

St. Mary 3 on 3 Slammin' Basketball Tournament

TOURNAMENT DETAILS

1. The event will start with a round robin tournament to decide seeding for the double elimination main tournament. All games may start and be completed with any number of players (3, 2, 1).
2. Individual shooting contests will be held between the round robin and main tournament. You can purchase tickets at the admissions table. 1 ticket per contest and you can enter each contest as many times as you want. Contest tickets will be \$2 per ticket or 3 for \$5. Awards will be handed out to the top contest winner in each division per gender.
3. Both teams will have time to warm-up prior to game time. A 5 minute running clock will be utilized from the conclusion of the prior game and start of the new game.
4. Only those teams scheduled to play are allowed to occupy the court at the scheduled time.
5. Teams must be at their court at the scheduled game time, even if games are "running behind" for any reason (inclement weather, slow play, etc...). The final point of reference for scheduling procedures shall be the Bracket Area, not verbal information provided by a Game Official. The players are ultimately responsible for obtaining accurate scheduling information and being at their court to play when their game is to begin. Game time is forfeit time. Information given by the Game Official is not final.

REGISTERED OFFICIALS DUTIES

1. The Official will call all fouls and violations.
2. One (1) Official assigned per court.
3. The Official has absolute authority to control play on his or her court, including the right to "sit" a player for a period of time, eject a player(s) from a game or games, and/or eject a player(s) from the tournament. Higher authority cannot change the judgment decisions of the Official. Only questions concerning rule interpretation are appealable to the Head Official who will visibly be courtside for all games.
4. Once play resumes after a disagreement or appeal, the decision is considered to be final. No further appeals will be allowed on that incident.

OFFICIAL GAME TIME / TIME LIMIT / SCORING

1. Possession of ball will be decided by “coin flip” for all round robin games. During tournament play, the higher seed will receive first offensive possession to start the game.
2. Game Time is Forfeit Time.
3. Round robin games will be 7 minutes running clock games and can end in a tie. Tournament games are 15 minutes in length. The 1st half will consist of a 7 minute running clock, followed by a 1 minute half time and finally the 2nd half which is also a 7 minute running clock.
4. A field goal is worth 2 points.
5. A successful goal from behind the three point line is worth 3 points. The player shooting must have both feet completely behind the line when initiating the attempt.
6. The official game clock are the 2 scoreboards located on each side of the gymnasium. The “clock” will be stopped for all games during an injury.
7. Shooting Fouls will be awarded 1 point and retain possession of the ball if the shot is missed. If the shot is made on a shooting foul, one extra point is awarded (2+1 or 3+1), however, possession of the ball changes.
8. The team leading at the end of regulation time will be declared the winner. See rule #10 for tie breaker during tournament play.
9. Round robin play will be used for tournament seeding. The following criteria will be used for seeding:
 - Best winning percentage
 - Head to head record
 - Total points scored
 - Score differential
 - Coin flip
10. During tournament play, if the game is tied at the end of regulation play, the game will be decided at the free throw line. Players from each team will alternate shooting free throws. The first team to go “1 Up” on free throws will win the game. For example, player 1 on Team A misses the free throw and player 1 on Team B makes the free throw, then Team B wins.

TIME-OUT AND SUBSTITUTIONS

1. No Time-Outs during a game
2. If play is stopped by a teammate or the Official to attend to an obvious injury, the clock will stop for all courts and then the injured player must sit out at least until the next dead ball.
3. Player substitution is permitted during any dead ball situation.

LIVE BALL / DEAD BALL / POSSESSION / FOULS

1. Possession of ball will be decided by “coin flip” for all round robin games. During tournament play, the higher seed will receive first offensive possession to start the game.
2. The ball will change possession after each scored basket (i.e. no possession/no make it take it).
3. Jump balls will be called by the Official and will go to the defense. (Not alternating possession)
4. The top, bottom and sides of the backboard are in play; however, the back of the backboard and the support structure of the basket are not in play.
5. The ball must be checked by an opposing player before it is put into play. The player must pass the ball in while standing at the top of the court to begin play.
6. A ball out-of-bounds will be taken out at the top of the court.
7. The ball must be “taken back” to the marked line (3 Point Line) on the court on every change of possession. “Taking back” means both feet and the ball behind the take back line. Any violation will be a result in a turnover and possession will be awarded to the defensive team.
8. 10-Second Rule. When taking the ball out, a player shall have ten (10) seconds to put the ball into play. In either case, the Official is responsible for determining when a violation occurs, which will result in loss of possession of the ball.
9. Any infraction of these regulations will result in loss of possession of the ball.
10. All non-shooting fouls and violations will be played out-of-bounds at the top of the court.
11. All technical & flagrant fouls will be an immediate ejection from the current game. Any player that obtains any combination of 2 technical fouls and or flagrant fouls will be removed from the tournament and from the facility.
 - DEFINITION: The Official may assess a Technical Foul for any misconduct, flagrant, or intentional fouls committed by a player(s). This may include: • A Contact Foul intended to hurt an opponent, fan or Official • Vulgar or verbally abusive behavior • Other misconduct deemed inappropriate by the Official (e.g. intentionally kicking the ball, etc....) or • A contact foul designed to neutralize an opponent’s obvious advantageous position.
12. Fighting and/or Throwing a Punch will automatically results in a Technical Foul assessed against the player(s) involved. This will also result in immediate dismissal of the player(s) from the tournament.
13. Any player ejected from the Tournament for misconduct, intentional and/or flagrant fouling, fighting or throwing a punch, will be automatically banned from participation in future Tournaments for a period of one (1) year.

MISCELLANEOUS

1. All divisions will use the intermediate size basketball.
2. No alcoholic beverage will be allowed for consumption on-site.
3. The Game Official or Medical Personnel shall order any player who is bleeding or has blood on his/her skin, shirts, shorts or uniform to leave the game for appropriate treatment. The player may not return until the bleeding has been stopped, the injury covered with medical dressing and the player's clothing is rid of any bloodstains. Re-entry into the game will be at the discretion of the Official. Return to the game must take place on a dead ball situation.
4. The Team Captain is always the team spokesperson, not a coach, parent, spectator, or one of the other players. We ask that all coaches and parents play "the role of a spectator only".
5. Jewelry (earrings, rings, watches, etc...), hats, bandanas, and/or casts are not allowed to be worn by players during tournament games. Any player that refuses to remove any such item prior to play, is not eligible to participate in that game.