



# RULES & REGULATIONS

## 3RD GRADE-ADULT

1. Number of Players: Each team may consist of a maximum of 4 players and a minimum of 3 players. A team has only 3 players on the court at any time. The first 4 players signed in shall constitute as the official roster for that team. Each player may only play on one team and players may not switch teams once the tournament begins. A game can be started with a minimum of 1 player. Any number of players (1, 2 or 3) may complete a game. Any team switching players from their official roster will be immediately disqualified from the tournament and all its games will be forfeited with an automatic 10 to 0 score. All players will be required to sign a waiver prior to every game.
2. Which Team Receives the Ball First: A coin toss prior to each game will determine which team gets the ball out of bounds first.
3. Basket Height: 10 feet high for all teams, except 3rd & 4<sup>th</sup> grade in boys and girls it will be 9 feet.
4. Free Throw Shooting Distance: 15 feet for 5<sup>th</sup> - Adult teams and 8 feet for 3<sup>rd</sup> - 4<sup>th</sup> grade.
5. Who Calls Fouls: The participating players will call their own fouls except teams whose players are primarily entering grades 3 through 8 where there will be a referee. The player that is fouled will call the foul. We reserve the right to referee any game we feel necessary to do so.
6. 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 monitor's observation of the act, is not a legitimate attempt to directly play the ball. A foul shall be ruled intentional, based on the monitor's observation of the act, if while attempting to play the ball, a player causes excessive contact. It can also be an unsportsmanlike act such as taunting, baiting or trash talk. An intentional foul will result in one free throw shot and the offended team maintains possession of the ball, which is taken out at the backcourt line. A player cannot call intentional fouls. The court monitor or tournament official's decision is final.
7. Flagrant Fouls: The player committing the foul will be suspended from play for the rest of that game on the first offense, and from the tournament on the second. A player cannot call flagrant fouls. The court monitor or tournament official's decision is final.
8. Sportsmanship: Good sportsmanship and cooperation is both anticipated and expected.
9. 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. All checked balls will be treated like an inbounds pass with the defense giving 3' space.

10. Time-outs: Each team is allowed two 30 second time-outs per game. The clock will stop for the timeouts.
11. 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. Games will be played to 20 points, one by one.
12. Game Length and Overtime Provisions: All games are either 25 minutes in length or first to 20 points, whichever comes first. If neither team has achieved a score of 20 points at the end of the scheduled time of 25 minutes, the court monitor shall blow the whistle signaling the end of game. If at that point a team is ahead by 1 or more points, that team is declared the winner. If at that point the game is tied, overtime provisions are activated. In overtime, the target score to win the game is adjusted from 20 points to 2 points. First team to 2 points wins. Possession will be determined by a coin flip.
- 12b. Overtime for the 3<sup>rd</sup> and 4<sup>th</sup> grade teams to be the same as Rule 12 above with the exception that overtime will have a 3-minute time limit. If both teams are still tied at the end of the 3-minute overtime period, the winner will be determined by a free throw shoot off with each team rotating foul shooters until one team makes and the other misses.
13. Running Clock: Each game will have a 25-minute running clock however the clock will stop on dead balls in the last 90 seconds of regulation.
14. Dunking: Dunking is not allowed at any time, including during warm-ups. Dunking will be construed as an unsportsmanlike act.
15. Change of Possession: The ball will change possession after scored baskets. There will be no “make it, take it” rule. There will be free take backs for grades 3<sup>rd</sup> thru 6<sup>th</sup>.
16. Jump Ball: In a jump ball situation, the ball will first go to the team that lost the opening coin toss, alternating possessions thereafter.
17. Ball Out-of-Bounds: A ball out-of-bounds will be taken out from the backcourt line.
18. Taking It Back: The ball will be “taken back” on each change of possession, regardless of whether 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 dashed “take-back” line, not the sidelines or 2-point arc.
19. Player Injury: A player that is bleeding or has an open wound 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 reentering the game.
20. Fouls: One free throw will be taken for each foul, except offensive fouls which will just result in a change of possession. On successful field goals, the basket counts, and no free throw shot is awarded. A change of possession will result regardless of whether the free throw is made or missed. After a foul shot, the ball will be placed into play from the backcourt line.
21. TEAMS MAY NOT CHANGE THEIR TEAM NAME FROM THAT GIVEN ON THE APPLICATION.
22. Championship Seeding Tie Breakers: To determine seeding into the championship round, the tie breaker will be used as follows: 1. Win loss record. 2. Head to head competition. 3. Net point spread of all games with a maximum positive 10 points per game. 4. A coin flip