



Rules & Regulations

SPORTSMANSHIP POLICY

Good sportsmanship and cooperation is both anticipated and expected. The team captain or designated coach, if applicable, 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 basketball referee or other designated tournament official. Poor sportsmanship may result in penalties against the team, such as a Technical, Intentional or Flagrant foul. Failure to comply with the Sportsmanship Policy, with acts such as fighting, taunting, intimidating or verbally attacking a basketball referee, 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 designated 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 players who are at least 10 years old on the first day of the tournament. A player may not participate on multiple teams within the same bracket and is limited to a maximum of two teams.

2. Divisions

The tournament will consist of the following male and female divisions:

Girls 10-12 Division – No player on a team may be over 12 years old on the first day of the tournament.

Boys 10-12 Division – No player on a team may be over 12 years old on the first day of the tournament.

Co-Ed 13-15 Division – No player on a team may be over 15 years old on the first day of the tournament

Girls 16-18 Division – No player on a team may be over 18 years old on the first day of the tournament.

Boys 16-18 Division – No player on a team may be over 18 years old on the first day of the tournament.

Division teams will be placed in smaller groupings, called brackets, by designated tournament officials, who will consider individual player and team characteristics, including age, height, gender, and playing experience obtained during the team registration process. Individual teams may consist of male and female players.

Co-ed Teams – 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 male brackets. For this specific tournament, there is not a requirement for the number of girls or boys who have to be on the court at a given time.



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3. Brackets/ Game Format

All teams participating will play at least three games. Divisions with an even number of teams registered will play in a bracketed format. Divisions with an odd number of teams registered will play in a round robin style format (also guaranteeing at least 3 games per team). Divisions and their playing format are detailed below:

Girls 10-12 Division - Bracket

Boys 10-12 Division - Round Robin

Co-Ed 13-15 Division - Bracket

Girls 16-18 Division - Bracket

Boys 16-18 Division - Bracket

Player Age Verification

Every player must have available, for each game at their designated court, acceptable documentation to verify their age and birthday. Acceptable forms of identification include: birth certificate, grade report (must list students grade, school year, first & last name), school ID, CA state ID or driver's license. If a player's eligibility is challenged the player must produce appropriate documentation. 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 designated tournament official.

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. Should you need to change any players listed on your

roster, please email

3v3legends@lemofoundation.org, no later than Thursday, March 9th at 5pm, to submit your player change request. If a team uses a player not properly registered, that team may be disqualified from the tournament, at the sole discretion of a designated tournament official.

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, at the sole discretion of a designated tournament official.

7. Eligibility Issues

All high school 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 applicable high school association rules.

8. Post-Game Inquiries

If a player, team coach, or a player's parent wishes to address a game related item beyond the existing communication with that court's basketball referee or other designated tournament official, that individual may request further consideration by completing a Post-Game Inquiry form available at the tournament



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information table. Each submission will elicit a response from a designated tournament official.

9. 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. 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 tournament information table for all official schedules, game 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. Under these unlikely circumstances team entry fees will be refunded.

3. Game Score Verification

At the conclusion of each game, a player from each team 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 their 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. Designated tournament officials retain the right to disallow any equipment, jewelry, hair bands, clips or apparel that are judged to be dangerous or inappropriate.



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5. Player Injury

A basketball referee or 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 28.5 size ball will be used in all female brackets and all Youth Division brackets. The 29.5 ball will be used in the boys 16-18 brackets.

9. Basket Height & Free Throw Distance

The basket height will be 10 feet in all divisions.

Free Throw distance will be 15 feet in all divisions.

C. GAME RULES

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. A player is considered outside the 2 point arc when neither foot is inside nor touching the arc. Each free throw counts for 1 point.

2. Length of Game

The first team to reach 20 points within 25 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 25 minute clock is stopped during team timeouts and if the basketball referee or designated tournament official stops play for a player injury or other unusual circumstance.

3. Overtime

When a game is tied at the end of regulation overtime is played. There is no coin toss to start overtime. The team that lost the coin toss to start the game or the team that won the coin toss to start the game, but deferred receiving the ball, gets the ball first in overtime. In overtime, the first team to score 2 points or reach 20 points is the winner.

Examples of overtime scenarios.



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Score 18 -17: The game is over and no overtime is played. Score 16 -16: The first team to score 2 points is the winner. Score 19 – 19: The first team to 20 points is the winner.

4. Which Team Receives the Ball First?

A coin toss prior to each game determines which team gets the ball. The team that wins the coin toss has the option of receiving the ball first or deferring to receive the ball first if there is overtime.

5. 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 below the 2 point arc until the ball is “checked” and possessed. The ball may be passed, dribbled or a shot may be attempted once it is “checked” and possessed.

6. Taking It Back

The ball must be “taken back” behind the 2 point arc on each change of possession, regardless of whether or not a shot was attempted. The ball is considered behind the 2 point arc when neither foot of the player possessing the ball is inside nor on the arc line. A take back violation occurs as soon as a player attempts a shot and results in loss of possession and any points just scored.

7. Ball Out-of-Bounds

A ball out-of-bounds will be taken out from behind the designated line above the 2 point arc and not from any out-of-bounds line.

8. 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.

9. Stalling

Stalling is prohibited at all times. Stalling involves a style of play in which a team does not actively attempt to advance the ball 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.

10. Jump Ball

There is no alternating possession when there is a jump ball. In all jump ball situations the ball is awarded to the defensive team.

11. Dunking

Dunking is only allowed, except during warm-ups. Unauthorized dunking is an unsportsmanlike act and will result in a Technical foul.

12. Substitutions

Substitutions may only be made during a timeout or a “dead ball” situation and must involve a player on that team’s roster.



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D. FOULS

1. Common Foul

Basketball referees will call fouls for all games. 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 basket counts and the fouled player will receive 1 free throw.

During a free throw, all players must stand behind the free throw line. An opposing player that intentionally disrupts the shooter’s unhindered throw, 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 Flagrant foul will also be assessed on any player who comes into physical contact with or assaults a basketball referee or other tournament official. 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 a designated tournament official.