

YAL Men's and Women's Basketball Tournament RULES AND REGULATIONS

1. All participating players must be a **member of a Greek Orthodox Church** and at least **18 years of age** by January 15, 2011. Any team using an ineligible player shall automatically forfeit all games in which the ineligible player participated.
2. Team registration is **\$275** and must be paid **before games begin** on Saturday. You can either pay by credit card online, PayPal, or mail **one check** made payable to "St George Greek Orthodox Church" to 7701 Bradley Blvd. Bethesda MD 20817.
3. An **official roster** for each team must be submitted online through the [YAL Basketball Tournament Registration Form](#). Changes, additions, and deletions can be made up until 10:00 PM on Friday, January 14th, 2011. Teams cannot add players to their roster after this time. No player shall play on more than one team.
4. After the team is registered, **each player** will be sent an email to acknowledge the **Event Injury Waiver and General Release Form**. This form must either be acknowledged electronically or signed before the first game on Saturday morning.
5. Food will **not be provided** as part of the team registration fee. The concession stand will be open at Hoop Magic for purchasing. **No food from outside facilities** is allowed in the Hoop Magic facility.
6. Water will be provided. **No food or drinks** (other than water) are allowed on the court.
7. **No smoking or alcohol** anywhere on the grounds, this includes outside.
8. Individual player's numbers must be displayed clearly.
9. Rosters including each player's name and number, must be submitted to the scoring table prior to when the game starts. **Any player not included on the roster and entered into the game will result in a technical foul.**
10. **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.**

Official Game Rules

1. Unless modified by these rules, all games of the League shall be played in accordance with the current National High School Federation Basketball rules (except for release on free throw).
2. All teams must have 4 players to start a game. A team must start a game at the scheduled starting time if the minimum number of players is present. (NOTE: Once a team has met these requirements, a team may finish the game with as few as 3 players providing the team has a chance to win the game.)
3. Each half is 16 minutes running time with a five-minute half time.
4. The clock will stop on time-outs only, except during the final 2 minutes of the first half and second half when it will be stopped for all whistles.
5. 2 (45 second) time outs per game and they can carry into overtime.
6. 3-point shots are in effect.
7. Each player is allowed 5 personal fouls
8. 1&1 (bonus) on 7th team foul per half, and 2 shots (double bonus) on 10th team foul per half.
9. All technical fouls are two (2) shots and possession. Each technical foul will also count as a personal foul. The second technical foul on a player or coach will result in the immediate ejection from the standing game. If a player has a 3rd technical in one of the following games they will be ejected from the tournament.
10. Other than the first jump ball, alternate possession will follow.
11. OVERTIME:
 - a. In case of a tie, there will be a 3-minute over time. The clock will be stopped on all violations in the last minute.
 - b. Jump ball for possession and then alternate possession. Each team will receive one additional time out from overtime. Penalty foul shots will continue from the second half.
 - c. If a second overtime is necessary the same rules as the first will apply.
12. TIEBREAKERS:
 - (1) Head to Head
 - (2) Lowest point differential of losses
 - (3) Least points allowed of all games
 - (4) Total point differential of all victories

Championship Games

Same rules as other Games with the following exceptions:

Two 20 minute halves will be played with 4 (1 minute) timeouts per game which can carry into overtime.