

Rules

A. THE PLAY

- Each team must have three players on their roster. Games may be started and completed with only two players, but not with just one player.
- NO ROSTER CHANGES ARE ALLOWED AFTER YOUR FIRST GAME!** All roster changes must be made on a player replacement form in which the new player cannot have more playing experience, nor have a material age difference nor be significantly taller (within 2 inches) than the original player, since the team has been seeded based on the original player information. We reserve the right to reject any player substitutions and to disqualify a player and/or team for use of non-roster players, unauthorized substitutions, submission of false information, and/or bad sportsmanship.
- NO DUNKING IS ALLOWED IN PRACTICE.** Dunking is permitted only in official games. Anyone caught dunking in non-game situations can and will be disqualified from further participation.
- All players must sign-in before each game.
- Substitution is unlimited, but permitted only when the ball is not in play.
- To begin the game, a coin toss will determine the right to possession. The team that wins the toss shall elect to either start the game with possession or pass possession to the opposing team. If the game goes into overtime, the team not receiving possession to start the regulation game shall receive the ball to start overtime.
- The ball will change possession after all made baskets, no "make it, take it."
- The ball will be "taken back" on every change of possession. Failure to take it back will result in the loss of possession and the loss of any points resulting from that possession. ("Taking back" means BOTH feet behind the 20-foot two-point line.) It is not a violation unless a shot is attempted prior to taking the ball behind the 20-foot arc. If a shot is attempted prior to taking the ball back and you are fouled, the foul does not count and the ball changes possession.
- The ball must be checked by an opposing player before it is put into play. The ball must be passed to a teammate to begin play.
- After all fouls (until the 7th) or balls out-of-bounds, the ball will be taken out at mid-court.
- TWO-POINT SHOT:** Similar to the 3-point shot in college and professional basketball, a shot made from outside the international 20-foot circle will count as two points. Both of the shooter's feet must be clearly and completely behind the 2-point line for the basket to count as more than one point. The referee/MONITOR will have the final say if there is any question.
- In the Championship Game, if the team from the "loser's bracket" defeats the winner's bracket team (which will be the first loss for the team up above), there will be a 15-minute rest period and the teams will play again for the championship. This is not true for round-robin play, where the Championship game is a single game.
- Teams will be seeded according to the information provided for each individual on the entry form. The Charles W. Lamar YMCA will make every effort to place teams into divisions with similar players. However, in some instances, there may be slight differences in playing ability, age and size.

B. THE TIME

- Before games, both teams will have up to three minutes to warm up. A five minute forfeit allowance will be enforced.
- Games will be to 16 points, win by two points, OR 30 minutes WHICHEVER COMES FIRST. Exceptions: the Semi-final and Championship games in each Division will have no time limit. The Top-Gun Finals for men and women will be to 16 points, win by two.
- Stalling goes against the fun principles of this tournament. An "unwritten 30-second clock" is in effect at all times, and may be enforced by the court monitor at their sole discretion. Failure to attempt a shot (and "draw iron") in 30 seconds, after being advised by the monitor, will result in loss of possession. In addition, neither team can stall in the last five seconds of a game in a ball-check situation, or the last 15 seconds of a game in a free-throw situation. If stalling occurs, the clock will be stopped until it is started by an in-bounds pass.
- Each team is allowed two 45-second time-outs. These stop play, but the clock continues to run. Time-outs in the last three minutes stop the clock.
- If a game is ended at 30 minutes, the team that is ahead is declared the

winner; if a game reaches this time limit in a tie, the teams will play a sudden-death overtime with the team scoring first declared the winner.

C. THE COURT

- The top, sides, and bottom of the backboard are inbounds. The metal support pieces from the base unit to the backboard are out-of-bounds.
- Boundaries vary from court to court. Check with the referee/court monitor to be precise.

D. THE FOULS (AND "DEBATES")

- If any player is less than cordial to our referee, they may be suspended for the game or the tournament. Court monitors are volunteers. They are your friends. They are not referees, but are generously volunteering their time to act as scorekeepers and monitors. If any player is less than cordial to our monitors, they may be suspended for the game or the tournament.
- The team captain is expected to represent his/her team...NOT all players. If there is a dispute which needs to be resolved, a court supervisor will come to your court to handle the situation. Do not protest your game to the master scoreboard. It will not be heard. The court Monitor/Referee/Supervisor decision is final for the purpose of that game. Once play resumes after a disagreement, the problem is considered a dead issue. **DURING ANY PROTEST, TIME ON THE GAME CLOCK CONTINUES TO RUN**, except for the last 3 minutes.
- Jump balls go to the defense.
- THE REFEREE WILL CALL AND RECORD ALL TEAM FOULS ON THE SCORESHEET. COURT MONITORS WILL ONLY RECORD ALL TEAM FOULS ON THE SCORESHEET.** For the first six (6) fouls, the ball is taken back by the fouled team at "mid-court" to resume play. Beginning with the seventh (7) team foul, the player fouled will be awarded one (1) free throw. After the free-throw the ball changes possession whether the free-throw was successful or not. On the thirteenth (13) team foul, the player fouled will also be awarded one (1) free throw. If the free throw is successful, the ball changes possession. If the free throw is missed, the fouled team retains possession.
- If a player is fouled in the act of shooting and makes the basket, the basket counts and the ball changes possession. The foul is counted on the scoresheet as a team foul. If the basket is missed, one free-throw will be shot as explained in Rule D4.
- Flagrant, Technical, Intentional, or Continuous Misconduct Fouls will result in the dismissal of the offending player. If the referee rules a foul was Flagrant, Intentional, or Continuous Misconduct, and the player fouled is in the process of shooting and makes the shot, the basket is scored and he/she shall retain possession, or if the player fouled is not shooting, the player shall receive one free throw and possession. **ANYONE INVOLVED IN PUNCHING OR FIGHTING, FOR ANY REASON WHATSOEVER, MAY BE EJECTED FROM THE TOURNAMENT.**
- In any game where a referee is scheduled to officiate or the Event Director elects to place an official, the referee will make all calls. Otherwise, the players are responsible for making their own calls.

E. MISCELLANEOUS REGULATIONS

- UNLESS OTHERWISE NOTIFIED, ALL PRINTED SCHEDULES ARE OPERATIVE ONLY THROUGH THE FIRST GAME FOR ALL TEAMS.** After that contest each team is advised to check the Master Scoreboard for all schedules, times, courts, revisions and other salient information.
- When a game is being officiated by a referee, all calls are final. Excessive arguing with the referees will result in ejection from tournament.
- A player must leave the game when an abrasion has flowing blood. Once the flow has stopped and there is no chance of blood contacting other players, the player with the abrasion may re-enter the game.
- All participants must have some form of picture ID available during event weekend.
- Failure to produce an ID upon request could result in disqualification.
- All height information as written on the entry form must be within one inch of the participant's true height.

Official Entry Form

INSTRUCTIONS

Fill this form out completely. Incomplete forms will not be processed.

DEADLINE FOR ENTRY IS APRIL 13, 2004

Please call with questions at 225-612-9622

TEAM NAME:

DIVISION: Youth Women Couch Potato (Recreational)

SEC (Competitive) NBA (Elite/Open)

(check one)

PLAYER 2

Name _____

Address _____

City _____ State _____ Zip _____

Age _____ Height _____ Weight _____ Birthday / /

Signature _____

Highest Level of Competition Played College HS IM/Rec

Email Address _____

PLAYER 4

Name _____

Address _____

City _____ State _____ Zip _____

Age _____ Height _____ Weight _____ Birthday / /

Signature _____

Highest Level of Competition Played College HS IM/Rec

Email Address _____

PARTICIPATION WAIVER

Waiver and Management: Every player must read and sign this waiver form. If participant is under 18 years of age, the form must be signed by a parent or guardian.

SIGNATURES ON THIS FORM SIGNIFY EACH PERSON HAS READ, UNDERSTANDS, AND ABIDES BY THIS INFORMATION.

There are risks connected with my participation in this YMCA Third Street 3-on-3 Basketball Tournament. I release and discharge the Charles W. Lamar, Jr. YMCA, the workers, officers, directors, and sponsors from all actions, suits, and demands whatsoever in law and equity including, but not limited to, the risk of injury from playing in the tournament and the loss of personal property by theft or otherwise.

Although first aid will be available onsite, I understand that I must provide my own medical insurance.

PAYMENT INFORMATION

- Cash, Check, Money Order or Credit Card.
Cash payments are to be made in person only.

Check or Money Order Enclosed with Entry Form
 Credit Card (information below)
 VISA MC AMEX

Please check amount enclosed of \$100 per team

Card # _____

Expiration _____ Amount: \$ _____

Name On Card _____

Signature _____

- You can send the registration form with your payment to:
Charles W. Lamar, Jr. YMCA
521 Third Street
Baton Rouge, LA 70802
- You can fax this entry form with your Payment information to:
(225) 612-9623