

YAL BASKETBALL TOURNAMENT, KNOXVILLE, TN
MAY 21-22, 2011
RULES AND REGULATIONS

1. **Open to all Orthodox Young Adults** who will be at least 18 years of age by May 20, 2011. **Any team using an ineligible player shall automatically forfeit all games in which the ineligible player participated.**
2. **Rosters including each player's name and number must be submitted in advance via the registration form online.** Any player not included on the roster and entered into the game will result in a technical foul.
3. A grace period of 10 minutes will be allowed to a team at each facility only for the first game played of the day at each site.
4. Any team arriving after their starting game time (with the exception of rule 11) will be forced to forfeit their game.
5. Each half will be 20 minutes running time with a five-minute half.
6. The clock will stop during timeouts only, except during the final 2 minutes of each half when it will be stopped for each whistle. After a timeout, the clock will start when the ball is back in play (i.e. the ball is touched either after it is inbounded or after a missed free-throw.)
7. Each team will be allowed three (45-second) timeouts per game, which can be used at any time.
8. In the event a tie, there will be a 3-minute overtime.
 - a. Jump ball for possession and then alternate possession.
 - b. Each team will be given an additional timeout in the overtime period. All unused timeouts can be carried over to the overtime period.
 - c. The clock will run except for the last minute of overtime, when it will be stopped for each whistle.
 - d. If additional overtime periods are necessary, the same rules as the first will apply.
9. Tiebreakers:
 - a. Head to Head
 - b. Lowest point differential of losses
 - c. Least points allowed
 - d. Total points scored
10. Personal fouls – five per player at which time the player is disqualified from the game. Any technical foul will count as a personal foul toward the five.
11. Players rebounding during a free throw can leave when the ball hits the rim.
12. Any player disqualified for misconduct and or the assessment of two technical fouls will be suspended for the next game.
13. Any coach that receives two technical fouls will be disqualified and must leave the facility. The coach will also be suspended for the next game.

14. Any player or coach who is ejected from a game due to fighting or extreme unsportsmanlike conduct, such as foul language or threats to other participants or game officials, will be ineligible to participate in the remainder of the tournament.
15. On the 7th team foul, a bonus situation of one and one comes into play. On the 10th team foul, two foul shots will be rewarded. In addition, any technical foul assessed to a team will count as a team foul toward any bonus free throws.
16. If a team commits a technical foul, then the opponent will shoot two free throws and be rewarded with the ball out of bounds opposite the scorer's table.