

SPORTSMANSHIP POLICY

Good sportsmanship and cooperation is both anticipated and expected. The team captain or designated coach 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 or other tournament official. Poor sportsmanship may result in penalties against the team, such as a Technical, Intentional, and Flagrant foul. Failure to comply with the Sportsmanship Policy, with acts such as fighting, taunting, intimidating, or verbally attacking a court monitor, 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 event organizers 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.

A. EVENT ADMINISTRATION

1. Who Can Play

The tournament is open to all players 11 and up. A designated coach is required for all teams whose oldest player is 14 or younger. A player may not participate on multiple teams within the same bracket.

EXCEPTION: Players may be younger than 11 if entering the 6th grade in the upcoming school year (Sept 2019).

2. Bracket Types

The tournament will consist of the following Divisions:

Youth Division (ages 11 – 14) – No player on a team may be over 14 years old on the first day of the tournament.

High School Division (ages 15 – 17) – No player on a team may be over 18 years old on the first day of the tournament.

Adult Division (ages 18 & over) – A team has one or more players at least 18 years old on the first day of the tournament.

Youth, High School, and Adult Divisions teams will be placed in smaller groupings, called brackets, by tournament officials who will consider individual player and team characteristics including age, gender, and playing experience, obtained during the team registration process. Individual teams may consist of male and female players. Mixed gender teams will be placed in identified co-ed brackets if event organizers determine there are a sufficient number of co-ed teams to form a specific co-ed bracket in a particular grouping. Otherwise, mixed gender teams will be placed in a male bracket and the playing rule for designated co-ed brackets will not apply.

3. Pools

Once teams are placed into brackets they will be assigned to smaller groups, called pools. The number of pools within a bracket is based on the number of teams in that bracket. Teams within a pool will have scheduled games against each team in their pool. Upon completion of pool play and based on their performance, teams will earn their place, or seed number, in the pool standings. This seeding process

will determine which teams qualify for a single elimination playoff tournament for that bracket, as well as the playoff schedule. The number of qualifying teams is determined by event organizers. The team that wins the single elimination playoff will be the bracket champion.

Team Seeding Process – In the event of a tie between teams within the same pool, based on win-loss record, at the conclusion of pool play, pool seeding will be decided by incorporating tiebreaker steps 1 through 4 in sequential order. If a team's seeding can be determined by applying a specific tiebreaker step, that team is removed from the tiebreaker process and the progression for the remaining teams starts over with step #1. For example, in the case of a 3-way tie where head-to-head competition doesn't determine any team's seed, if the calculation of the highest point differential between the teams that are tied determines either the top seed or the bottom seed from that group, that team assumes the appropriate seed and the remaining tied teams are then again compared using the tiebreaker rules, beginning with step #1.

Tiebreaker Rules

Step 1 – Result of head-to-head competition.

Step 2 – Highest point differential, only taking into account games in which teams in the tiebreaker have played against each other. Forfeits are included in this calculation. The maximum point total a team may receive as the point differential in any one game, including forfeits, is 7.

Step 3 – Point differential. Same as tiebreaker number 2, except that this takes into account all games the teams in the tiebreaker have played.

Step 4 – Coin flip.

EXCEPTION: Pool placement will only be utilized by the event organizers if there are sufficient teams. Otherwise, only brackets will be created for the event.

4. Player Age Verification

If a player's eligibility is challenged, the player (or guardian of player) must produce appropriate documentation to a tournament official. If a player does not produce acceptable documentation, the player may be disqualified from further participation in the tournament, at the sole discretion of a tournament official. 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.

Acceptable forms of verification are a copy of school records showing birthdate of the player, a birth certificate, a driver's license, or a passport.

5. Use of Illegal Players

The players listed on the roster submitted in the team registration process, accepted by event organizers, are the only players eligible for play on that team. Player changes are permitted only when submitted on an authorized Player Change Form and approved by event organizers. **Roster changes will not be allowed after the published roster change deadline, which is set by event organizers for a time prior to the start of the tournament games.** If a team uses a player not properly registered, that team will be disqualified from the tournament. To be eligible for play, every player must sign the Voluntary Waiver and Release Agreement before the beginning of the tournament.

6. False Information

Information provided during team registration or on an approved 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.

7. 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. Event organizers are not responsible for determining a particular athlete's eligibility under National Collegiate Athletic Association or applicable high school association rules.

8. Organizer Authority

Event organizers 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. Event organizers and designated tournament officials reserve the right to disqualify any player and/or team for infractions of tournament rules and policies.

B. GAME ADMINISTRATION

1. Number of Players

Each team must have a minimum of 3 players and may consist of a maximum of 4 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.

2. Game Times

Game schedules are subject to change, at the sole discretion of event organizers, due to unforeseen circumstances. Teams can report to the Information Tent 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 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.

3. Game Score Verification

At the conclusion of each game, a player from both teams shall review and sign the official scoresheet as verification that the game score and winning team are accurate. Failure to complete this process immediately upon conclusion of the game will be considered an acknowledgment that the score and winning team have been accurately recorded. Once the game results are established, the recorded information is not subject to change unless approved in writing by a designated tournament official.

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. In addition, jewelry, hair bands, and clips will not be allowed. Designated tournament officials retain the right to disallow any equipment or apparel that is judged to be dangerous or inappropriate.

5. Player Injury

A designated tournament official 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 player 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.

6. 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.

7. Timeouts

Each team is allowed a single one-minute timeout per game. The clock will stop during a timeout.

8. Basketball Size

The intermediate size ball (28.5) will be used in all female and Youth Division brackets. The full size ball (29.5) will be used in all other brackets.

9. Basket Height / 2 Point Arc

The basket height will be 10 feet. The distance for the two point arc will be 19 feet in all Divisions.

10. Free Throw Shooting Distance

The distance for free throws will be 15 feet in all Divisions.

C. GAME RULES (See Section D. for Fouls)

1. Scoring

Baskets made from inside the 2 point arc count for 1 point. Baskets made from outside the 2 point arc count for 2 points. Each free throw counts for 1 point. The official score will be kept by the court monitor and as stated will require verification from both teams at the conclusion of each game (see section B-3 Game Score Verification).

2. Length of Game

The first team to reach 20 points within 15 minutes of play is declared the winner. The team that reaches 20 points does not need to have a winning margin of 2 points or greater. The 15 minute clock is stopped during team timeouts and if the designated tournament official stops play for a player injury or other unusual circumstance.

If neither team has reached a score of 20 points, the designated tournament 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 least a 2 point advantage, the overtime rule is activated. In overtime, the first team to score a total of 2 points more than the leading team's score at the beginning of the overtime session, or reach 20 points, is the winner.

Examples: SCORE AT BEGINNING OF OVERTIME SESSION

Score 18 -17: The first team to 20 wins.

Score 16 -16: The first team to 18 wins.

Score 8-7: The first team to 10 wins.

Score 14-12: No overtime as there is a lead of at least 2 points.

3. Which Team Receives the Ball First?

A coin toss prior to each game and to start overtime determines which team first gets the ball.

4. 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 2 point arc and not any out-of-bounds line. The on-ball defender must remain behind the 2 point arc until the ball is "checked" and possessed. The ball must be passed once it is "checked" and possessed before a dribble or a shot is attempted.

5. 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 be outside the 2 point arc.

6. Ball Out-of-Bounds

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

7. Change of Possession

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

8. 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 (see section D-3).

9. Jump Ball

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

10. Dunking

Dunking is not allowed at any time, **including during warm-ups**, in all divisions. Unauthorized dunking is an unsportsmanlike act and will result in a Technical Foul.

11. Substitutions

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

D. FOULS

1. Common Foul

Court Monitors will call all fouls for all Youth Division games. Players will call their own fouls in the High School and Adult divisions. Court Monitors will ensure that all fouls called in the High School and Adult divisions remain consistent with the sportsmanship policy and the stated rules of the ILC 3on3 tournament. Incidental contact shall not result in a foul being called unless such contact results in a meaningful disadvantage.

All non-shooting fouls, including offensive fouls, shall result in 1 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 1 free throw on a 1 point try and 2 free throws on a 2 point try. If the 1 or 2 point try is made, the fouled player will receive one free throw.

During a free throw, all players must stand behind the “check-in” line. An opposing player that intentionally disrupts the shooter’s unhindered shot, 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.**

Common Foul Exception: No free throws are awarded for any Intentional, Flagrant, or Technical foul. The offended team receives 1 point and obtains possession of the ball.

2. Intentional Foul

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.

3. 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 court for the remainder of that game and 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.

4. 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, kneeing, 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 dead ball contact or dialogue which is extreme or persistent, aggressive, or abusive. A player committing 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.

5. Other

Immediate expulsion for the entirety of the event will occur with any player who commits an act of violent or aggressive nature, or one that displays unacceptable conduct with a court monitor, spectator, or other tournament official.