

Sportsmanship Policy

Good sportsmanship and cooperation are expected from everyone, including players, coaches, spectators, and event staff/volunteers, regardless of bracket level or division. The team captain or designated coach, if applicable, is expected to aid in maintaining appropriate conduct for their team's players and fans and to represent his/her team as a spokesperson in case of appeals to the court monitor. Poor sportsmanship could result in penalties against the team in either the Technical, Intentional, or Flagrant foul categories (see rules 9, 10 & 11). Acts such as fighting, taunting, intimidating, or verbally attacking another player, tournament official, spectator, or volunteer are grounds for single-game ejection and/or multi-game or entire tournament suspension of that player, team, and/or spectator. Decisions made by tournament officials are final and are not subject to review by video/audio recordings or other sources.

1. Player Eligibility

The tournament will be broken down into divisions by age, gender, and level of play. The Middle School Division (coed teams only) will be open to players aged 11-13. The High School Division will be open to players ages 14-18. The Adult Division will open to players 18+. Based on enrollment and in accordance with the information garnered from each team's registration forms, teams may be further organized by Tournament Officials into sub-divisions (specific tournament brackets) based on gender and/or skill level.

2. Number of Players

Teams may register with either 3 or 4 players. All games must start with at least three players on each team. However, players (1, 2, or 3) may complete a game. For all coed teams, at least one female and one male player must be rostered and playing on the court at all times. If teams need players to begin a game or fill a roster vacancy, they may request a roster change or pursue free-agent players by contacting Tournament Officials.

3. Authorized Equipment & Apparel

No player shall be allowed to wear a guard, cast, hard brace, or other potentially dangerous equipment, including 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, watches, and hair clips will not be allowed. Of course, regular pony tail holders are permitted and encouraged. Tournament Officials, Event Volunteers, and Court Monitors retain the right to disallow any equipment or apparel they judge as dangerous or inappropriate. Teams are encouraged to wear uniforms or at least similar-colored clothing to assist officials.

4. Eligibility Issues

All tournament participants who play for club, high school, and/or college teams should check with their coaches and/or athletic directors about participating in this tournament and the potential effects of tournament participation on their team's eligibility. The City of Page Recreation Department is not responsible for determining a particular athlete's eligibility under the National Collegiate Athletic Association or applicable high school association rules.

5. Basket Height and Ball Size

For all divisions, the basket height will be 10 feet high, and the standard, full-size (29.5" circumference) ball will be used.

6. Court Dimensions & Free Throw Shooting Distance

The court will be marked 49' in width and 36' deep for all divisions. Free throws will be taken from the standard free-throw distance of 19' from the baseline marked by one solid line (about 4' in length). The "3-point arc" (used on full-size courts) will be marked with a radius of 24' from the center point of the baseline, tapering at the corners of the court. However, 3v3 rules state that baskets made from outside this arc will only be worth 2 points and thusly be referred to as the "2-point arc." All baskets made within this arc will be worth 1 point. Seven feet inside of the halfcourt/court limit line will be the dashed "check-ball line."

7. Diversity Statement

This tournament seeks to provide an atmosphere that is diverse and inclusive. Discrimination or bigotry of any kind will not be tolerated. Failure to adhere to our strict no-tolerance policy regarding discrimination and unsportsmanlike conduct may result in suspension and/or expulsion from event participation.

8. Fouls & Court Monitors

Players fouled inside the 2-point arc while shooting shall be awarded two uncontested free throw shots. A player fouled behind the 2-point arc, not in the act of shooting, shall be awarded 1 free throw. All called fouls shall result in free throws. The only exception will be for successful field goal situations (when a player was fouled but still made the basket), in which case the basket counts, and no free throw shots shall be awarded. During a free throw, opposing team players must also stand 19' away from the basket (in line with the free-throw shooter but not within arm's length of the shooter). They may not intentionally disrupt the shooter's unhindered attempt. Regardless of whether the free throw shot is made or missed, play resumes as soon as the last free-throw shot hits the rim, at which point both teams compete to collect the ball, and whichever team gains possession will need to take the ball past the check-line before commencing offensive play. Incidental contact between opponents shall not result in a foul unless such contact results in a meaningful disadvantage.

At least one court monitor will be present for every game in every tournament division. However, the role of the Court Monitor will vary based on the division. For only the Middle School Divisions, Court Monitors will serve as the official referee - they will be the only ones to make calls and award free throws. For the High School and Adult Divisions, Court Monitors will be present to mediate/resolve conflicts, call technical, intentional, or flagrant while allowing the players to mostly self-govern. More specifically, the player that was fouled should call the foul immediately upon being fouled, at which point the Court Monitor will either approve the called foul and award free-throw shot(s) based on the location and/or severity of the foul or reject the called foul and announce, "play on." Neither individual nor team fouls will be recorded, with the exception of Technical, Intentional, or Flagrant fouls which will be noted, and the appropriate protocol will be taken.

9. Technical Fouls

A technical foul will be called for unsportsmanlike acts such as taunting, baiting, or trash talk and can only be called by the Court Monitor, Scorekeeper, or a Tournament Official. Taunting

and baiting can involve derogatory remarks or gestures that incite or insult a player. Trash talk involves a verbal attack directed toward any person involved. In extreme cases, the player may also be suspended from playing and a coach or fan removed from the court for the remainder of that game or the rest of the tournament. A player who aggressively comes into contact with or assaults another player, fan, court monitor or other tournament official shall be automatically ejected from the game and suspended for the rest of the tournament. The Court Monitor may also assess a technical foul if they determine that the team is stalling play to preserve a winning margin.

All technical fouls shall result in one point for the offended team and their being given possession of the ball at the check-line.

10. Intentional Fouls

An intentional foul is designed to neutralize an opponent's obvious advantage and can only be called by the Court Monitor, Scorekeeper, or Tournament Official. It is a foul which, based on the Court Monitor's observation of the act, is not a legitimate attempt to play the ball directly or if while attempting to play the ball, a player causes excessive contact. An intentional foul will result in one point for the offended team, and they're being given possession of the ball at the check-line.

11. Flagrant Fouls

The Court Monitor, Scorekeeper, or Tournament Official can only call a flagrant foul. This type of foul may be of a violent or aggressive nature or an act which displays unacceptable conduct. It may or may not be intentional. It may involve violent or aggressive contact such as striking, kicking, kneeling, moving under an opponent 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, extreme or persistent, aggressive, derogatory, or abusive. A flagrant foul will result in one point for the offended team, and they're being given possession of the ball at the check-line. The player committing the foul will be suspended from play for the remainder of that game and possibly for the rest of the tournament.

12. Crowd Control

Any spectators who negatively address a Court Monitor, Scorekeeper, or Tournament Official shall be assessed a technical foul to their team. Only the players, team captains, and coaches should professionally and politely interact with Court Monitors, Scorekeepers, or Tournament Officials.

13. Stalling

Stalling is prohibited. Stalling is a style of play in which a team does not actively attempt to advance the ball toward the basket and attempt to score. It is a method to run out the game clock to preserve a winning lead. Tournament games are very short in length, with the clock always running, so stalling is considered an unsportsmanlike act and will result in a technical foul against the offending team - 1 point awarded to the offended team and given possession of the ball at the check-line.

14. Which Team Receives the Ball First?

Each team's coach or captain will congregate at the scorekeeper's table with the court monitor to determine which team will start with possession with a coin flip. The team who predicts and wins the coin flip will start with possession at the half-court line, throwing the ball into play after

the referee's whistle to start the game. If a game goes into overtime, the team who lost the coin flip to start the game shall begin overtime play with possession.

15. Keeping Score and Time

A tournament official or volunteer will keep score using a basic flip-score scoreboard with an official paper scoresheet. They will count 1-point for baskets made in uncontested free throws that follow fouls, 1-point for baskets made in regular play inside of the arc, and 2-points for baskets made if the shot was taken (and the shooter's feet remains) outside of the traditional 3-point arc. They will have a stopwatch or other time-keeping device, which will be set to run for the allotted 20-minute game and will give announcements via verbal warning at "1-minute," "30-seconds," and "10-seconds remaining in the game." Scorekeeper will, likewise, keep time for any delayed game start (see rule 25), time outs (see rule 23), player injury (see rule 24), or other event in accordance with calls by the Court Monitor.

16. Length of Game

For all divisions, the first team to reach 20 points or the team with the most points at the end of regulation time (20 minutes) will be declared and recorded as the winner of that game. If a team reaches 20 points before the end of regulation time, that team wins, and the game will end early, regardless of the margin of victory. A team needs only to win by one (1) point to be declared the winner. The 20-minute game clock is stopped only for team time-outs (see rule 23) and/or if the Court Monitor stops playing for a player injury (rule 24) or other unusual circumstance. If a score of 20 is not achieved within regulation gameplay (20 minutes), then whichever team has more points at the end of regulation time shall be declared the winner, regardless of the margin, and the game shall end after 20 minutes.

17. Overtime

Only if the teams are tied, with the exact same number of points at the end of regulation time, will an abbreviated overtime session be played. Overtime will be sudden death such that the next basket wins, again with no regard for the margin of victory. Each game shall be at most 20 points. Use the following examples: (a) Tied 19-19 at the end of regulation time - the first team to score in overtime shall be declared the winner. (b) Tied 16-16 at the end of regulation time – the next basket wins (regardless of free-throw, 1-pt or 2-pt basket). (c) Tied 19-19 at the end of regulation – the next point wins, and the first team to 20 wins. (d) The score is 12-11 at the end of regulation - no overtime is needed since one team has a lead.

18. Check-Pass, Clears & Change of Possession

At the beginning of the game, after each made basket and after time-outs or game stoppages, play resumes at the check-line (court marking halfway between the top of the key and the half-court/out-of-bounds line).

The "checking" system ensures that both teams are ready to begin play. The check-ball pass should only be done to start the game, after each made basket or after time-outs/game stoppages. This involves the offensive player saying "check" while throwing the ball to his defender. The defender then ensures their team is ready and throws the ball back to begin play. The offensive player has 5 seconds to pass or carry the ball past the check line and go on offense. The defensive player may not steal or heavily defend until the offensive player who checked the ball passes or dribbles the ball past the check-line and into play.

There will be no “make-it, take-it” rule to keep games fair and competitive. Instead, if a team makes a basket, the other team will check-pass the ball at the “check-ball line” and commence play, entering on offense.

Throughout regular play, following natural changes of possession, including interceptions, turnovers, and following all free-throws (not after baskets made or clock stoppages) teams must only “clear” the ball past the dashed “check-ball line” and do not need to “check-pass” the ball. If the defending team gains possession of the ball, they must “clear” the ball past the dashed check-ball line before they can go in on offense and score a basket. Players clearing the ball must bring their whole body and the ball behind the check-line. Clearing the ball does not require a check pass. The ball should be cleared on each change of possession, regardless of whether a shot was attempted. Failure to clear the ball by a team will result in that team losing possession and negating any points made during their “un-cleared” possession.

19. Ball Out-of-Bounds

If a ball goes out of bounds, the Court Monitor will announce from which team the ball went out (which team last touched it). The other team will resume the game with possession at the dashed “check-ball line” without needing a check pass.

20. No Jump Balls

Suppose a court monitor cannot determine which team should be given possession following an out-of-bounds situation or other game stoppages. In that case, they will give possession to the team which lost the opening coin toss, with alternating possessions thereafter.

21. Dunking

Dunking is not allowed at any time, including during warm-ups. Dunking will be treated as an unsportsmanlike act and may result in a technical foul.

22. Substitutions

Player substitutions may only be made during a time-out or a “dead ball” situation (i.e., after a basket or an out-of-bounds play).

23. Time-Out

Each team is allowed one single 30-second time-out per game. To call for a time-out, a team’s coach or captain should shout “time-out” when and only when their team is in clear possession of the ball. They must call for and be heard by the Court Monitor. The time-out is not official until the Court-Monitor blows the whistle; at this point, the Scorekeeper will stop the running game clock and count 30 seconds. The game clock will stop running for the length of the time-out. And the Scorekeeper will alert the Court Monitor and teams when there are only 10 seconds left in the time-out.

24. Player Injury

A Court Monitor may, at their discretion, suspend play to protect an injured player. In this case, Court Monitor will command the Scorekeeper to pause the 20-minute game clock until the conditions are safe to resume play. If a player is bleeding or has an open wound, that player will be directed to leave the game and seek medical attention. A player with any bloodstained clothing or bandage must remove the stained or saturated material prior to re-entering the game.

25. Game Times

Based on enrollment and in accordance with information from team registration forms, Tournament Officials will further separate age divisions into sub-divisions based on gender and/or skill level. Each unique sub-division will operate with its own tournament bracket on its designated courts and its own schedules. There shall be one winning/champion team for each court. Schedules will be given to teams at least one week prior to the event. Teams should arrive 10-15 minutes early to their scheduled game to ensure they can warm up and start the game on time. Before playing in this tournament, each team member must have signed the Consent Form – Release & Waiver. Players can sign this form at the Event Registration / Information Tent. Games must start within 5 minutes of the scheduled start time in order to accommodate all of the teams involved in this tournament. If, after a 5-minute grace period, a team can still not field three players, that team will receive a forfeit loss of that game. If teams need players to begin a game or fill a roster vacancy, they may request a roster change or pursue free-agent players by contacting Tournament Officials.