



2016 Mill Creek 3 on 3 Basketball Tournament Rules & Policies

Tournament:

- Three game guarantee per division
- Teams have possibility of playing back to back games with 5 minute breaks
- **NO DUNKING** basketball at Anytime – Any dunking will result in a Technical foul and a point will be awarded to the opposing team

Sportsmanship Policy

Exceptional sportsmanship is expected from every player, parent, team captain and spectator. Poor sportsmanship will not be tolerated at any time during the entire Mill Creek 3 on 3 basketball event. Poor sportsmanship (fighting, taunting, intimidating, profanity or verbally attacking any player, official, tournament staff, volunteer or spectator) will result in technical foul and removal from tournament and city property immediately. Decisions made by tournament staff/officials are final and are not subject to review by video or other recordings or other sources. Any player/ spectator removed from tournament will not be allowed to attend next year's Mill Creek 3 on 3 Basketball Tournament.

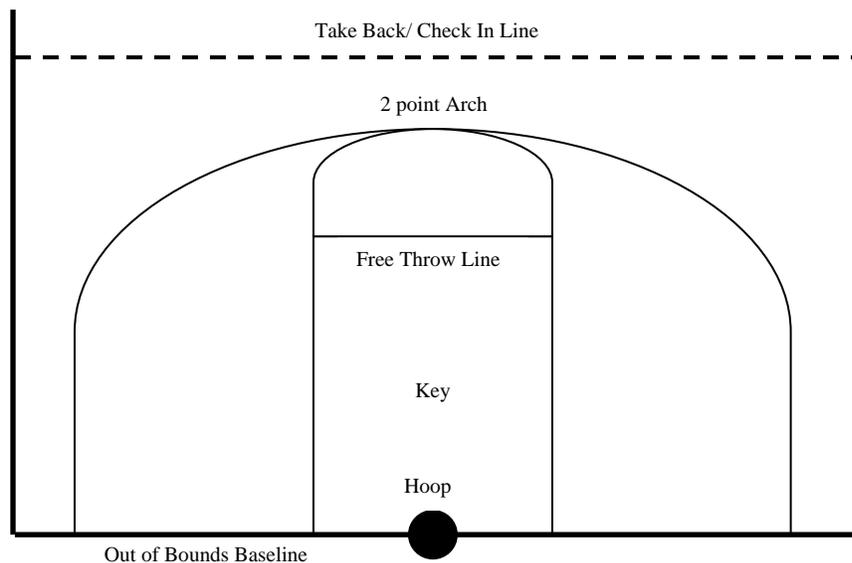
Who Can Play: Boys and Girls entering 3rd – 12th grade and Adults 18 years old & up

Court Boundaries: The basket structure (top, sides and bottom of backboard and baseboard) will be in play. The metal support pieces from the top base unit to the backboard are out-of-bounds.

Basket Height: 10 feet for all age divisions

Free Throw Shooting Distance: 15 feet for all divisions except (12ft for 3rd/4th grades)

Out of Bounds: A ball out-of-bounds will be checked in at the dashed line below



Basketball Size: Junior (27.5) will be used for 3rd/4th Boys and Girls division, Intermediate (28.5) for Boys and Girls 5th/6th Grade and all female age groups. Official (29.5) will be used for boys youth grade 7th and above and all men's age groups.

Length of Games: First team to score 20 points, or team who has most points after 25 minutes wins.

Procession: Procession at the beginning of the game is decided by a coin flip by the official.

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

Substitutions: May only be made during a time-out or a "dead ball" situation.

Scoring:

- 1 and 2 point shot values

- Baskets made from the inside of the two point arc count (1) one point. Baskets made when the shooter has **BOTH FEET** behind the (2) two point arc count for two points. If there is any doubt by the official as to whether the made basket is worth one or two points, the basket will count as one point. **No Argument** the call will stand.

Taking It Back: When in play, the ball must be "taken back" on each change of possession, regardless of whether or not a shot was attempted or the basketball hit the rim or the basketball structure. "Taking it back" means BOTH feet must be behind the take back line. Failure to "take it back" is a violation. Each violation is a change of possession to the opposing team and loss of any points just scored.

Checked In /Resuming Play: The ball must be "checked in" by the opposing player before it is put in play. **The ball must then be passed to begin play.** The defender may not cross the "checked in" line at any time while the offensive player is passing the ball in play. The checked in rule will apply after each scored basket, foul or when the ball travels out of bounds. (Refer to Spokane Hoopfest video for clarification: <http://youtu.be/yv-b05C7AOU>)

No Make It Take It: The ball changes possession after each scored basket.

Time Outs: Each team is allowed two 30 second time-outs per game. The game time clock does not stop during any time-outs. No time-outs are permitted in the last three minutes of the game.

Overtime: If the score is tied at the end of 25 minutes, the game goes to overtime. A coin flip determines which team has the initial possession. The game winner is the first team to score 2 points in the overtime period.

3 in the Key: If a player is excessively standing in the key the official may call “3 in the key” at any point during the game and the possession of the basketball will go to the defending team.

Stalling: No stalling is allowed. The official may institute a 30 second shot clock at any time. After a team has been warned about stalling, failure to attempt a shot within 30 seconds will result in loss of possession.

Fouls: In **adult** divisions, players will call their own fouls (more specifically the player who was fouled will call the foul). The official will intervene as necessary. All fouls for **youth** and **high school** divisions will be called by the official and will result in one (1) free throw shot, unless the player was behind the 2 point arc in the act of shooting. In this case the player will receive two (2) shots. Any time a basket is made and a foul is called by the official, the basket counts and the ball will go to the opposing team. All opposing team members must stand behind the “take back/ checked in” line while the player is shooting the foul shot/s. The referee will record the foul to the scores table. The defending team will then receive the ball at the “checked in” line. **New** this year, each team member in **youth** and **high school** divisions are only allowed four personal fouls per game. If the team member exceeds four fouls, they will be removed from play for the remainder of the game. The personal foul count resets every game, unless the player is removed from the tournament due to unsportsmanlike conduct explained in the “Sportsmanship Policy” above. (This new personal foul policy for youth was put in place to reduce player injury and take away the excessive fouling strategy to win games.)

Player Misconduct - Intentional fouls:

1. All intentional fouls will be called by the official. Two (2) free throw attempts for one (1) point each. The player fouled will shoot the basket and his team retains possession and checks the ball at the “checked in line”.
2. Fighting (throwing a punch), taunting, intimidating, profanity or verbally attacking any player is a **Flagrant Foul** that will Not be Tolerated. Two (2) points will be awarded to the opposing team, and will result in the immediate dismissal of the player(s) from the tournament and City property. If the player/s do not leave city hall property immediately, City of Mill Creek Police Officers will be called to remove player/s from city hall property.

Parent and Spectator Conduct: Please refrain from heckling and verbal abuse towards other spectators, players, coaches, volunteers and tournament staff. Excessive misconduct deemed by staff will result in a timeout called and one warning issued (*if conduct is deemed too extreme at discretion of staff you will just be asked to leave).

After the *one warning is issued, if behavior persists you will be asked to leave city property for remainder of tournament. Please keep tournament a fun and enjoyable atmosphere for everyone involved.

Player Injury: A referee or tournament staff 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, the City of Mill Creek 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.

Authorized Equipment and 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. As always, City of Mill Creek retains the right to disallow any equipment or apparel that it judges to be dangerous or inappropriate.



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