

Carnation 4th of July 3 on 3 Rules & Regulations

Sportsmanship Policy

By completing a team registration form and registering for the event, all players accept responsibility for their conduct at the Carnation 4th of July 3 on 3 Basketball. The event reserves the right to disqualify and eject any individuals and/or teams that behave in an unsportsmanlike manner. All decisions made by event staff, court monitors and referees will be considered final.

PLAY

1. Each team must have at least three, but no more than four players on their roster. Coed teams must have at least one member of the opposite sex on the court at all times.
2. Teams will be seeded according to the information provided for each individual on the entry form. Coordinators will make every effort to place teams into divisions with similar players. However, in some instances, there may be slight differences in playing ability, age and size.
3. **NO ROSTER CHANGES ARE ALLOWED AFTER YOUR FIRST SCHEDULED GAME!!** Each team member will be given and required to wear an event wristband throughout the tournament. The individual representing the team will be issued a wristband at team check-in for each player on the team. If the wristband has been altered in any way (cut, marked on, etc.) that player may be disqualified. Tournament staff may alter participant's wristbands as needed.
4. **NO DUNKING IS ALLOWED.** Anyone caught dunking in game situations can and will be disqualified from further participation.
5. All players must individually sign the score sheet waiver before each game.
6. Substitution is unlimited, but permitted only when the ball is not in play.
7. To begin the game, a coin toss will determine the right to possession. The team winning the toss has the option to start the game with the ball or defer possession to the opposing team. If the game goes into overtime, the team not receiving possession to start the regulation game shall receive the ball to start overtime.
8. The ball will change possession after all made baskets, no "make it, take it."
9. The ball will be "taken back" on EVERY change of possession. Failure to take it back will result in the loss of possession and the loss of any points resulting from that possession. ("Taking back" means BOTH feet and ball behind the 20-foot two-point line.) A violation occurs only when a shot is attempted prior to taking the ball behind the 20-foot arc.
10. The ball must be checked by an opposing player before it is put into play. The ball must be passed to a teammate to begin play.
11. **TWO-POINT SHOT:** Similar to the 3-point shot, a shot taken with both feet behind the 20 foot line will count as two points. The 20 foot line will be clearly marked on each court. Both of the shooter's feet must be clearly and completely behind the 20 foot 2-point line for the basket to count as more than one point.

The REFEREE/MONITOR or Tournament Official will have the final say if there is any question.

TIME

1. **A TEN MINUTE FORFEIT ALLOWANCE WILL BE ENFORCED.** (Teams arriving later than ten minutes after the start of their game will forfeit that game and register a loss). A game won by forfeit will result in a 15-0 victory for the team present at the court.
2. **ALL GAMES** will be to 15 points, win by two points, or 25 minutes, **WHICHEVER COMES FIRST.** The only exception is the Championship game in each Division which has no time limit.
3. Stalling goes against the fun principles of the game. An "unwritten 30-second shot clock" is in effect at all times, and may be enforced by the court monitor/referee at their sole discretion. Failure to attempt a shot (and "draw iron") in 30 seconds, after being advised by the monitor/referee, will result in loss of possession. In addition, neither team can stall in a ball-check situation. If stalling occurs, the clock will be stopped until it is started by an in-bounds pass.

4. Each team is allowed one 1-minute time-out. The 25 minute running clock does not stop unless the timeout is called during the final 3 minutes of the game. The clock will also be stopped if an injury occurs during the game.
5. If a game is ended at 25 minutes, the team that is ahead is declared the winner. (the "win by two-points" rule DOES NOT apply in this situation). If a game reaches this time limit in a tie, the teams will play a sudden-death overtime with the team scoring first declared the winner (the "win by two-points" rule DOES NOT apply again in this situation). Possession in overtime is explained in Rule A7.

THE COURT

1. The top, sides, and bottom of the backboard and the baseboard are inbounds. The metal support pieces from the top base unit to the backboard are out-of-bounds.
2. Boundaries vary from court to court and will be marked clearly. Check with the referee/court monitor if you have any questions regarding court boundaries.

THE FOULS

1. Any player(s) violating the event's sportsmanship policy or acting inappropriate may be suspended for the game or the tournament. Players ejected will be suspended for the following year's event.
2. In any game where a referee is scheduled to officiate or the event staff elects to place an official, the referee will make all calls. Otherwise, the players are responsible for making their own calls. 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. Each "made" free throw equals one-point. A change of possession will result regardless if the free throw is made or missed. The team captain is the sole representative for his/her team. The captain has the right to ask the monitor/referee/court supervisor to explain any rules. If there is a dispute which needs to be resolved, request a court supervisor to come to your court immediately to handle the situation. The court monitor's, referee's or court supervisor's decision is final for the purpose of that game. Once play resumes or once the game is completed after a disagreement, the problem is considered a dead issue. **DURING ANY PROTEST, TIME ON THE GAME CLOCK CONTINUES TO RUN, EXCEPT FOR THE LAST 3 MINUTES OF THE GAME.**
3. Jump or held balls go to the defense. (Exception: On all double fouls, the ball shall remain with the offense.)
4. Flagrant, Intentional, or Continuous Misconduct Fouls can and will result in the dismissal of the offending player. If the referee rules that a foul was Flagrant, Intentional, or Continuous Misconduct, and the player fouled is in the process of shooting and makes the shot, the basket is scored and he/she shall retain possession. If the player fouled is not shooting or misses a shot attempt, the player shall receive one free throw and retain possession. If a player receives a technical foul, the opposing team will shoot one free throw and retain possession.
ANYONE INVOLVED IN PUNCHING OR FIGHTING, FOR ANY REASON WHATSOEVER, MAY BE EJECTED FROM THE TOURNAMENT. TWO OR MORE TECHNICAL FOULS WILL RESULT IN THE AUTOMATIC DISQUALIFICATION FROM THE GAME.

MISCELLANEOUS REGULATIONS

1. UNLESS OTHERWISE NOTIFIED, ALL PRINTED SCHEDULES ARE OPERATIVE ONLY THROUGH THE FIRST GAME FOR ALL TEAMS.
2. After that contest each team is advised to check the Master Scoreboard for all schedules, times, courts, revisions and other important information. We reserve the right to reduce the number of games, or shorten games, due to inclement weather or unforeseen circumstances. When a game is being officiated by a referee, all calls are final. Offensive language and excessive arguing with the referees will result in ejection from tournament.
3. A player must leave the game when an abrasion has flowing blood. Once the flow has stopped and there is no chance of blood contacting other players, the player with the abrasion may re-enter the game.

4. All height information as written on the entry form must be exact. We reserve the right to disqualify any player and/or team for the submission of false or wrong information.

CARNATION 4TH OF JULY 3 ON 3 BASKETBALL TOURNAMENT RAIN PLAN

The Event reserves the right to reduce the number of scheduled games due to inclement weather. During inclement weather, please listen for updates over the event sound system. Depending on weather conditions, the event director has the right to cancel the tournament at anytime due to safety precautions.

TIEBREAKER PROCEDURES

1. Two Teams Tied For One Spot

- Head-to-head competition prevails.
- Example: If Team A and Team B have identical records after completing their regular schedules, and Team A defeated Team B in their meeting, then Team A wins the tiebreaker and the playoff spot.

2. Three Teams tied for One Spot

- If three teams remain tied, then a free throw contest will ensue between the teams. Three members of each team (regardless of total number of team members on the roster) shoot two (2) free throws (maximum 6 per team) with the team making the highest number of made shots advancing.

3. Forfeited Games

- If a team does not show, the forfeited game will result in a 15-0 victory for the team that is present.



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Just Moo It.

CARNATION, WA