

13-15 DIVISION RULES

ALL PLAYERS MUST GET ADEQUATE PLAYING TIME

- Games will be played in 2 (20) minute quarters of running time. The clock will stop only during the last minute of each half and times-out. Half-time is 5 minutes.
- If a player turns 16 before January 1, 2022, then he is too old (Birth Certificates will be required for validation of players age). There will be exceptions at the discretion of YEOP Board of Directors.
- No more than 11 players per team. **NO JV OR VARSITY PLAYERS.**
- Each team will get 2 (30 sec) times- out per half. Times-out not used in the second half will carry over to OT. OT will be 2 minutes of running time except if a time-out is called.
- Each team will get 1 extra timeout in OT plus any carryovers from the second half.
- A 2nd OT will be 1 minute, if game is still tied after 2nd OT, games end in a draw.
- All high school rules will apply.
- **No jewelry in the game, if a player doesn't have his YEOP shirt then he doesn't play. So, coaches are strongly encouraged to collect the shirts after each game.**

9-12 DIVISION RULES

ALL PLAYERS MUST GET ADEQUATE PLAYING TIME

- Games will be played in 4 (10) minute quarters running time. There will be 2 (30 sec) times-out per half. Times-out not used in second half will carry over to OT. Half time is 5 minutes.
- A team can have a max of 11 players.
- No team can have ALL 12 years old on it. The max is 5 on each team. A team must be varied in ages.
- If a player turns 13 before January 1, 2022, then he is too old (Birth Certificates will be required at registration for validation of players age). There will be an exception at the discretion of the YEOP Board of Directors.
- The clock stops on the first of two free throws and start on next possession in 1st half only.
- The clock will stop in the last minute of the 3rd and 4th quarters.
- OT will be 2 minutes of running time. A 2nd OT will be sudden death. The clock will stop on times-out.
- There will be no defensive pressing in the backcourt in the first 3 quarters. If a team is up by 15 it CANNOT press in the backcourt.
- No “DOUBLE-TEAMING” outside the 3-point arc.
- 3-point shots will count