team may not have both the number 0 and 00.
      c. The NFHS requirement of the home team wearing a white jersey does not apply to CYO competitions.
      d. All players must have the CYO Emblem on their uniform either sewn or stenciled.
      e. When two teams have the same color of uniform, the officials will flip a coin to determine which team will wear the pinnies. The home team, as listed on the schedule, will call the flip.
      f. A player’s team jersey designed to be worn inside the shorts shall be tucked inside the shorts.
g. NO nicknames are permitted on the back of the jersey.

5. Undergarments
   a. If undergarments such as T-shirts are worn under the uniform, they shall be a single solid color similar to the predominant color of the torso of the uniform jersey.
   b. If undergarments or compression shorts are worn under the uniform shorts, they shall be a single solid color similar to the predominant color of the shorts.
   c. Undershirts shall be hemmed and shall not have frayed or ragged edges.
   d. Arms sleeves, knee sleeves, lower leg sleeves and tights are permissible and must comply with NFHS guidelines.
      i. Anything worn on the arm and/or leg is a sleeve, except a knee brace, and must meet the color restrictions. A brace is defined as anything that contains hinges and/or straps or an opening over the kneecap.
      ii. The sleeves/tights shall be black, white, beige or the predominant color of the uniform and the same color sleeves/tights shall be worn by all teammates.
      iii. All sleeves/tights shall be the same solid color.
      iv. One visible manufacturer’s logo/trademark/reference or parish/school logo is permitted on the wristbands, headband, compression shorts and arm and leg compression sleeves. The size of the logo shall be limited to 2-1/4 square inches and shall not exceed 2-1/4 inches in any dimension on any item.

6. Shorts are to be worn above the hip.

7. Shoes
   a. Players are not allowed on the playing floor unless he/she is wearing appropriate non-marking sole shoes.
   b. Players must carry their game shoes to the game sites.

8. Guards, casts, braces, must be worn for medical reasons and must comply with NFHS guidelines. Mouthpieces are recommended.

9. Mouth guards can be worn. It is recommended that the protector be properly fitted, protecting the anterior(leading) dental arch.

10. Headwear and wristbands may be worn. Headbands cannot exceed 3 inches in width. Headbands may not have extensions. If worn, only one wristband can be worn on each wrist and cannot exceed 4 inches in width. Each item shall be white, black, beige, or a single solid school color for all participants.

11. Chains, earrings, other jewelry, glitter, face paint, or other inappropriate items may not be worn during the game. Earrings may not be covered with tape, band-aids or pre-wrap.

12. Rubber, cloth or elastic bands may be used to control hair. Hard items, including, but not limited to, beads, barrettes and bobbi pins are prohibited. Hair-Control devices are not required to meet color restrictions.

13. An American flag and or a commemorative/memorial patch not to exceed 2 by 3 inches and with the approval of the CYO Administration may be worn on each of the uniform apparel provided neither the flag nor patch interferes with the visibility of the player’s number.
D. Teams that wear an illegal uniform will not be able to enter the game after the first week of the season. After the first week of the regular season, if a player wearing an illegal uniform or equipment attempts to enter the game or is discovered in the game, the head coach will be assessed a technical foul and the player shall be removed from or not permitted to enter the game until the illegal equipment is removed or made legal.

E. Electronic Devices
   1. Walkie-talkies, cell phones, or any other electronic communication systems are not permitted within the competition area.
   2. Teams are permitted to only videotape their own games.
      a. Videotaping is only permitted from areas approved by the facility but is never permitted from within the competition area, team bench area or other unapproved areas.
      b. Coaches, fans, etc. are not permitted to videotape an opponent’s game or practice.

SECTION 4 - PRE-CONTEST COACHES RESPONSIBILITIES
A. Coaches must be CYO certified.
B. CYO Credentials are to be worn around the neck and visible at all times.
   1. Credentials cannot be given to another coach at any time.
   2. Coaches who have given their credentials to another coach, even for one game, will have their coaching privileges revoked for one year.
C. Coaches are responsible for the supervision of their team and spectators before, during and after the game.
D. At each game and practice, coaches are to have in their possession: an official team roster, a copy of each athlete’s Pre-participation Form and Emergency Medical Authorization Form and a first aid kit.
E. A pre-game conference will be held between the officials, coaches, and captains.
F. Bench Personnel is limited to the players listed on the eligibility roster and no more than three (3) non-players. Non-players 18 years of age or older must be CYO certified. Non-players under the age of 9 are not allowed in the team bench area.

SECTION 5 - PARTICIPATION
A. Each player must be treated with dignity regardless of his or her ability.
B. A player in grades 9-12 may participate in other non-CYO leagues like recreation and community leagues.
C. A player in grades 9-12 may not participate on rosters governed by the OHSAA. For example, they may not play on their high school or parochial, or public school team as well as on a CYO team. This is for purposes of eligibility.
D. If a coach does not play a player because of missed practice, unsportsmanlike conduct, academics or injury, the coach must mark the player as not participating on the official game score sheet.
E. All players are to meet the following participation requirements:
1. Regardless of the number of players, each member of the team must play a minimum of one uninterrupted segment by the end of the third quarter. A segment is defined as $\frac{1}{2}$ of the length of the quarter.

2. Players may only be substituted with-in/during their segment of play:
   a. Because the player is injured.
   b. Because the player being assessed with a technical foul or intentional foul.
   c. Because of the player being disqualified from the game.
   d. The player removed from the game will be credited with full participation of the segment.
   e. The player going into the game will not be marked on the score sheet and will not receive credit for playing in that segment.

3. At any time during any quarter of play, once a player on a specific team has fulfilled their minimum participation requirement, that player may be freely substituted. Any player who has not fulfilled their minimum participation requirement may not be substituted for until such requirement is fulfilled.

4. The clock will stop for substitutions at the end of each segment.

F. Late Arriving Players
   1. If a player arrives late to a game during the first half and is permitted to play by the coach, the player is to meet the full participation requirement of the game.
   2. If a player arrives late to a game during the second half and is permitted to play by the coach, the player is to meet one half of the participation requirement for the total game.

F. Guest Player Rule: If a team has less than 7 athletes at a game, a guest player may be moved from the member’s other CYO high school basketball teams to fill the positions at the start of a game under the following restrictions:
   1. The athlete meets the age/grade restrictions of the team he/she will assist.
   2. The guest player is reported by means of the button on the Coaches Information page of www.dioceaselizabethcyo.org before the game in which he/she will be used.
   3. The same individual may be moved as a guest player for no more than two (2) games during the season with any team. Once an individual is a guest player twice, they may not be invited by any other team for the remainder of the season by any other team for the remainder of the season.
   4. Once an individual is a guest player, they may not be invited by any other team for the remainder of the season.
   5. The athlete complies with Game and Time limits as outlined in Section 1-H.
   6. The guest player(s) must meet the minimum participation requirement.
   7. Guest player movements are to be reported on the basketball scoresheet before the competition begins. The guest player’s name should be listed after all of the regular team athletes and put “GP” next to their name.
   8. Guest player playing restrictions - If the guest player is the sixth and/or seventh player on the roster, they cannot start the first segment of the first quarter of the game. Coaches
are encouraged not to play guest players play more segments than players on the original roster.

9. Uniform Requirements:
   a. Guest players must wear the uniform of the team that they are playing on, not their rostered team uniform.
   b. There are to be NO duplicated uniform numbers (teams should have at least one extra jersey to be borrowed by the guest player for that game).

10. Guest players cannot be used for sanctioned events or CYO championship competitions.

G. Upon violation of the Participation Rule, the scorer will notify the Game Officials and Site Director and the following penalty will be assessed:
   1. For violations discovered at the game, the Site Director will contact the CYO Athletic Office with the details and documentation of the violation and the CYO Administration will assess the penalties toward the coach or team. If after a review a violation is confirmed, a forfeiture of the game will be assessed.
   2. All violations of the participation rules are to be communicated to the Athletic Office by the Site Director and game officials by the morning following the infraction.
   3. Additional penalties may be imposed.

SECTION 6 - GAME & TIME LIMITATION
   A. No team or player is permitted to participate in more than 4 sanctioned event tournaments, and competitions in a season.
   B. From Monday through Friday, no team or player may play in more than one (1) game per day.
   C. On Saturday, Sunday and during the week between Christmas and New Year, a team is permitted to play a maximum of two (2) games per day. There must be a minimum of three (3) hours between the scheduled start time of the first game and the scheduled start time of the second game.
   D. No team or player may play more than four (4) games per week.
   E. Events on Sunday cannot begin until 1:00 PM.
   F. Events cannot start after 8:00 PM, except during Christmas vacation when events cannot start after 9:00 PM.
   G. Practice sessions must be completed by 10:00 PM.

SECTION 7 - INCLEMENT WEATHER
   A. Inclement weather may deter games from being played as scheduled. The safety of our players, coaches and their families are our primary concern when games are canceled due to inclement weather.
   B. Announcements related to the status of competitions will be posted on the main page of the schedule website, telephone announcement lines, Twitter (@CYOSportsDOC) and media as needed.
C. Contests that are suspended because of inclement weather and cannot be resumed within a reasonable time at the same site will be canceled and not rescheduled, unless deemed necessary by the CYO Administration.

SECTION 8 - PRACTICE AND COACHING GUIDELINE
A. Practice or any organized team conditioning cannot start prior to the CYO published first day of practice.
B. Practice sessions shall be limited to one (1) session per day not to exceed two (2) hours in duration.
C. Scrimmage
   1. No score or time limits will be kept.
   2. Use of officials is the decision and expense of the teams involved.

SECTION 9 - COMPETITION RULES
A. Regular Season Game Clock
   1. The length of the game shall be **four eight (8) minute quarters for all high school divisions.** There will be a five-minute rest period between halves and a one-minute rest between quarters.
   2. The clock will stop for timeouts, shooting fouls, injuries and other times as indicated by the officials.
   3. The clock will stop for every whistle the last minute of the first, second and third quarters, and the last two minutes of the fourth quarter and all extra periods.
   4. The clock does not stop for whistles or free throws during the fourth quarter when a team has a twenty (20)-point lead. When this rule is in effect, the clock will only stop for team timeouts and instances when specifically directed by the game officials. Once the lead falls below twenty (20) points, the clock will stop according to the criteria above.
   5. The clock does not stop for substitutions outside of the segment requirements.
   6. If the score is tied at the end of regulation period, an extra period/s will be played until a winner is determined.
      a. **Any extra period will be three (3) minutes for all divisions.**
      b. The clock will stop for all violations of any extra period.
B. Playoff Game Clock
   1. 12th Grade Boys & Girls playoff games for designated tournaments:
      a. The length of the game shall be four eight (8) minute quarters with a five-minute rest period between halves and a one-minute rest between quarters.
      b. The clock stops for every whistle throughout the game.
      c. The clock does not stop for every whistle during the fourth quarter when a team has a twenty (20)-point lead.
      d. **Overtime periods will be three (3) minutes for Boys & Girls teams.**
   2. 10th Grade Boys and 10th Grade Girls playoff games will follow the procedures used during the regular season.
C. Time Outs
   1. Three 60-second and two 30-second timeouts may be charged to each team during a regulation game.
   2. Each team is entitled to one additional 60-second time-out during each extra period.
   3. Unused time-outs carry over into the second half or extra period.

D. Three-Point Shot is in effect.

E. The number of players permitted on the free throw lane will be limited to six plus the shooter. Four are to be from the defensive team and two plus the shooter from the offensive team. The spot on both sides of the lane, closest to the shooter will be vacant. Players in marked lane spaces may move for the rebound once the ball has been released. The shooter and players not in marked lane spaces shall not enter the lane until the ball touches the rim or backboard.

F. Twenty (20) point lead
   1. With a 20 point lead, the defense must set-up below the top of the circle extended of the defensive end.
   2. Allow the offense to progress the ball beyond the top of the circle extended of the defensive end. Frontcourt status is defined as that point when both feet and the ball of the player with the ball have made contact with the floor in the frontcourt.
   3. Once the offense initially crosses the ball below the 3 point arc extended, the defense is not restricted for the remainder of the possession.
   4. The twenty (20) point rule cannot be waived for playoffs, championship games or sanctioned events.
   5. Once the participation requirements have been fulfilled, the clock will not stop for whistles or free throws during the fourth quarter when a team has a twenty (20) point lead. When this rule is in effect, the clock will only stop for team timeouts and instances when specifically directed by the game officials. Once the lead falls below twenty (20) points, the clock will stop according to rules of the specific grade level.

G. Penalty for Violation of the of the Press Rules:
   1. First Offense - Warning
   2. Second Offense - Unsportsmanlike conduct penalty on the head coach.
   3. Third Offense - Unsportsmanlike conduct penalty on the head coach and ejection of the head coach

SECTION 10 – CAUTION AND DISQUALIFICATION
A. Teams are expected to conduct themselves in a manner that the game officials and CYO administration feel shows respect and dignity towards its opponent.
B. If a player or coach receives an unsportsmanlike or flagrant conduct technical foul during the game, the player or coach will be automatically ejected for the remainder of the game. Coaches must leave the gym. Players must sit on the bench until the game is over. Any player that leaves the bench area will be automatically suspended. Any such technical
received during the last two (2) minutes of the game, that player/coach will be suspended from the next game.
1. Anyone who receives a flagrant technical will also sit out the next game.
2. If any player receives two (2) or more unsportsmanlike or flagrant technicals during the course of the year, this is just cause for removal from the program.
3. Any player that chooses to play on any team other than the team they are rostered on, without following the guest player rule, will be suspended for the remainder of the regular season & tournaments.
4. Ejection of two (2) or more members from the same team during the course of the season is just cause for removal of the entire team for the remainder of the season.
5. Bylaw 10-1-5B is in effect. Anyone ejected from a game must meet with the Member Administrator about the incident and obtain a signed letter from the Member Administrator asking the CYO administration to attend upcoming competitions.
**CYO ATHLETICS**
**BASKETBALL**
**UNSPORTSMANLIKE TECHNICALS**

If the COACH receives a technical in any of the following categories, it will be classified as an Unsportsmanlike Technical.

### INFRACTION

<table>
<thead>
<tr>
<th>ARGUING</th>
<th>DELAY of GAME</th>
<th>VIOLATION of RULES</th>
<th>LACK of RESPECT</th>
<th>TANTRUMS</th>
</tr>
</thead>
<tbody>
<tr>
<td>• with opposing coaches, site directors, officials or CYO staff&lt;br&gt; • OTHER</td>
<td>• any behavior leading to a delay including challenging officials’ call&lt;br&gt; • repeated interruptions at the scorers table&lt;br&gt; • OTHER</td>
<td>• refusal to enforce the CYO rules including: improper uniform, violation of the participation rule&lt;br&gt; • OTHER</td>
<td>• toward players&lt;br&gt; • disrespect at anytime during the prayers and post game handshake&lt;br&gt; • poor control of team&lt;br&gt; • disrespect of facility&lt;br&gt; • OTHER</td>
<td>• throwing or slamming things down to the floor, onto the bleachers&lt;br&gt; • kicking the bleachers, the ball or chairs&lt;br&gt; • OTHER</td>
</tr>
</tbody>
</table>

**ACTION:** IMMEDIATE EJECTION from the gym. Suspended for that game only. Any such technical received during the last two (2) minutes of the game that individual will be ejected from the next game. Any individual ejected regardless of when they were ejected must meet with Member Administrator. The Member Administrator must decides whether to reinstate the coach or not. Coach cannot resume duties until the CYO administration receives a written statement from the Member Administrator to reinstate the individual. Any individual who receives two in the same season will be removed from the program. Cannot attend practice or games until reinstated by CYO.

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If the PLAYER receives a technical in any of the following categories, it will be classified as an Unsportsmanlike Technical.

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<tr>
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<th>LACK of RESPECT</th>
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</tr>
</thead>
<tbody>
<tr>
<td>• with opposing players, league directors, officials or CYO staff&lt;br&gt; • OTHER</td>
<td>• any behavior leading to a delay including challenging officials’ call&lt;br&gt; • repeated interruptions at the scorers table&lt;br&gt; • OTHER</td>
<td>• improper uniform,&lt;br&gt; • removal of uniform before the end of the game&lt;br&gt; • OTHER</td>
<td>• toward players&lt;br&gt; • disrespect at anytime during the prayers and post game handshake&lt;br&gt; • disrespect toward spectators or any staff member&lt;br&gt; • disrespect of facility&lt;br&gt; • OTHER</td>
<td>• throwing or slamming things down to the floor, onto the bleachers&lt;br&gt; • kicking the bleachers, or chairs&lt;br&gt; • spitting, biting or kicking a player&lt;br&gt; • OTHER</td>
</tr>
</tbody>
</table>

**ACTION:** IMMEDIATE EJECTION from the gym. Suspended for that game only. Any such technical received during the last two (2) minutes of the game that individual will be ejected from the next game. Any individual ejected regardless of when they were ejected must meet with Member Administrator. The Member Administrator must decides whether to reinstate the player or not. The individual cannot resume participation until the CYO administration receives a written statement from the Member Administrator to reinstate the individual. Any individual who receives two in the same season will be removed from the program. Cannot attend practice or games until reinstated by CYO.
If the COACH receives a technical in any of the following categories, it will be classified as a Flagrant Technical.

**IFRACTION**

<table>
<thead>
<tr>
<th>PROFANITY</th>
<th>OBSCENE GESTURES</th>
<th>INAPPROPRIATE BEHAVIOR</th>
<th>FIGHTING</th>
<th>OTHER</th>
</tr>
</thead>
<tbody>
<tr>
<td>• any inappropriate language including using the Lord’s name in vain</td>
<td>• any inappropriate gesture</td>
<td>• including grabbing or pushing any individual roughly</td>
<td>• at anytime and anywhere on the premises of a CYO game</td>
<td>• any flagrant act not covered in previous categories</td>
</tr>
<tr>
<td>• OTHER</td>
<td>• OTHER</td>
<td>• abusive behavior toward the CYO staff, officials, opposing coach or players</td>
<td>• OTHER</td>
<td></td>
</tr>
</tbody>
</table>

**ACTION:** IMMEDIATE EJECTION from the gym. Suspended for the next game. Cannot attend practice for one week. Meeting with Member Administrator. Member Administrator must decide whether to reinstate the coach or not. The coach cannot resume duties until CYO administration receives a written statement from the Member Administrator to reinstate the individual. Any individual who receives two in the same season will be removed from the program. **Cannot attend practice or games until reinstated by CYO.**

If the PLAYER receives a technical in any of the following categories, it will be classified as a Flagrant Technical.

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</tr>
</thead>
<tbody>
<tr>
<td>• any inappropriate language including using the Lord’s name in vain</td>
<td>• any inappropriate gesture</td>
<td>• abusive behavior of opposing team members, including any inappropriate remarks.</td>
<td>• at anytime and anywhere on the premises of a CYO game</td>
<td>• slamming the ball with the intent to hit someone</td>
</tr>
<tr>
<td>• OTHER</td>
<td>• OTHER</td>
<td>• ABSOLUTELY NO TAUNTING</td>
<td>• OTHER</td>
<td>• deliberately throwing the ball hard at the officials, shoving, deliberate physical contact toward another person</td>
</tr>
</tbody>
</table>

**ACTION:** IMMEDIATE EJECTION from the gym. Suspended for one game. Cannot practice for one week. Meeting with Member Administrator. Member Administrator must decide whether to reinstate the player or not. A player cannot participate until CYO administration receives a written statement from the Member Administrator to reinstate the individual. Any individual who receives two in the same season will be removed from the program. **Cannot attend practice or games until reinstated by CYO.**

**ZERO TOLERANCE**

(October 2019)

**CYO** inspires young people to know God, to love God, and to serve God through athletics.
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