

SLBF 3on3 Basketball Tournament

Rules & Regulations

The following rules have been designed to ensure fair play for all participants. Each player is expected to understand these rules prior to participation in the tournament. Any questions concerning these rules should be directed to the **SLBF 3on3 Event Staff**.

Prior to the Game

Each team must have three to four players on its roster who have registered their team by the predetermined entry deadline. Additions and/or changes to any roster must be approved by SLBF 3on3 Event Staff member and completed prior to the start of a team's first game of the event. No substitutions are allowed once a team's roster of players has been filled without the prior written consent of the SLBF 3on3 Event Staff. A player is allowed to participate for only one team for the duration of the tournament.

All players must sign the score sheet before each game and designate the team's captain/spokesperson. THE TEAM CAPTAIN WILL REPRESENT HIS/HER TEAM AS A SPOKESPERSON AT ALL TIMES.

All games must start with three players on each team, unless a team with three players agrees to allow the opposing team to play with only two players.

If a team with at least three players does not allow the opposing team to play with two players, or if the opposing team has zero or one players, that team will be penalized one point per minute after the designated start time up to 10 points. Game is forfeited after 10 minutes.

A coin flip prior to the start of the game will determine which team has the initial possession.

Throw In/Starting Play:

The ball must be thrown (not dribbled) in from the check box at the rear of the court.

First Violation: Warning from the referee

Second Violation: change of possession

The Master Scoreboard

The master scoreboard contains the official schedule for the tournament. After each game, each team must check the master scoreboard for future scheduling and information.

Game Play

Length of Games:

First team to score 15 points, or maximum 20 minutes. Championship Games in each division: No Time Limit. The referee, or SLBF 3on3 Event Staff member may institute a time limit in the championship game prior to or during the game.

Overtime:

If the score is tied at the end of 20 minutes, the game goes to overtime. A coin flip determines which team has the initial possession. The game winner is the first team to score 2 points in the overtime period.

No Make It Take It:

The ball changes possession after each scored basket.

Stalling:

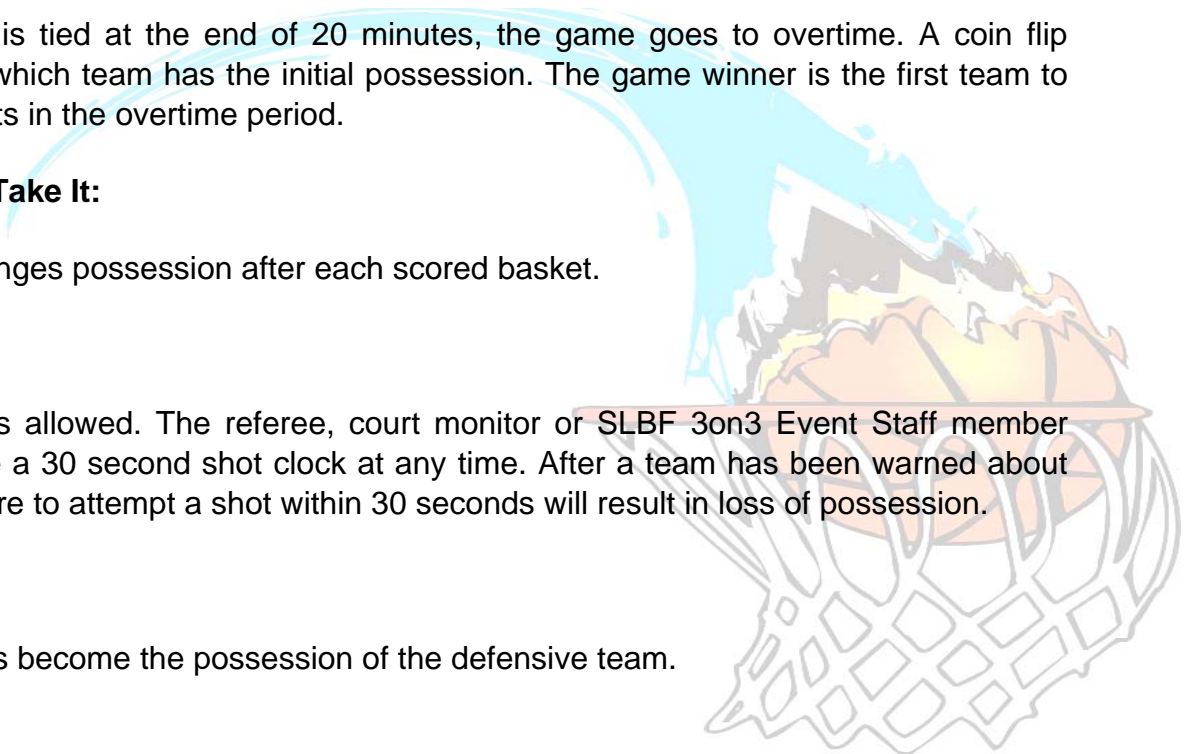
No stalling is allowed. The referee, court monitor or SLBF 3on3 Event Staff member may institute a 30 second shot clock at any time. After a team has been warned about stalling, failure to attempt a shot within 30 seconds will result in loss of possession.

Jump Balls:

All jump balls become the possession of the defensive team.

Time Outs:

Each team is allowed three 30-second time-outs per game. The game does not stop during any time-outs. NO time-outs are permitted in the last three minutes of the game.



Taking It Back:

When in play, the ball must be "taken back" on each change of possession. "Taking it back" means BOTH feet must be behind a designated arc. Failure to "take it back" is a violation.

First Violation: Warning from the referee or court monitor

Each Individual Violation: Change of Possession

Throw In/Resuming Play:

The ball must be thrown in (not dribbled) in from the check box at the rear of the court.

First Violation: Warning from referee or court monitor

Each Additional Violation: Change of possession

No Parking Zone:

This zone is the box in front of the basket. An offensive player CANNOT remain stationary with both feet in this box AND receive the ball when guarded by an opposing player. A foot on the line of the no parking zone counts as a foot in the zone.

First Violation: Warning from referee or court monitor

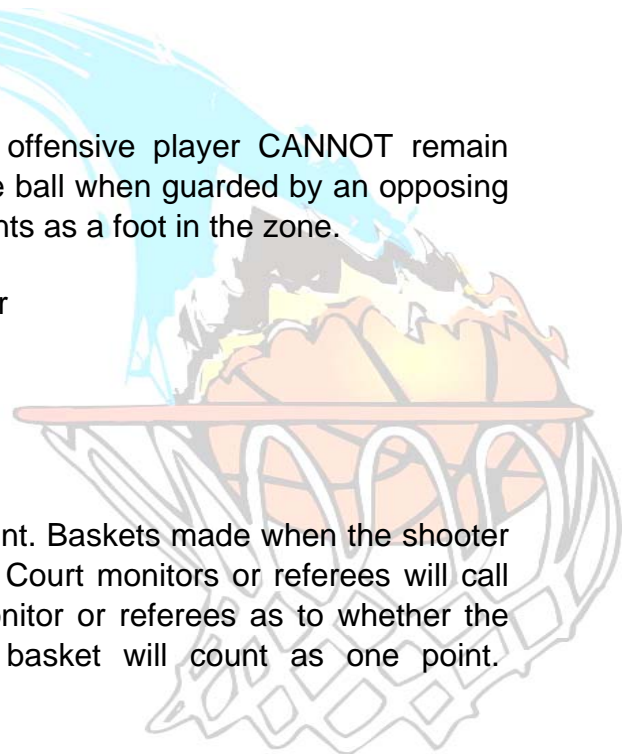
Each Additional Violation: Change of possession

Scoring

Baskets made from the inside the arc count one point. Baskets made when the shooter has BOTH FEET behind the arc count two points. Court monitors or referees will call "two points". If there is any doubt by the court monitor or referees as to whether the made basket is worth one or two points, the basket will count as one point.

Free Throws

Free throws count as one point. When fouled in the act of shooting, free throws are awarded to the fouled shooter only when the basket was not made (see foul section). All free throws are dead balls. Regardless of whether the free throw(s) are made, the opposing team checks the ball from the check box. The try for goal shall be made within 5 seconds after the ball has been placed at the disposal of the free thrower. All other players will remain behind the two point arc while the free throw attempt is being made.



Fouls

Any time a basket is MADE and a foul is called:

- The basket counts.
- The referee or team representative records the foul.
- Defending team receives the ball.

Personal Fouls

Each foul will be recorded. Each team member is allowed four personal fouls. Upon receiving the fourth personal foul, the player is disqualified. If a player is fouled in the act of shooting and a basket is not made, player must attempt a free throw (2 free throws if fouled in the act of shooting behind the arc).

RECORDED TEAM FOUL # RESULT (for team that was fouled)

Team Fouls 1 through 8 Check ball from check box, unless fouled in the act of shooting (see above) Team Fouls 8+ One free throw, unless fouled in the act of shooting (see above).

All intentional fouls will be called by the referee, court monitor or SLBF 3on3 Event Staff member only and results in one free throw for the player fouled AND his/her team retains possession and checks the ball at the check box. An intentional foul is a personal or technical foul designed to stop or keep the clock from starting, to neutralize an opponent's obvious advantageous position, contact away from the ball, or when not playing the ball. It may or may not be premeditated and is not based on the severity of the act.

Flagrant fouls or continuous misconduct will result in team forfeiture and team dismissal from the tournament. All flagrant fouls are called by the referee, court monitor or SLBF 3on3 Event Staff only. A flagrant foul may be a personal technical foul of violent or savage nature, or a technical non-contact foul which displays unacceptable conduct. It may or may not be intentional. If personal, it involves violent contact such as striking, kneeling, etc. If technical, it involves dead ball contact or non-contact at any time which is extreme or persistent, vulgar, or abusive conduct.

First Offense:

Player fouled will shoot one free throw and his/her team retains possession from check box. Second Offense: Team forfeits game and is under probation for the duration of tournament play.

Basketball Goal Information

The ball is out of bounds if it:

- Passes over the top edge of the backboard or touches the back side of the backboard
- Touches the arms attached to the back of the backboard.

The ball remains in play if the ball:

- Touches the bottom edge of the backboard
- Touches one of the side edges of the backboard
- Touches the top edge of the backboard but does not pass over the top edge of the backboard

Tournament Administration

Any questions or disputes will be discussed only with the team spokesperson. Disputes will not be heard after the game has been completed.

SLBF 3on3 Basketball Staff reserves the right to disqualify any team for infractions of the following policies:

Use of illegal players:

The players listed on the roster at the time an entry form is submitted are the only players eligible without the consent of the SLBF 3on3 Event Staff. The SLBF 3on3 Event Staff reserves the right to request identification from players at any time during the tournament. All participants are encouraged to bring picture identification to the tournament.

False information:

Information provided to SLBF 3on3 on your entry form is the basis for division breakdowns. Any false information is grounds for disqualification.

Unnecessary vulgarity or abusive conduct:

Good sportsmanship is expected. A SLBF 3on3 Event Staff member may assist at any time, including officiating games, immediately implementing the shooting of foul shots, terminating a game, and/or escorting the player or team from the premises.

