

The Michael Skoubis Memorial Basketball Tournament ("MSMT")

PLAYER INFORMATION & ELIGIBILITY

1. Eligible players must be either:
 - A. Hellenic descent by birth or ancestry (proof of birth certificate or driver's license or passport);
 - B. Greek Orthodox (proof of Baptismal Certificate or current membership of a Greek Orthodox Church); or
 - C. Legal spouse of a person of Hellenic ancestry (proof of marriage certificate in a Greek Orthodox Church).
 - D. Each team can only have a maximum of **one** non-Hellenic player
2. Except for the Senior Men's Division, each team may have up to four (4) players on their roster. The Senior Men's Division may have up to five (5) players on their roster. Each team must be registered by the predetermined entry deadline. Additions and/or changes to rosters will **not** be permitted under any circumstance after the entry deadline.
3. Each team must have matching color jerseys.
4. Players may appear on only one (1) team roster per division for each tournament. Any player appearing on more than one (1) team roster per division may be disqualified from participation in that tournament.
5. Identification for each player (e.g. birth certificate, driver's license, other photo ID, etc.) is required at on-site registration to verify information provided on the original team application. Players must be prepared to show identification throughout the tournament weekend.
6. If it is determined that a player's personal information listed on the Team Registration Form is inaccurate as to disqualify him or her from eligibility to participate, the player will be eliminated from participation in the tournament. Discovery at any time after registration of the player in question may also result in elimination of the whole team from further competition.
7. Eligibility problems will be enforced from point of discovery. No replay of games or adjustments will be allowed for previous contests and standing involving the team in question.
8. MSMT is not responsible for players violating state high school or NCAA rules.
9. Sorry, no refunds will be given for any reason!!!

RULES

PRE-GAME

1. All games may start with a minimum of two (2) players.
2. Both teams will warm-up at the same time prior to the start of the game.
3. Only those teams scheduled to play are allowed to occupy the court at the scheduled time.
4. Teams must be at their court at the scheduled game time, even if games are “running behind” for any reason. The players are ultimately responsible for obtaining accurate scheduling information and being at their court to play when their game begins.

OFFICIAL GAME TIME

1. Game Time is Forfeit Time

TIME LIMIT/SCORING

1. A field goal is worth two (2) points.
2. A successful goal from behind a designated 3-point line is worth three (3) points. The player shooting must have both feet completely behind the line when initiating the attempt.
3. The following scoring rules apply for all divisions, except the Senior Men’s Division:
 - o 36 points, win by 4, up to a maximum of 41 points. (Example: 36-32, 38-34, 41-39).
 - o Senior Men’s Division: 31 points, win by 4, up to a maximum of 36 points.
4. All games will have a 25-minute time limit. The official starting time will be recorded by the Court Monitor. The official time will be under the jurisdiction of the Court Monitor. (**The “official time” will be stopped only during time-outs or injury.**)
5. The team leading at the end of the 25 minute time limit will be declared the winner.
6. If the game is tied after 25 minutes of play and no team has reached the required number of points to win the game, the Court Monitor will flip a coin to determine team possession. The first team to score will win the game.
7. Tie breakers for team play are in the following order: (a) head to head record; (b) greatest positive point differential; and (c) total points scored.
8. **There is no time limit for the Championship games.**

TIME-OUTS AND SUBSTITUTIONS

1. Each team is allowed one (1) one minute time-out per game.
Exception: Senior Men's Division is allowed two (2) one minute time-outs per game.
2. If play is stopped by a teammate, Court Monitor or Referee to attend to an obvious injury, then the injured player must sit out at least until the next dead ball.
3. Player substitution is permitted during any dead ball situation.

LIVE BALL / DEAD BALL / POSSESSION

1. A coin flip before the start of the game will determine who gets the ball out-of-bounds first. The ball will change possession after each scored basket (**i.e. no possession/no make it - take it**).
2. Jump balls will be called by the Court Monitor or Referees and will go to the defense. (**Not alternating possession**).
3. The top, bottom and sides of the backboard are in play; however, the back of the backboard and the support structure of the basket are not in play.
4. The ball must be checked by an opposing player before it is put into play. The player must pass the ball in to another player while standing out-of-bounds at the top of the court to begin play (**i.e. cannot attempt a shot without passing the ball in first**).
5. All fouls and violations will be played out-of-bounds at the top of the court, beyond the 3-point line.
6. A ball out-of-bounds will be taken out at the top of the court, beyond the 3-point line.
7. The ball must be “taken back” to beyond the 3-point line on the court on **every** change of possession. “Taking back” means both feet and the ball behind the 3-point line. Violation occurs only if a basket is made by the team failing to properly “take it back”, and will result in loss of point scored and possession of the ball will go to the other team. If the ball is not “taken back” and then advanced, any other violation or foul called will be honored. For clarity purposes, even if the defensive team steals the ball before it is “taken back”, they **must** “take it back” to beyond the 3-point line.
8. When taking the ball out-of-bounds, a player shall have five (5) seconds to put the ball into play. The Court Monitor or Referee is responsible for determining when a violation occurs, which will result in loss of possession of the ball.

FOULS AND VIOLATIONS

1. Fouls will not result in free throws. The fouled player/offended team will be awarded the ball at the top of the court, beyond the 3-point line. The players participating will call all fouls and violations. The player fouled is responsible for making the call. If there is a dispute about a call and the teams cannot come to an agreement, the Court Monitor will flip a coin to decide the call. **Referees, not the players, will call all fouls in the Semi-Finals and Championship games.**
2. The players participating will call out of bounds. The Court Monitor is also the line judge, responsible for determining if the ball was (a) shot from behind the 3-point line; (b) taken behind the 3-point line on a change of possession; and (c) if the ball is out of bounds when the players cannot agree. If the Court Monitor cannot make the call, he will flip a coin to decide. **Referees, not the players, will make all calls in the in the Semi-Finals and Championship games.**

TECHNICAL FOULS – PLAYER MISCONDUCT

DEFINITION:

The Court Monitor may assess a Technical Foul for any misconduct, flagrant or intentional fouls committed by a player(s). **Referees will assess all Technical Fouls in the Semi-Finals and Championship games.** These may include:

1. Intentional, flagrant, grabbing or “wrapping up” fouls or any other fouling of an opponent without “going for the ball” or intended to prevent a player from shooting the ball.
2. A contact foul intended to hurt an opponent, fan, Court Monitor or Referee.
3. Vulgar or verbally abusive behavior.
4. Other misconduct deemed inappropriate by the Court Monitor or Referee (e.g. intentionally kicking the ball, etc...).
5. Fighting and/or ‘throwing a punch’ automatically results in a Technical Foul assessed against the players(s) involved and will result in immediate dismissal of the player(s) from the tournament.
6. Continuous misconduct, intentional and or flagrant fouling by a team or player may result in dismissal from the game or tournament at the discretion of the Court Monitor, Referee or other Tournament Official.
7. Any player ejected from the MSMT for misconduct, intentional and/or flagrant fouling, fighting or throwing a punch, will be automatically banned from participation in future MSMT tournaments for a period of one (1) year.

PENALTY FOR TECHNICAL FOUL:

One (1) point will be awarded to the offended team for the first team Technical Foul. Two (2) points will be awarded to the offended team for the second and every subsequent team Technical Foul. The offended team will also retain possession of the ball. Any player committing two (2) Technical Fouls in a game is automatically ejected from that game.

COURT MONITOR DUTIES

1. One (1) Court Monitor assigned per court. **Referees shall be assigned for the Semi-Finals and Championship games only.**
2. The Court Monitor or Referee, if applicable, has absolute authority to control play on his or her court.

MISCELLANEOUS

1. Girls Jr. High and High School Division will use the intermediate size basketball.
2. The Court Monitor or Referee shall order any player who is bleeding or has blood on his/her skin, shirts, shorts or uniform to leave the game for appropriate treatment. The player may not return until the bleeding has been stopped, the injury covered with medical dressing and the player's clothing is rid of any bloodstains. Re-entry into the game will be at the discretion of the Court Monitor or referee. Return to the game must take place on a dead ball situation.
3. The Team Captain is always the team spokesperson.
4. **A player must have played a minimum of two prior games to be eligible to play in the Semi-Finals and Championship games.**