

**Ages 9-14:** \$ 10 dollars a player (includes a t shirt)

Players to sign up, will be split up into two teams each having a coach. (Volunteer preferably).

1 game: 10 min half. This will be the beginning event.

**Ages 15-18 & 18-25** (18 yr olds can play either high school or older division)

Will play 3 on 3 max of 5 player's total. \$10 dollars a player. (Includes a t-shirt)

Will have 3 regular games. This will rank you in the bracket.

Once placed in bracket. The tournament will be single elimination

**EACH TEAM MUST SUBMIT:**

PAYMENT, FINAL TEAM ROSTER, FINAL TEAM NAME, FINAL TEAM COLOR, SHIRT SIZE

**Brief outline of rules:**

PRE-GAME:

1. All games will be on the same schedule. (Warm up and shoot around until games begin)
2. Every team MUST be at their designated court on the hour or half past, to allow for a five-minute warm-up. Both teams will warm-up at the same time prior to the game.
3. Only those teams scheduled to play are allowed to occupy the court at the scheduled time.
4. 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.

SCORING:

1. Field goals are worth one (1) point, or two (2) points if taken from behind the "3 Point" line.
2. Games are played up to 15 points (straight up), or the team ahead after 15 minute (running clock) wins.

GAME PLAY:

1. A coin flip before the start of the game will determine who gets the ball first. Play will always start at the top of the court.
2. The ball will not change possession after a scored basket. (Make it take it)

3. Jump balls will go to the defense. Jump ball on a rebound will go to the team that was on defense.
4. The top of the backboard is out-of-bounds; however, the sides and bottom of the backboard are in play.
5. The ball must be checked by an opposing player before it is put into play. The offense must pass the ball in while standing at the top of the court to begin play.
6. All restarts after fouls, fouls and violations will be played out-of-bounds at the top of the court. A ball out-of-bounds will be taken out at the top of the court.
7. The ball must be "taken back" past the three-point line on EVERY CHANGE OF POSSESSION. 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 to the other team.
8. "Taking back" means one foot behind the two-point line.
9. Stalling goes against the fun principles of the game. An unofficial 30-second shot clock is in effect at all times, and may be enforced by the Referee/Scorekeeper. Failure to attempt a shot and draw iron in 30 seconds after being advised by the Referee/Scorekeeper will result in loss of possession.
10. Overtime: Coin flip to determine who gets ball first. 2 minute running clock, first team to score wins.
11. Substitutions  
Substitutions may only be made during a time-out or a "deadball" situation
12. Dunking  
Dunking is allowed where breakaway rims are used, except during warm-ups. Dunking is not allowed at any time, including during warm-ups. Unauthorized dunking is an unsportsmanlike act and will result in a Technical foul.

#### FOULS AND VIOLATIONS:

1. Call your own fouls
2. If a player is fouled during play, the foul is recorded, and the offense keeps possession of the
3. A Referee, Scorekeeper, or Tournament Official may call a technical foul for flagrant, intentional fouls. A dead ball technical foul shot will be awarded to the team fouled. The team captain selects the shooter for one shot from free throw distance. The shooting team also receives the ball out-of-bounds following the free throw, whether the shot is made or missed.
4. Continual misconduct or flagrant/intentional fouling will result in immediate dismissal of the

guilty player or team from that particular game and/or all remaining games at the discretion of the Tournament Officials. Fighting and/or throwing a punch will not be tolerated under ANY circumstances and will result in immediate dismissal of the entire team without refund of registration fees.

#### TIME-OUTS:

Each team is allowed one (1) 45 second time-out per game. The Game Clock will stop during timeout

#### QUESTIONS OR COMPLAINTS:

1. The team captain is the sole spokesperson for his/her team.
2. Any questions, complaints, or comments shall be taken up with the scorekeepers, then Tournament Officials if necessary.
3. The judgment decisions of the Referee and/or Scorekeeper cannot be changed by higher authority. Only questions concerning rule interpretation or eligibility are grounds for an appeal.
4. Once play resumes after a disagreement or appeal, the decision is considered to be final. No further appeals will be allowed on that incident.

#### PLAYER ELIGIBILITY:

1. Each team must have at least three (3) players on their roster and be registered as a team by the pre-determined entry deadline. Each team may have up to four (4) members.
2. The team roster must be set when the first game begins, and it cannot be changed for the duration of the tournament without the direct consent of the Tournament Director(s).
3. Eligibility problems will be addressed from time of discovery. No replay of games or adjustment will be allowed for previous tournament games and standing involving the team in question.
4. Players may appear on only one (1) team roster for each tournament. Any player appearing on more than one (1) team roster will be automatically disqualified from participation in that tournament.