

**29th ANNUAL BCSFYAO  
TAISHO & ARDENNETTES  
INVITATIONAL BASKETBALL TOURNAMENT  
April 4 & 5, 2009**

**RULES AND REGULATIONS**

**Divisions:**

Girls	12 <sup>th</sup> Grade & under (open)	Boys	12 <sup>th</sup> Grade & under (open)
	11 <sup>th</sup> /10 <sup>th</sup> Grade & under (open)		11 <sup>th</sup> Grade & under (open)
	9 <sup>th</sup> Grade & under (open)		10 <sup>th</sup> Grade & under (open)
	8 <sup>th</sup> Grade & under (open)		9 <sup>th</sup> Grade & under (open)
			8 <sup>h</sup> Grade & Under (open)

**Player Eligibility:**

Only players of Asian or Pacific Islander descent are eligible to participate. The BCSFYAO will follow the guideline established at the Organization President's meeting of 2003 related to definitions of Pacific Islander and Asian American. Japanese, Chinese, Taiwanese, Korean, Viet Nameese, Samoan, Filipino, Tongan, Fijian (Minimum 25% requirement). Burden of proof of ethnic origin is the responsibility of the team and parents of the player. Should another team question the ethnic origin of a player; proof must be provided prior to the next game. Inability to provide proof may jeopardize the player's opportunity to play in the game/tournament. (Birth certificate does not provide adequate proof of ethnic origin).

*Open Divisions:*

1. All players must be in high school or below.
2. Any player(s) actively participating on a school basketball team are eligible.
3. Any other eligibility issues will be determined by the Tournament Committee.

**Rules**

All games will be played under the Boys Basketball Rules Book of the National Federation of State High Schools with the exception of local rules.

**Clock:**

1. Four eight minute quarters (stop clock)
2. One minute between quarters.
3. Five minutes between halves.
4. Girls will play under the boys' rules; there will be no 30-second clock.

**Fouls:**

1. One and one will occur on the 7th foul of the half for each team.
2. Two shots will be awarded on all fouls after the 9th foul of the half.
3. Technical fouls will count as a personal for the player as well as a team foul.
4. Technical fouls will result in two points and possession of the ball to the other team.

**Time-outs:**

1. Three (3) one-minute and two (2) 30-second time outs per game with carry over from first to second half.
2. Overtime - one (1) per period - no carry over.

**Overtime:**

1. 1st overtime period - 3 minutes stop-time.
2. 2nd overtime period - sudden death - winner decided by first team to score.
3. Each overtime period will start after a one-minute intermission with a jump ball.
4. Bonus will carry over from the 4th quarter.

**Uniforms:**

Teams are required to have two different colored uniforms available for all games of the tournament. Non-compliance with this rule will result in a technical foul at the beginning of each game for which they do not have a color that is distinguishable from the other team (Home team will have choice of color).

**Team Rosters:**

1. Awards will be limited to ten (10) players.
2. Any rosters submitted that have players from other organizations will be required to provide verification (from the Board level) from both organizations that the player is in fact a member in good standing with both organizations, prior to the acceptance of the team (or addition of the player) for participation in the tournament. This will include any players that are added to rosters due to hardship. Failure to provide this verification may affect the player's ability to participate in the tournament.
4. Rosters will not be accepted should a player appear on more than one roster (at either the same division level or at different levels). It is up to the applying teams and the players to determine which team roster they will be included on for participation in the tournament.
5. Additions to the roster will only be accepted up to February 15, 2005. Any additions made after this date will only be made in cases of hardship. Hardship will be considered as, a team roster for the tournament of seven or less players. Players that are injured or not participating for other reasons must be removed from the roster for the entire tournament prior to additions being made. All additions are subject to approval by the Tournament Committee. No day of the tournament additions will be accepted.
6. Each team will submit any number changes for players (10) minutes prior to the scheduled start time of the game to the official scorekeeper. .

**Protests:**

1. The Tournament Committee will handle all protests. All decision will be final.
2. Protests of referee judgement calls will not be allowed.

**Waivers:**

1. All teams must have signed waivers submitted to the YAO Division Coordinator at least 15 minutes before the team's first game.
2. Each team is responsible for its own insurance coverage and agrees to indemnify the Buddhist Church of San Francisco, BCSFYAO, JCCCNC, the San Francisco Unified School District, St Ignatius College Preparatory, Schools of the Sacred Heart and any of its officers, agents, employees or officials harmless from any and all liability for any injury or loss which may be suffered by any participant, coach or spectator arising out of or in any way connected to the Tournament.

**Other:**

1. Each team not ready to play within ten (10) minutes of their scheduled time will forfeit the game.
2. Tournament appointed scorekeepers are designated as the official scorekeepers. Team scorekeepers may sit at the official scorekeeper's table.
3. Home team (top team in the bracketing) will have choice of bench, basket and jersey color. Taisho & Ardenettes teams will always be the home team.
4. **Trash talk, taunting and fighting will not be tolerated. Any player, coach, manager or parent ejected from a game for any reason will be eliminated from participation in the next game and based on the ruling of the Tournament Committee may be eliminated from the remainder of the tournament. Any disciplinary problems may be cause for elimination from the tournament by the Division Coordinator or Tournament Committee. It is the responsibility of the coaches, managers and parents to maintain control over the actions and attitudes of the players on their team.**