

BGCB 3-on-3 Basketball Tournament

Game Rules and Regulations

TEAM ELIGIBILITY

1. National Federation of State High School Association basketball rules will serve as the basis for all situations not specified below.
2. Each team shall designate a team name that must be tasteful and appropriate. Names will be reviewed by the BGCB 3-on-3 Basketball Tournament Committee and may be asked to be renamed.
3. Each team must have a minimum of three (3) players, a maximum of five (5), on their rosters and be registered as a team by the entry deadline of July 29, 2010 by 5:00 pm.
4. Roster changes WILL NOT be allowed after rosters have been submitted to the Boys & Girls Club of Bloomfield. NO EXCEPTIONS!
5. All fees must be paid in full before a team may compete.
6. Teams dropping out of the tournament after registration form has been received will **NOT** receive a refund, NO EXCEPTIONS.
7. A player may only appear on one roster. Teams playing with a member not on the original roster will be automatically disqualified.
8. This is a double elimination tournament with the winner of the consolation bracket earning the right to work its way back into the winner's bracket.
9. Each team is guaranteed to play at least two (2) games in the tournament.
10. The tournament will be played rain or shine; there will be no rain date.
However, in the event of severe weather (thunder, etc...), the Boys & Girls Club of Bloomfield reserves the right to shorten the tournament, move the tournament indoors or cancel the event in which case ABSOLUTELY NO REFUNDS WILL BE GIVEN.
11. Teams are split into the following main divisions: men's open, women's open, men's and women's high school, boy's and girl's junior high, and boy's and girl's grade school.
12. Player eligibility will be enforced through the use of ID bracelets. Identification for each player is required at tournament check-in and a bracelet will be applied to each player's wrist at this time. **Player ID bracelets must be worn at all times throughout tournament play. Court monitors will check all player ID bracelets.**
13. A player will not be allowed to play without a bracelet.
14. There will be no replacements bracelets provided.
15. Players information MAY be verified for accuracy. **Team using illegal players or false information will be disqualified from the tournament.**
16. No alcohol and/or tobacco products will be allowed for consumption or use on site by participants or fans. Violations will result in elimination from competition and/or removal from premises.
17. The age of the player is determined as of the tournament date.
18. To ensure proper placement of teams, all members on a team must fit within the established age category.
19. If a team player does not meet the age requirements of the rest of the team, the teams will be placed into the category of the oldest player.

APPAREL AND JEWELRY

1. A tournament t-shirt will be provided to all participants as part of the entry fee. Teams are free to wear their own uniforms at their discretion.
2. No shirts versus skins.
3. Teams with offensive, inappropriate, explicit or distasteful words and/or logos on their uniforms will be asked to remove/reverse their uniforms. The court monitors will enforce this rule and all decisions are final.
4. Equipment representing possible hazards to participants will not be permitted to be worn. Elbow, hand, finger, wrist or forearm guard, cast or brace made of hard and unyielding leather, plastic, pliable (soft) plastic, metal or any other hard

- substance even though covered with soft padding, is illegal. Knee braces will be permitted if padded, no metal be exposed.
5. Players may not wear jewelry.
 6. Failure to remove such equipment when asked to do so will result in that specific player not being allowed to participate until the equipment is removed.
 3. The boundaries for each court are marked by the paint stripe. If you are not certain where the precise boundaries are in your court, check with the court monitor prior to beginning the game.
 4. NO DUNKING WILL BE ALLOWED during warm-ups or during games.
 5. If a basket is scored via a dunk, the basket is not awarded and possession of the ball is given to the defensive team.

PRE-GAME

1. All games must start with two (2) players.
2. Only those teams schedule to play will be allowed to occupy the court at scheduled times.
3. Teams must be at their court at the scheduled time, even if games are running late on the court.
4. Game time is forfeit time, regardless if the tournament is “running behind”.
5. Any questions concerning game rules should be taken up with the court monitor in charge of your court, prior to the start of the game
6. The court monitor will start each game for that specific court and report the final score to tournament officials.
7. Court scorekeepers will keep the official score of the game.

It is highly recommended that you arrive at your assigned court 15 minutes before your game starts and remain there as a team.

5. All efforts will be made to stay on time, however some delays are inevitable.
6. Before each game, if time permits, there will be a five (5) minute time period for both teams to warm up on the court.
7. Both teams will warm-up on the same court at the same time.
8. The game ball will be provided by the Boys & Girls Club of Bloomfield and must be returned to the Court Monitor at the end of each game.
9. A coin flip before the start of the game will determine who gets the ball out-of-bounds first.
10. Teams on the top bracket of their game will call the flip.

THE COURT

1. The game is half-court, and thus normal boundaries are played on all three sides. The Fourth side will be the mid-court line. A ball passing over the mid-court line will be considered to be out of bounds and awarded to the other team.
2. The bottom and sides of the backboard are in play; however, the top and back of the backboard and the support structure of the basket are not in play.

PARTICIPANT AND SPECTATOR CONDUCT

1. The team captain is the sole spokesperson for his/her team.
2. Only team captains may represent the team in the case of disagreements.
3. If players on the team, parents, and/or other spectators of a team exhibit threatening or improper behavior OR use inappropriate language towards a court monitor, a player, or another spectator the teams involved in the game risk(s) disqualification by the court monitor and/or a member of the BGBC 3-on-3 Tournament Committee. Individuals in violation of this rule will be asked to leave the tournament premises.
4. ***Unnecessary Roughness*** – Disqualifications for excessive roughness are left to the discretion of the BGCB 3-on-3 Basketball Tournament Committee and/or court monitors.
5. Both teams will be penalized for rough play with possible individual or team elimination from further participation if circumstances warrant.

POSSESSION RULES: DURING PLAY AND DURING TIME-OUTS

1. The ball will change possession after each scored basket.
2. There is no “make it, take it”.
3. After a made basket, time-out, foul call, or other stoppage in play, the ball must be “checked” by an opposing player before it is put into play, a.k.a. dead ball.
4. To “check” a ball the offensive player must pass the ball to the defending player, and the defending player will pass the ball back.
5. The ball MUST be checked-in and passed (not dribbled) at the top of the court, to begin play.
6. The ball must be “taken back” on each change of possession.
7. Failure to properly “check” a ball will result in loss of possession.
8. The “take-back line” is the (3) three-point line on all courts.
9. “Taking-it-back” means BOTH FEET and the BALL must be behind the “take-back-line” at the same time.
10. Failure to “take-it-back” will result in loss of possession and any point if scored.
11. All jump balls will go to the defense.
12. Unlimited substitution is permitted.
13. Substitutions may be made when the ball is not in play and after made baskets and ONLY during these dead ball times.
14. Any player who is bleeding must be substituted for until bleeding stops. The court monitor has the authority to remove the player.
15. If by removing the player who is bleeding the team falls below the minimum number necessary to play (3 players) the following will apply:
 - a. The game clock will stop and a maximum of five minutes will be allowed for the player to stop the bleeding. The court monitor must approve the player to re-enter. If the bleeding is not stopped within the allotted five minutes the team will forfeit the game.

The time allowance is only for players who are bleeding and the team cannot continue to play without them.

SCORING AND GAME TIME

1. Each game will last a maximum of 25 minutes or until a team reaches 21 points, winning by two (2) points, whichever occurs first.
2. In the case of a tied score at the end of regulation time, a coin flip will determine possession, first basket wins.
3. The team that obtained possession at the end of regulation play will call the flip.
4. Each court will have a designated court monitor and Court Scorekeeper supplied with a stop watch to time each game.
5. The court monitor will shout out time remaining beginning with five (5) minutes and continuing every minute thereafter (5, 4, 3, 2, 1, 30 seconds, game over).
6. Each team will be required to take a shot at the basket within 15 seconds after taking possession. The rule has been implemented to eliminate a team from stalling to retain possession near the end of the game. Violations include non-legitimate shots.
7. Each court monitor has the discretion to provide one warning before calling a team for stalling and if this call is made, the ball is awarded to the other team.
8. A field goal is worth one (1) point.
9. A successful goal from behind the “take back” line is worth two (2) points. The player shooting must have both feet completely behind the line when initiating the attempt.
10. The clock will stop only during time-outs
11. Each team will be given two (2) 45-second time-outs. In the event of overtime, no additional time-outs will be given or granted

FOULS

1. All fouls and violations will be called by the players participating. **Cooperation and fair play is expected.**

2. In the case of a defensive foul, the offensive player fouled shall make the call, and ONLY that player.
3. In case of an offensive foul, the defensive player fouled shall make the call, and ONLY that player.
4. If the game is stopped because of a player's miss-call of a foul a change of possession will occur.
5. The player's foul and violation calls are considered final.
6. The court monitors will keep track of team fouls.

FREE THROWS

1. Technical Fouls are the only fouls that will result in free throws before seven (7) team fouls have been committed.
2. After the 7th team foul, **shooting fouls** will be handled in the following manner:
 - a. Basket is made – count the basket and whether the ensuing free throw is made or missed, possession goes to the defensive team.
 - b. Basket is missed – if the free throw is made, possession goes to the defensive team. If the free throw is missed, the offensive team retains possession.
3. On and after the 7th team foul, **non-shooting fouls** will be handled in the following manner:
 - a. If the free throw is made, possession goes to the defensive team.
 - b. If the free throw is missed, the offensive team retains possession.
4. All free throws will result in a dead ball.
5. All free throw attempts shall be taken from the free throw line. NO EXCEPTIONS
6. All technical fouls will be counted as a team foul.

TECHNICAL FOULS:

Player Misconduct, flagrant, and intentional fouls

1. A Court Monitor may assess a **Technical Foul** for any misconduct, flagrant, or intentional fouls

committed by a player(s). This may include, but is not limited to:

- a. A contact foul intended to hurt an opponent, fan, or tournament staff and/or volunteer.
 - b. Vulgar or verbally abusive behavior
 - c. Other misconduct deemed inappropriate by the BGCB 3-on-3 Basketball Tournament Committee i.e. kicking and/or slamming the ball etc...
 - d. A contact foul designed to neutralize an opponent's obvious advantageous position.
2. Penalty for technical fouls will be two free throw attempts.
 3. The team captain will designate the player to shoot
 4. The offended team will retain possession of the ball whether the shots are made or missed.
 5. Any player committing two (2) Technical Fouls in a game is automatically ejected from that game and his/her teams' next game.
 6. If any type of repercussion is attempted by a team or team member towards another team or players, fans, or tournament staff or volunteers, after or during a game, the offending team will be automatically disqualified. NO APPEALS, QUESTIONS, OR EXCPETIONS!
 7. Fighting or "Throwing a Punch", automatically results in a Technical Foul assessed to both players involved, guilty or not. Free Throws will be awarded as described above and will result in immediate dismissal of the player(s) from the tournament. NO APPEALS, QUESTIONS, OR EXCEPTIONS!
 8. A Technical Foul will be counted as a team foul.
 9. Continuous misconduct, intentional and/or flagrant fouling by a team or player will result in dismissal from the game or tournament at the discretion of the BGCB 3-on-3 Basketball Tournament Committee.
 10. Once play resumes all disputes are final and can not be appealed. Note* - only appeals allowed will be interpretation of rules.

COURT MONITORS

1. The court monitors will call ONLY technical fouls. All other calls are the responsibility of the players on the court.
2. If players are not calling fouls, the court monitor has the authority to start calling fouls.
3. Court monitors have absolute authority to control play on the court, including the right to “sit” a player for a period of time, and/or eject a player(s) from the tournament. Only questions concerning rule interpretation are appealable.
Note: Even though it is not required, the BGCB 3-on-3 Basketball Tournament Committee suggests that the Court Monitor check with a committee member regarding ejection of a player from a tournament.
4. Play will resume after a disagreement or appeal has been settled, decisions are final. No further appeals will be allowed on that incident.

MISCELLANEOUS

1. Team captain will be notified when team packets are available for pick up.
2. Liability waivers, injury release, and code of conduct must be signed and on file, before a player is eligible to play.
3. Players under the age of 18 must have a Parent/Guardian Wavier signed and on filed before he/she will be eligible to play.
4. The Boys & Girls Club of Bloomfield does not discriminate based upon race, color, religion, creed, gender, national origin, age, disability, marital or veteran status, or any other legally protected status.
5. A player/team will be held responsible for any damages they cause while participating in this tournament.



QUESTIONS?

Please call the Boys & Girls Club of
Bloomfield.
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Tournament Coordinators:
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