

Anthony Salmon First Annual 3-on-3 Basketball Tournament Rules and Regulations

Tournament Setup

1. Tournament registration will be conducted only by mail from February xx, 2004 through March 19, 2004. The team fee is \$75 before March 19, 2004 and must accompany the registration form. Teams registering after this date will be accepted only with an accompanying \$25 at the discretion of tournament directors. Teams are guaranteed three (3) games minimum in a round-robin format during the early rounds. After this round, tournament format will change to single-loss elimination.
2. The tournament is open to players of all skill levels. Six divisions have been established based on age and sex as outlined below.

12-14 Open	15-17 Open	18+ Open
12-14 Female	15-17 Female	18+ Female

Eligibility based on age will be determined by the age of the **oldest member of the team** as of April 17, 2004. Players are permitted to play "up" a division at their own discretion. Teams are required to be able to provide proof of age for all team members at the request of any Tournament Staff member. Teams unable to provide such verification upon request will be disqualified without refund.

Teams competing in the open bracket may consist of either three (3) or four (4) members with any number of females. Teams competing in the female brackets can only consist of three (3) or four (4) females.

Each team shall designate a team name that must be tasteful and appropriate. Names will be reviewed by the Tournament Staff and may be changed or removed at the sole discretion of the Tournament Staff.

Each team shall designate a captain to handle communication for the team. All correspondence between the Tournament and the teams will occur through the Captain. The Captain is responsible for receiving and verifying game times, providing age verification and communicating with Tournament Staff. The Captain (or a designated representative) from each team is also required to attend a "Check-In" the evening before the tournament to receive his game time(s), provide age verification, and receive the rules and regulations, and receive t-shirts. The Captain will assume responsibility for the on and off-court actions of his teammates during their time at the tournament site.

Games will be held at one of three sites. All efforts will be made to stay on time, however some delays are inevitable. Teams are still responsible for being at the assigned location and court at the time assigned regardless of any delays that may occur.

Apparel

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. Please bring at least one "light" and one "dark" colored jersey or t-shirt. Teams with offensive, inappropriate, explicit or distasteful words and/or logos on their uniforms will be asked to remove/reverse their uniforms. The Tournament Staff will enforce this rule and all decisions are final.

Day of Event

1. The round-robin pool and championship brackets will be played between 8:00am and continue through the day until approximately 6:00pm at all three sites. The championship bracket will be held the evening of the tournament at "The Palestra" on the University of Rochester River Campus. A team that qualifies for championship bracket but whom would be unable to attend should inform Tournament Staff.

Game Play

1. The winner of the coin toss will receive possession of the ball to start.
2. The game is played to twenty-one (21) or 15 minutes, whichever occurs first. The winning margin must be two (2) points unless the time limit is reached first. Games will be lengthened in the championship rounds.
3. 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. In the event that a court is not properly line, the Tournament Staff will make every effort to mark the courts as clearly as possible with tape.
4. After a defensive rebound, the ball must be removed to any point beyond the top of the key before the team is considered to be "on offense." This rule will hold true even following a shot, which does not touch any part of the basket (an "air ball").
5. The three-point line is not in effect. All baskets will be counted as one point.
6. The ball will be brought back into play after an out-of-bounds, foul, etc. at the top of the key. The offensive player should "check" the ball to the defender who returns the ball when his team is ready. The offensive player must first pass the ball prior to a dribble.
7. Dunking is legal, but offensive and defensive goaltending is not allowed.
8. The top, bottom, and sides of the backboard are in play. Pinning the ball against the backboard is legal. In the case of a jump ball, alternate possession rules. Poles or supports for the basket are out of bounds.
9. Referees will not be provided until the later rounds; as such, play is on a call-your-own foul basis. Generally, the offensive player is responsible for calling the foul at the time of occurrence (i.e. a foul must be called immediately or not at all - you cannot wait to see the outcome of a play before deciding to call a foul). The fouled team will retain the ball.

10. For refereed games, team fouls will be counted. Teams committing excessive numbers of fouls will be penalized as per the following rules:
- a. Teams are allowed up to six (6) fouls **per game**. No shots are awarded for the first six (6) fouls, even if they are shooting.
 - b. The seventh (7th) and all subsequent fouls, offensive fouls included, are subject to penalties.
 - c. If the shooter is fouled and the basket is good, the foul is counted against the offending team but no free throw is awarded. If the shot is missed, the fouled player is awarded one (1) free throw. If the free throw is successful, the other team receives the ball. If the free throw is missed, the shot is “played.”
 - d. Made free throws will be counted as 1 point.
 - e. In the case of an intentional or flagrant foul, which in the opinion of the Tournament Staff was an attempt to injure the player or no effort is made to play the ball, the basket will be counted regardless of whether or not the shot was good. In addition, a free throw will be shot and possession of the ball will return to the fouled team. The player may also be removed from the game at the discretion of the Tournament Staff. In such a situation, the team may elect to continue playing with only two (2) players.
 - f. Technical fouls may also be awarded in the case of unsportsmanlike conduct towards another player or an official. Decisions of Tournament Staff or officials on this matter will be final.

Guidelines for Sportsmanship / Conduct

1. Any fighting or unsportsmanlike conduct during or between games will result in the **IMMEDIATE EXPULSION** of any individual player involved. The Tournament Staff will make final judgments and decisions.
2. At the coin toss of each game Tournament Staff will make teams aware of the Flagrant Foul/Questionable Behavior Rule. The rule is as follows:
Tournament Staff or referee may give a warning for questionable behavior at any time. A player or team engaging in flagrant fouls or questionable behavior may be given a technical (may be given by a Tournament Staff Member or a referee). A second technical will result in an automatic ejection. This rule is applicable to individual players, one or both teams. Thus, in some cases a forfeit or double disqualification can result. A team may request that a Tournament Staff member monitor their game at any time.
3. A flagrant foul may result in an immediate ejection without warning, if deemed necessary.

Guidelines for Spectator

1. Teams will be responsible for the behavior of their fans at each game.

2. Fans are encouraged to actively support and cheer for their favorite teams but we ask that remarks and behavior be kept tasteful and appropriate for all ages.
3. Teams may be penalized for the action of their fans:
For example, if a fan is shaking the basket, first a warning will be given, then a technical foul shot will be issued against the offending team. In addition, any time the crowd disrupts the game and commissioners are unable to determine who is at fault, both captains will be warned and if the behavior persists, **BOTH** teams will be awarded technical foul shots.