

## **Mercer Island Summer Celebration 3-on-3 Challenge Basketball Tournament RULES & REGULATIONS**

### **Sportsmanship**

Good sportsmanship and cooperation is both anticipated and expected. Any questions should be addressed to the court monitor at your court. The team captain or designated parent, 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 court monitor. Poor sportsmanship could result in penalties against the team in either the technical, intentional or flagrant foul categories (see below). Disqualification of a particular player or an entire team is left to the sole discretion of a court monitor or tournament official. There will be no review of video or other types of recordings used in any decisions made by court monitors. The court monitor or tournament official's decision is final.

### **Who Can Play?**

The tournament is open to players entering grades three (3) through eight (8) in the fall of 2009. Younger grades are eligible to play up.

### **Number of Players**

Each team may consist of a maximum of four (4) players and a minimum of three (3) players. A team may have only three (3) players on the court at any time. All games must start with at least three (3) players on each team. Any number of players (1, 2, or 3) may complete a game.

### **Authorized Equipment & Apparel**

No player shall be allowed to wear a guard, cast, hard brace, or other potentially dangerous equipment on his or her elbow, hand, wrist, finger, or forearm, including equipment made of hard leather, plastic, plaster, or metal—even if the equipment is covered with soft padding. Soft braces, sleeves, and wraps will be allowed unless they pose a danger to other players. The tournament director retains the right to disallow any equipment or apparel that it judges to be dangerous or inappropriate.

### **Basket Height**

Baskets will be ten feet high for all brackets except for entering grades 3 and 4. Entering grades 3 and 4 will play on 8' hoops.

### **Ball Size**

A 28.5" intermediate sized basketball will be used for all girls games and boys games in divisions entering grades 3 through 6. A full size ball will be used for boys games in divisions entering grades 7 and 8.

### **Free Throw Shooting Distance**

The distance for free throws will be fifteen feet for all divisions entering grades 5 through 8. The distance for free throws will be ten feet for divisions entering grades 3 and 4.

### **Two-Point Shooting Distance**

The distance for two-point shooting is the standard high school three-point line marked on the courts for divisions entering grades 5 through 8. The distance for two-point shooting will be 16 feet for divisions entering grades 3 and 4.

### **Stealing the Ball**

Players in divisions entering grades 5 through 8 may steal the ball when it is being passed or when the player is dribbling or holding the ball. Players in divisions entering grades 3 and 4 may only steal the ball when it is being passed but not when the player is dribbling or holding the ball.

### **Fouls**

Court monitors will call any fouls. All called fouls shall result in one free throw shot, except on successful field goals, in which case the basket counts and no free throw shot is awarded. During a free throw, opposing team players may not intentionally disrupt the shooter's unhindered throw. A change of possession will result regardless of whether the free throw shot is made or missed. After a foul shot, the ball will be placed into play from behind the three-point line. Incidental contact between opponents shall not result in a called foul unless such contact results in a meaningful disadvantage.

#### **a. Technical Fouls**

A technical foul will be called for unsportsmanlike acts such as taunting, baiting, or trash talk. Taunting and baiting can involve derogatory remarks or gestures that incite or insult a player. Trash talk involves a deeply personal, verbal attack directed toward any person involved in the event. In extreme cases, the player may also be suspended from play and a coach or fan removed from the court for the remainder of that game or for the rest of the tournament. The court monitor may also assess a technical foul if the monitor determines that the team is stalling in the interest of preserving a winning margin.

#### **b. Intentional Fouls**

An intentional foul is a foul designed to neutralize an opponent's obvious advantageous position. It is a foul which, based on the court monitor's observation of the act, is not a legitimate attempt to directly play the ball. A foul shall also be ruled intentional, based on the monitor's observation of the act, if while attempting to play the ball, a player causes excessive contact.

#### **c. Flagrant Fouls**

A flagrant foul may be of a violent or savage nature, or an act which displays unacceptable conduct. It may or may not be intentional. It may involve violent or savage contact such as striking, kicking, kneeling, moving under an opponent who is in the air, and crouching or hipping in a manner which could cause severe injury to the opponent. It may also involve dead ball contact or dialogue which is extreme or persistent, savage, or abusive. The player committing the foul will be suspended from play for the remainder of that game and possibly for the rest of the tournament. A court monitor will make this call. Their decision is final.

**Technical, intentional and flagrant fouls results in an automatic point for the offended team and the team retains possession of the basketball.** A player who makes a basket and is fouled by an opponent, who receives a technical, flagrant, or intentional foul for the infraction, will receive the point(s) for the made basket, an automatic one-point for the infraction, and the team keeps possession of the ball.

### **Stalling**

Stalling is prohibited. Stalling is 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.

### **Which Team Receives the Ball First?**

A coin toss prior to each game will determine which team gets the ball first.

### **Keeping Score**

All made baskets from inside the two-point arc count for one point and made baskets from outside the two-point arc count for two points. Both feet must be behind the two-point line when the ball is released in order for the basket to count for two points.

### **Length of Game**

Games are played to fifteen (15) points, win by one, with a 25-minute time regulation period time limit. If a score of 15 is achieved within 25 minutes (the regulation period), the game is over and the first team to reach 15 is declared the winner. If neither team has reached 15 points at the end of the 25-minute regulation period, the team that is leading is declared the winner. If the game is tied at the end of the 25-minute regulation period, a two-minute overtime period will be played. If a team reaches 15 points during the overtime period, the game is over and that team is declared the winner. If neither team reaches 15 points during the two-minute overtime and the game is still tied at the end of overtime, a sudden death overtime will be played. The first team to score in sudden death overtime is declared the winner.

### **Checked Ball**

The ball must be "checked" by an opposing player before it is put into play. The ball must be passed to begin play. The initial pass after the "check-in" may not be contested as long as the pass is behind the three point line. Any initial pass inside the three-point line may be contested by the opposing team.

### **Change of Possession**

The ball will change possession after scored baskets and all free-throw attempts with the exception of Technical, Intentional or Flagrant fouls. There will be no "make it, take it" rule.

### **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. "Taking it back" means bringing your whole body and the ball behind the two-point line at the top of the key extended. You can not take it back to the sidelines – the take back must be behind the top of the key.

### **Ball Out-of-Bounds**

Any ball going out-of-bounds will be taken out from behind the two-point line at the top of the key.

### **Boundaries**

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

### **Jump Ball**

In a jump ball situation, the ball will first go to the team which lost the opening coin toss, alternating possessions thereafter.

### **Substitutions**

Substitutions may be made during a time-out or a "dead ball" situation.

### **Time Outs**

Each team is allowed a single one-minute time out per game.

### **Player Injury**

A court monitor 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.

### **Game Times**

All printed schedules are effective through only the first game for all teams. Following the tournament's first game, each team is advised to check the tournament brackets posted at or near the registration tent/table 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 their court for their scheduled game are given a 5-minute 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 or other unexpected delays.

### **Round Robin Pool Play Tie-breakers**

For divisions that play a round robin pool play format leading up to a single elimination playoff, the tie-breakers at the end of pool play are as follows:

1. Win-loss record
2. Head-to-head competition
3. Point differential

#### 4. Points scored

##### **Rain Out Policy**

In the event of inclement weather, tournament officials reserve the right to cancel or shorten the tournament. If the event is cancelled altogether, 50% of the entry fee will be refunded to the participating teams.

##### **The Fine Print**

Designated tournament officials shall have the power to make decisions on any points not specifically covered in the Rules and Regulations and shall also have the complete authorization to interpret the intent and purpose of these Rules and Regulations. The tournament officials also reserve the right to disqualify any player and/or team for infractions of tournament policies, including but not limited to the use of illegal players or falsified information on team entry forms.

Thank you for your participation!