

# FAIRFEST 3x3 TOURNAMENT 2016

## RULES & REGULATIONS

### GENERAL GUIDELINES

(Some Rules & Regulations may be subject to change based on number of participants) **PLEASE READ THOROUGHLY.**

**GAME START:** The captains of each team must check in with the score table.

**NUMBER OF PLAYERS:** Teams must have at least 2 players to start the game. A 3 minute grace period will be allowed before a forfeit is declared (unless there was a scheduling issue by the tournament staff). You must forfeit with 0 or 1 players. For Co-Ed teams, there must be at least one female on the court at all times.

**WHO STARTS:** Rock-paper-scissors before the game determines which team will get the ball first. The ball must be checked in by the defense and play begins after the first pass from backcourt.

**SCORE:** This may be unique to a 3x3 tournament, but this year we are trying 2's and 3's, games to 25, win by 2. Otherwise, there will be a 15-20 min running clock (based on number of participants) to win. If the clock runs out and a team is up 1 the game is over due to time restraints.

**LENGTH:** The time limits may vary depending on the number of teams (15-20 minutes). During the game, clock will be announced by the officials table. If neither team has a two point lead at the end of the time limit, the Overtime rule is in affect.

**OVERTIME:** If a team is winning by 1 point by the end of regulation, that team wins. If both teams are tied at the end of regulation, there will be a 2 minute overtime to win the game. If still tied after the 2 minute overtime, there will be a free throw shoot-out to end the game due to time regulations (first possession is determined via rock-paper-scissors).

### FOULS

**WHO CALLS:** In adult and high school divisions, players will call their own fouls (more specifically, the player who was fouled will call the foul). The Court Monitor will make final call if necessary. All youth divisions will have the Official call the game. There may be room for discussion if an adult or high school team wants a Court Monitor to make the majority of the calls (later games in the tournament may be refed by 2 Monitors).

**SHOOTING & NON-SHOOTING:** All fouls, shooting or non-shooting, will be checked up top until 6 fouls have been reached. Once a team has 6 fouls, they have the ability to shoot 2 or 3 free throws (based on the attempt that was taken). Shots on the ground will result in 1-in-1. A team can choose to check the ball up top on a foul at anytime.

**INTENTIONAL:** Intentional fouls are determined by the Court Monitors and will result in one free throw and possession for the offended team. Only the Court Monitor can call an intentional foul.

**FLAGRANT:** A flagrant foul may be of a violent nature or an act which displays unacceptable behavior. It may also involve dead ball contact or dialogue which is extreme, persistent, savage or abusive. A flagrant foul results in one free throw and possession for the offended team. The player committing the flagrant foul is suspended for the rest of the game and may be expelled from the tournament, determined by the Court Monitor and/or tournament staff. Only the Court Monitor can call a flagrant foul.

**TECHNICAL:** Players, coaches, and fans must remain respectful to officials and opponents at all times. A technical foul shall result in one free throw and possession for the opposing team.

### GAME PLAY RULES

**DUNKING:** No Dunking allowed at any time. If there is an attempted dunk, Court Monitor will give a technical foul. (Respect this policy. If continual attempts are made, you may be asked to leave the tournament.)

**POSSESSION:** The ball will change possession after scored baskets. There is no "Make it take it" rule.

**JUMP BALL:** Alternating possessions will be used for all jump balls. Court Monitors have the ability to make this call on the court.

**OUT OF BOUNDS:** A ball out of bounds will be checked in by the defense and thrown in from back court. The defense shall not challenge the throw in pass that is received outside the 2-point arc. The basket structure, padding, supports and all court boundary lines are considered out of bounds.

**BACK COURT:** The ball will be "taken back" on any possession change. The ball will be considered "taken back" when the players entire body and the ball is ANYWHERE behind the 2-point arc. If a team fails to take the ball back, play will be interrupted and the team with the ball will have to start possession over with a checked ball by the defense.

**2 & 3 POINT ARC:** All made baskets behind the 3-point arc count as 3 points, all other made baskets count as 2 points outside of free throws.

**TIMEOUTS:** Each team is allowed one 1 minute timeout per game (can be used at anytime).

**SUB PLAYERS:** Substitutions may be made during a timeout or a "dead ball" situation.

**DISPUTES:** All decisions are made by Court Monitors, Officials and Tournament Directors.

**STALL RULE:** If a team is intentionally stalling, the Court Monitor will invoke the 10 second count which means that a team has 10 seconds to attempt a shot or else forfeit possession.