

## 3 On 3 Youth and Adult Basketball Tournament

Tournament will be held Saturday, August 5<sup>th</sup> Onsite registration ends at 10:30 am. Court assignments will be posted at 11:00am. Tournament games begin at 11:30 am. (Each Team has a 3 Game Guarantee)

### Times and Tournament Format

- **Game Times and Format**
  - Games starts at 11:30am
  - Youth and Adult - Game clock time is 10 minutes
  - Seniors – Game clock time 15 minutes
- **Division Breakdowns**
  - Youth
    - Coed : 2<sup>nd</sup> – 11<sup>th</sup> grade (girls 12<sup>th</sup> grade can play down)
  - Adult
    - Men 18 + (Must present valid ID)
    - Women 18 + (Must present valid ID)
  - Seniors
    - Senior 1 – 50 - 59 (Must present valid ID)
    - Senior 2 – 60+ (Must present valid ID)

### **SPORTSMANSHIP POLICY**

Good sportsmanship and cooperation is both anticipated and expected. The team captain or designated coach, if applicable, is expected to aid in controlling teammates' and team followers' conduct and to represent his/her team as spokesperson in case of appeals to the basketball official or other tournament official. Poor sportsmanship may result in penalties against the team, such as a Technical, Intentional or Flagrant foul. Failure to comply with the Sportsmanship Policy, with acts such as fighting, taunting, intimidating or verbally attacking a tournament official, player or spectator may lead to removal of that player, team and/or spectator from the tournament. Additional suspension for such acts will be determined by the Tournament Director on a case by case basis. Decisions made by tournament officials are final and are not subject to review by video, other recordings or other sources.

The tournament is open to adult's players, as well as youth who are least 8 years old by the day the tournament begins. Players under 8 years old will be allowed to register based on request by a team and acceptance by the Tournament Director of the event. A designated coach is required for all teams whose oldest player is 12 or younger. A player may not participate on multiple teams within the same bracket.

### **Player Age Verification**

Every player must have available, for each game at their designated court, acceptable documentation to verify their age and birthday. All players 13 and older must also have photo ID or Birth Certificate available at all times. If a player's eligibility is challenged, the player must produce appropriate documentation to the Tournament Director. IF a player does not produce acceptable documentation, the player may be disqualified from further participation in the tournament, at the sole discretion of the

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Tournament Director. Any false or misleading information provided on a player or a team will also be grounds for dismissal of the player and team from the tournament.

### **Use of Illegal Players**

The Players listed on the roster submitted in the team registration process, accepted by the Tournament Director, are the only players eligible for play on that team. Payer changes are authorized only when submitted on an authorized Player Change form and accepted by the Tournament Director. Under no circumstances will roster substitutions be allowed after a team plays its first game. If team uses a player not properly registered, that team will be disqualified from the tournament. Before the beginning of each game every layer must sign the official Scoresheet, which contains a Voluntary waiver and release Agreement and Sportsmanship Pledge.

### **False Information**

Information provided during team registration or on and accepted Player change form is the basis for placement in divisions and brackets. It is expected to be both accurate and complete. Players and teams providing false, misleading or inaccurate information may be disqualified from the tournament.

### **Eligibility Issues**

All high school and college players are encouraged to check with their coaches and/ or athletic directors about participating in the tournament and the potential effects on their eligibility. Tournament Director are not responsible for determining a particular athlete's eligibility under National Collegiate Athletic Association or applicable high school association rules.

### **Organizer Authority**

HCBC and designated tournament officials shall have the power to make all decisions on any points not specifically covered in the Rules & Regulations and shall have the sole authority to interpret the intent and purpose of these Rules & Regulations. Tournament Director and designated tournament officials reserve the right to disqualify any player and /or team for infractions of tournament rules and policies.

### **Number of Players**

Each team must have a minimum of 3 players and may consist of a Maximum of 4 players (seniors can have max. of 5 players). A team shall have no more than 3 players on the court at any time. For all teams placed in a designated co-ed bracket, a member of the opposite sex must be on the court at all times. All games must start with at least 3 players on each team. Any number of players (1, 2, or 3) may finish a game.

### **Game Times**

Game schedules are subject to change, at the discretion of the Tournament Director, due to unforeseen circumstances. Teams can report to information desk for all official schedules, times courts, revisions and general game information. Teams must be ready to begin play at their scheduled start time. Teams not at

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their court for their scheduled game are given a 5minute grace period before a forfeit is enforced. Teams are encouraged to remain in contact with their court to observe the effects of scheduling changes that could occur mainly due to inclement weather or other unexpected delays. Inclement weather and non-playable situations may result in the modification or cancellation of the event. Under these unlikely circumstances team entry fees will not be refunded.

### Authorized Equipment & Apparel

The Tournament Director retain the right to disallow any equipment or apparel that is judged to be dangerous or inappropriate. The Tournament Director has the right to deem any player ineligible to play if they seem to create potentially danger for other players.

### Player Injury

The Tournament Director has the discretion to suspend play for the protection of an injured player. If a player is bleeding or has an open wound, that player will be directed to leave the game and properly bandage the wound. A player with any bloodstained clothing or bandage must remove the stained or saturated material prior to re-entering the game. If it is believed that a layer has lost consciousness during a game, or is severely injured, event organizers may require a written note from a medical doctor who has examined the player subsequent to the game injury and specifically authorizes that player to continue participation in the tournament.

### Boundaries

The Basket structure, padding and structural supports will be played as out-of-bound. The actual backboard, including its face, top bottom and sides shall be considered in-bound.

### Timeouts

Each team is allowed a single one-minute timeout per game. The Clock will stop during a timeout. In case of an overtime Game, All Teams will be given one timeout, timeouts do not carry over. **(Seniors will have two timeouts in games. Overtime games only one timeout.)**

### Basketball Size

28.5 Youth and Women's division

29.5 Teens, Men's, Seniors division

### Which team receives the Ball First?

A coin Toss prior to each game will determine which team gets the ball out of -bounds first.

### Scoring

Baskets made from inside the two point arc count for one point. Baskets made from outside the two point arc count for two points. Each free throw counts for one point.

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### **Length of Game**

The first Team to reach 15 points within 10 minutes (Seniors 15 minutes) of play is declared the winner. The team that reaches 15 points does not need to have a winning margin of 2 points or greater. The 15 minutes clock is stopped during team timeouts and if the basketball official stops play for a player injury or other unusual circumstance. If neither team has reached a score of 15 points the basketball official shall stop the game after 15 minutes of play. At this point, if a team has a lead of 2 or more points, that team is the winner. If neither team has at 2 point lead advantage, the overtime rule is activated. In overtime, the first team to score a total of 2 points more than the leading teams score at the beginning of the overtime session, or reach 15 points, is the winner.

*Example:*

*Score 14-13 first team to 16 wins*

*Score 12-12 first team to 14 wins*

*Score 8-7 first team to 10 wins.*

***No overtime if there is a lead of 2 points***

### **Checked Ball**

The ball must be "checked" by an opposing player before it is put into play. The check-in must occur behind the designated line above the two point arc and not any out-of-bounds line. The on-ball defender must remain behind the two point arc until the ball is checked and possessed. The ball may be passed, dribbled, or a shot may be attempted once it is checked and possessed.

Exception: In Youth division the initial pass, if made behind the free throw line extended, shall not be contested by the opposing team. If the initial passes made below the free throw line extended toward the basket, the pass may be contested.

### **Taking It Back**

The ball will be taken back on each change of possession, regardless of whether or not a shot was attempted. Failure to take it back results in loss of possession and any points just scored. When taking the ball back, the player must bring his/her whole body and the ball anywhere behind the two point arc.

### **Ball out of bounds**

A ball out-of-bounds will be taken out from behind the designated line above the two point arc and not any out-of-bounds lines.

### **Change of Possession**

The ball must change possession after scored baskets and after all free throws attempts with the exception of a technical, Intentional or Flagrant foul. There is no make it take it rule.

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### Stalling

Stalling is prohibited at all times. Stalling involves a style of play in which a team does not actively attempt to advance the basketball toward the basket and shoot the ball at the basket. It is a method used in an attempt to run out the game clock to preserve a win. Stalling is considered an unsportsmanlike act and will result in a technical foul against the offending team.

### Jump Ball

In a jump ball situation, the ball will always go to the defense team.

### Dunking

Dunking is allowed. No hanging on the rim (Technical Foul will be assessed by the referee digression)

### Substitutions

Substitutions may only be made during a timeout or a dead ball situation.

### Fouls

#### Common Fouls

Basketball officials will call fouls for all games. All non-shooting fouls, including offensive fouls, shall result in one free throw. A made basket shall not count when an offensive foul occurs. If the fouled player is in the act of shooting and the shot is missed, that player will be awarded one free throw on a one point try and two free throws on a two point try. If the one or two point try is the fouled player will receive one free throw. **(Seniors rules on fouls will be free throws and possession)**

During a free throw, all players must stand behind the free throw line. An opposing player that intentionally disrupts the shooter's unhindered throw, which is missed, entitles the shooter to another free throw. A change of possession will result following the last of any free throws, regardless of whether the last free throw is made or missed.

Team fouls will be counted each game all fouls, including offensive, Intentional, Technical and Flagrant fouls, count as team fouls. Team fouls 1 through 6 will result in normal sanctions, beginning with team foul 7, all fouls will result in two free throws, unless the basket associated with the foul is made, in which case the basket will count and one free throw will be awarded.

**No Free Throws are awarded for any Intentional Flagrant or Technical Foul. The offended team receives one point and obtains possession of the ball.**

#### Intentional Foul

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An Intentional foul includes, but is not limited to a foul designed to neutralize an opponent's obvious advantageous position. It may be an act that is not a legitimate effort to directly play the ball or while attempting to play the ball results in excessive contact.

#### **Technical Foul**

A Technical foul includes, but is not limited to, unsportsmanlike acts such as taunting, baiting or trash talk by a player or coach taunting and baiting can involve derogatory remarks or gestures that incite or insult a player, official or fan. Trash talk involves a deeply personal, verbal attack directed toward any person involved in the event. In extreme cases, the player or coach may be suspended from play and removed from the remainder of that game possibly for the rest of the tournament. A Technical foul will also be assessed if **a team is stalling in the interest of preserving a winning margin.**

#### **Flagrant Foul**

A Flagrant foul may be an act of a violent or aggressive nature, or one that displays unacceptable conduct. It may or may not be intentional. It may involve violent or aggressive contact such as striking, kicking, kneeling, moving under an opponent who is in the air, and crouching or hiping in a manner that could cause severe injury to the opponent. It may also involve dad ball contact or dialogue which is extreme or persistent, aggressive or abusive. A flagrant foul will be suspended from play for the remainder of that game and possibly for the rest of the tournament, as determined by tournament officials.