

SJPC 3 ON 3 BASKETBALL TOURNAMENT RULES

The following rules have been designed to ensure fair play for all participants. Any questions concerning these rules should be directed to the SJPC Event Staff.

Prior to the Game

Each team must have three to five players on its roster who have registered their team by March 15th. Additions and/or changes to any roster must be approved by SJPC Event Staff member and completed prior to the start of a team's first game of the event. A player is allowed to participate for only one team in each division for the duration of the tournament.

THE TEAM CAPTAIN WILL REPRESENT HIS/HER TEAM AS A SPOKESPERSON AT ALL TIMES, and must verify the score sheet has correct roster prior to each game.

All games must start with three players on each team, unless a team with three players agrees to allow the opposing team to play with only two players.

A coin flip prior to the start of the game will determine which team has the initial possession.

Throw In/Starting Play

The **ball must be thrown** in (not dribbled) from the selected "clear line" at the rear of the court.

Game Play

Length of Games: **first team to score 15 points, or 15 minutes.** Championship Games have no time limit.

Overtime: if the score is tied at the end of 15 minutes, the game goes to overtime. A coin flip determines which team has the initial possession. The game winner is the first to go up by 2 points in the overtime period, or the first to reach 5 points.

No Make It Take It: the ball **changes possession after each scored basket.**

Stalling: **no stalling is allowed.** The referee, court monitor or SJPC Event Staff member may institute a 30 second shot clock at any time. After a team has been warned about stalling, failure to attempt a shot within 30 seconds will result in loss of possession.

Jump Balls: **all jump balls become the possession of the defensive team.**

Time Outs: Each game will run for 15 minutes with no clock stoppage and no time-outs.

Taking It Back: when in play, **the ball must be "taken back" on each change of possession.** "Taking it back" means BOTH feet must be behind the point identified by the SJPC Event Staff (likely to be the three point shot arc or past the foul line depending on the court.. Failure to "take it back" is a violation. Each Individual Violation: Change of Possession

Throw In/Resuming Play: the **ball must be "checked"** after every out of bounds or score.

No Parking Zone: this zone is the box in front of the basket. An offensive **player CANNOT remain stationary (i.e. "post up") with both feet in this box AND receive the ball when guarded** by an opposing player. A foot on the line of the no parking zone counts as a foot in the zone. First Violation: Warning from referee or court monitor Additional Violation: Change of possession

Scoring: All baskets are one point.

Clean play: The SJPC tournament is a charity event. Players are expected to make every attempt not to foul opposing team members.

Personal Fouls: If a foul occurs, the offensive team resets the ball with a new possession regardless if the foul was in the act of shooting or not.

Extreme Fouls: The referee or court monitor will have, as his or her sole discretion, the ability to award a free throw worth one point to the offensive team and a new possession with the ball. This will occur in the event of three fouls in a row or an intentional foul, meaning a personal foul designed to stop or keep the clock from starting, or to neutralize an opponent's obvious advantageous position such as in a unimpeded lay-up opportunity.

Flagrant fouls or continuous misconduct not be tolerated and will result in team forfeiture and team dismissal from the tournament.

Basketball Goal Information

The ball is out of bounds if it:

- Passes over the top edge of the backboard or touches the back side of the backboard
- Touches the arms attached to the back of the backboard.

The ball remains in play if the ball:

- Touches the bottom edge of the backboard
 - Touches one of the side edges of the backboard
 - Touches the top edge of the backboard but does not pass over the top edge of the backboard

Tournament Administration

Any questions or disputes will be discussed only with the team spokesperson. Disputes will not be heard after the game has been completed.

SJPC Event Staff reserves the right to disqualify any team for infractions of the following policies:

Unnecessary vulgarity or abusive conduct: good sportsmanship is expected. An SJPC Event Staff member may assist at any time, including officiating games, immediately implementing the shooting of foul shots, terminating a game, and/or escorting the player or team from the premises. ANY PLAYER THAT IS EJECTED FROM A GAME WILL NOT BE ALLOWED TO PARTICIPATE IN THE DURATION OF THE TOURNAMENT.

This is a charity event. No profanity or abusive behavior toward officials, tournament administrators, or each other will be tolerated from players or fans. Players/fans violating this rule will be ejected for the duration of the tournament. Unruly fan or player behavior may also result in games being stopped and potential forfeit if deemed necessary. If a fan or parent is ejected from the tournament, the player or child associated with the fan or parent will be ejected as well for the duration of the tournament. If an entire team is ejected, there will be no refund of tournament entry fees.