



## **Duvall Days 3v3 Tournament Rules & Regulations**

### **SPORTSMANSHIP POLICY**

By completing registration for the Duvall Days 3v3 Tournament, all players agreed to the Cedarcrest Select Basketball Codes of Conduct and accept responsibility for their conduct at the event. The Duvall Days 3v3 Tournament reserves the right to disqualify and eject any individuals and/or teams that behave in an unsportsmanlike manner. All decisions made by event staff, court monitors and referees will be considered final.

### **TOURNAMENT INCLEMENT WEATHER PLAN**

The Duvall Days 3v3 Tournament reserves the right to reduce the number of scheduled games due to inclement weather. During inclement weather, please listen for updates over the event sound system. Depending on weather conditions, the event director has the right to cancel the tournament at any time due to safety precautions.

### **RULES & REGULATIONS**

#### **A. Play**

1. Each team must have at least 3, but no more than 4 players on their roster. Coed teams must always have at least one member of the opposite sex on the court.
2. Teams will be seeded per the information provided for everyone on the entry form. Coordinators 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.
3. NO ROSTER CHANGES ARE ALLOWED AFTER YOUR FIRST SCHEDULED GAME!!
4. NO DUNKING IS ALLOWED. Anyone caught dunking in game situations can and will be disqualified from further participation.
5. Substitution is unlimited, but permitted only when the ball is not in play.
6. To begin the game, a coin toss will determine the right to possession. The team winning the toss has the option to start the game with the ball or defer 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.
7. The ball will change possession after all made baskets, no "make it, take it."
8. 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 and ball behind the "take-back-line".)
9. 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.
10. TWO-POINT SHOT: Like the 3-point shot, a shot taken with both feet behind a designated line will count as two points. The designated 2-pt line will be clearly marked on each court. Both shooter's feet must be clearly and completely behind the established 2-point line for the basket to count as more than one point. The REFEREE/MONITOR or Tournament Official will have the final say if there is any question.



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### **B. Time**

1. A TEN-MINUTE FORFEIT ALLOWANCE WILL BE ENFORCED. (Teams arriving later than ten minutes after the start of their game will forfeit that game and register a loss). A game won by forfeit will result in a 15-0 victory for the team present at the court.
2. ALL GAMES will be to 15 points, win by two points, or 20 minutes, WHICHEVER COMES FIRST. The only exception is the Championship game in each Division which has no time limit.
3. Stalling goes against the fun principles of the game. An "unwritten 30-second shot clock" is in effect always, and may be enforced by the court monitor/referee at their sole discretion. Failure to attempt a shot (and "draw iron") in 30 seconds, after being advised by the monitor/referee, will result in loss of possession. In addition, neither team can stall in a ball-check situation. If stalling occurs, the clock will be stopped until it is started by an in-bounds pass.
4. Each team is allowed one 1-minute time-out. The 20-minute running clock does not stop unless the timeout is called during the final 3 minutes of the game. The clock will also be stopped if an injury occurs during the game.
5. If a game is ended at 20 minutes, the team that is ahead is declared the winner. (the "win by two-points" rule DOES NOT apply in this situation). 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 (the "win by two-points" rule DOES NOT apply again in this situation). Possession in overtime is explained in Rule A7.

### **C. The Court**

1. The top, sides, and bottom of the backboard and the baseboard are in-bounds. The metal support pieces from the top base unit to the backboard are out-of-bounds.
2. Boundaries vary from court to court and will be marked clearly. Check with the referee/court monitor if you have any questions regarding court boundaries.

### **D. The Fouls**

1. Any player(s) violating the event's sportsmanship policy or acting inappropriate may be suspended for the game or the tournament. Players ejected will be suspended for the following year's event.
2. In any game where a referee is scheduled to officiate or the event staff elects to place an official, the referee will make all calls. Otherwise, the players are responsible for making their own calls. All called fouls shall result in one free throw shot, except on successful field

goals in which case the basket counts and no free throw shot is awarded. A foul in the act of shooting a "2 point" shot will result in 2 free throws. Each "made" free throw equals one-point. A change of possession will result regardless if the free throw is made or missed. The team captain is the sole representative for his/her team. The captain has the right to ask the monitor/referee/court supervisor to explain any rules. If

there is a dispute which needs to be resolved, request a court supervisor to come to your court immediately to handle the situation. The court monitor's, referee's or court



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supervisor's decision is final for that game. Once play resumes or once the game is completed 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 OF THE GAME.

3. Jump or held balls go to the defense. (Exception: On all double fouls, the ball shall remain with the offense.)
4. Flagrant, Intentional, or Continuous Misconduct Fouls can and will result in the dismissal of the offending player. If the referee rules that 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. If the player fouled is not shooting or misses a shot attempt, the player shall receive one free throw and retain possession. If a player receives a technical foul, the opposing team will shoot one free throw and retain possession.

*ANYONE INVOLVED IN PUNCHING OR FIGHTING, FOR ANY REASON WHATSOEVER, MAY BE EJECTED FROM THE TOURNAMENT. TWO OR MORE TECHNICAL FOULS WILL RESULT IN THE AUTOMATIC DISQUALIFICATION FROM THE GAME.*

### **E. Miscellaneous Regulations**

1. 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 and Tournament App for all schedules, times, courts, revisions and other important information. We reserve the right to reduce the number of games, or shorten games, due to inclement weather or unforeseen circumstances.
2. When a game is being officiated by a referee, all calls are final. Offensive language and excessive arguing with the referees will result in ejection from tournament.
3. 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.
4. All information as completed on the registration form must be exact. We reserve the right to disqualify any player and/or team for the submission of false or wrong information.