

IACC 3 on 3 Tournament

1. Who Can Play:

The tournament is open to adult players, as well as youth who are at least 8 years old by the day the tournament begins. Players under 8 years old will be allowed to register based on request by a team and acceptance by event organizers. A player may only be a member of one team only. Teams may be registered as co-ed teams. Any team(s) with a Professional, Semi Professional, College, High, Middle or Elementary School Varsity player(s) shall not qualify for any prize(s).

2. Divisions:

Junior Bracket (ages 8 – 12) – Player must be 8 years of age and may not be over the age of 12 years of age on the day of the tournament.

Youth Bracket (ages 13 -17) – Player must be 13 years of age and may not be over the age of 17 years of age on the day of the tournament.

Adult Bracket (ages 18 & over) – A team must have one or more players at least 18 years old on the day of the tournament.

3. Bracket Seeding:

Teams will be selected at random on the day of the tournament to fill both brackets.

4. Player Age Verification:

Each player must have available, during check-in, acceptable documentation to verify their age and birthday. For players ages 16 and over, player must provide a Government Issued Photo ID, for players under the age of 16 a Passport or Birth Certificate will be accepted.

5. Registration Fee:

Teams must pay a registration fee of \$200 per team. Team's registration fee must be paid in full one week prior to start of the tournament.

6. Use of Illegal Players:

The players listed on the roster submitted in the team registration process, accepted by the event organizers, are the only players eligible to play for that team. Player changes are only permitted when a Player Change Form is submitted and accepted by the event organizers. **UNDER NO CIRCUMSTANCES WILL ROSTER SUBSTITUTIONS BE ALLOWED AFTER A TEAM PLAYS ITS FIRST GAME.** If a team uses a player not properly registered, that team will be disqualified from the tournament. Before the beginning of each game, every player must sign Release Waiver.

7. False Information:

Information provided during team registration or on an approved Player Change Form is the basis for placement in brackets. It is expected to be both accurate and complete. Players and teams providing false, misleading information will be disqualified from the tournament.

8. Organizer Authority:

Event organizers and designated tournament officials shall have the power to make all decisions on any points not specifically covered in these Rules & Regulations and shall have the sole authority to interpret the intent and purpose of this document. Event organizers and

designated tournament officials reserve the right to disqualify any player and/or team for infractions of tournament rules and policies.

9. 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.

10. Game Times:

Game schedules are subject to change, at the sole discretion of event organizers, due to the unforeseen circumstances. Teams can report to the information desk for the most up to date schedule and times. Teams not at their court for their scheduled game are given a three minute grace period before a forfeit is enforced. Teams are encouraged to remain in contact with their court in case of any scheduling changes.

11. Game Score Verification:

At the end of each game, a player from both teams shall review and sign the official scoresheet as verification that the score and the winning team are accurate. Failure to complete this process upon conclusion of the game will be considered an acknowledgement that the score and winning team have been accurately recorded.

12. Authorized Equipment & Apparel:

No player shall be allowed to wear a guard, cast, hard brace or other potentially dangerous equipment on his or her 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. In addition, jewelry, hair bands and clips will not be allowed. Designated tournament officials retain the right to disallow any equipment or apparel that is judged to be dangerous or inappropriate.

13. 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.

14. Timeouts:

Each team is allowed a single thirty second timeout per game. The clock will stop during a timeout.

15. 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 of his/her feet are inside nor touch the arc. Each free throw counts for 1 point.

16. Length of Game:

The first team to reach 20 points within 10 minutes of play is declared the winner. The team that reaches 20 points first does not need to have a winning margin of 2 points or greater. The 10 minute clock is stopped during team timeouts and if the basketball referee stops play for a player injury or other unusual circumstance. If neither team has reached a score of 20 points, the referee shall stop the game after 10 minutes of play. At this point, the team with the highest score will be deemed the winner.

17. Which Team Receives the Ball First?

A coin toss prior to each game determines which team first gets the ball.

18. 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 two point arc and not any out-of-bounds line. The onball defender must remain behind the two 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.

19. Taking it back:

The ball will be "taken back" on each change of possession, regardless of whether or not a shot was attempted. Failure to "take it back" results in loss of possession and any points just scored. When taking the ball back, the player must be outside the 2 point arc.

20. 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 any out-of-bounds line.

21. 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.

22. Stalling:

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

23. Jump Ball:

In a jump ball situation, the ball will first go to the team that lost the opening coin toss, with alternating possessions thereafter.

24. Dunking:

Dunking is not allowed at any time. Unauthorized dunking is an unsportsmanlike act and will result in a Technical Foul and a change of possession.

25. Substitutions:

Substitutions may not be made once the game has started. An exception will be made if a team's player is injured and is no longer able to play. That injured player will not be allowed to play for the remainder of the tournament.

26. 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 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. Game time will continue running during fouls and free throws.

27. 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.

28. 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.

29. 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.