

Rules and Regulations

SPORTSMANSHIP POLICY

Good sportsmanship and cooperation are both anticipated and expected. The team captain or designated coach, if applicable, is expected to aid in controlling teammates' and team followers' conduct and to represent his/her team as spokesperson in case of appeals to a basketball referee or tournament official. Poor sportsmanship may result in penalties against the team, such as a Technical, Intentional or Flagrant foul. Failure to comply with the Sportsmanship Policy, with acts such as fighting, taunting, intimidating or verbally attacking a basketball referee, tournament official, player or spectator may lead to removal of that player, team and/or spectator from the tournament. Additional suspension for such acts will be determined by tournament officials on a case by case basis and those decisions are final and not subject to review by video, other recordings, or other sources.

A. EVENT ADMINISTRATION

1. Who Can Play

The 2024 Everett 3on3 basketball tournament is open to adult players, as well as youth who are at least 8 years old on the first day of the tournament. A designated coach is required for all teams whose oldest player is 13 or younger. A player may not participate on multiple teams within the same bracket and is limited to a maximum of two teams.

2. Divisions

The tournament will consist of the following male and female divisions:

Youth Division (ages 8-9) – No player on a team may be over 9 years old on the first day of the tournament.

Youth Division (ages 10-11) – No player on a team may be over 11 years old on the first day of the tournament.

Youth Division (ages 12-13) – No player on a team may be over 13 years old on the first day of the tournament.

Teen Division (ages 14-15) – No player on a team may be over 15 years old on the first day of the tournament.

Teen Division (ages 16-17) – No player on a team may be over 17 years old on the first day of the tournament.

Adult Division (ages 18 & over) – One or more players on a team must be at least 18 years old on the first day of the tournament. Each player must be at least 16 years old.

Adult Division (ages 35 & over) – All players on a team must be at least 35 years old on the first day of the tournament.

Youth, Teen and Adult Division teams will be placed in smaller groupings, called brackets, by tournament officials, who will consider individual player and team characteristics, including age, height, gender, and playing experience obtained during the team registration process. Individual teams may consist of male and female players.

Teams in the Youth and Teen Divisions with mixed age players will be placed in the oldest player's division.

Co-ed Teams – Mixed gender teams will be placed in designated co-ed brackets if tournament officials determine there are enough mixed gender teams to form a specific co-ed bracket. Otherwise, mixed gender teams will be placed in male brackets. For all teams placed in a designated co-ed bracket, a member of the opposite gender must always be on the court.

Elite Division (ages 18 & over) – For the more competitive teams, there will be a men's division and a women's division. All players on a team must be at least 18 years old on the first day of the tournament. Unlike other divisions, teams in each Elite Division will be scheduled without regard to individual player characteristics. Tournament officials reserve the right to determine team and player eligibility for Elite Division admittance, as well as establish a minimum team count for a division to exist and a maximum team count. A player may not participate on more than one team in the Elite Division.

Wheelchair Division – Open to wheelchair participants of all ages. Players in the Wheelchair Division should be aware that a liberal three-second in the key rule will be enforced. Chair measurements are expected to be in accordance with established wheelchair rules.

Special Olympics Division – Open to Special Olympics and Special Olympics Unified Sports participants of all ages.

3. Tournament Format

Once teams are placed into brackets they will be assigned to smaller groups, called pools. The number of pools within a bracket is based on the number of teams in that bracket. Teams within a pool will have scheduled games against other teams in their pool and possibly other teams in their bracket. Upon completion of pool play and based on their performance, teams will earn their place, or seed number, in the pool standings. This seeding process will determine which teams qualify for a single elimination playoff tournament for that bracket, as well as the playoff schedule. Tournament officials determine the number of qualifying teams. The team that wins the single elimination playoff will be the bracket champion. Only in the Elite divisions, if there are multiple brackets, the individual bracket winners will then compete in a divisional championship playoff to determine the single Elite Division champion in the men's and women's divisions.

Rules and Regulations

Team Seeding Process – In the event of a tie between teams within the same pool, based on win-loss record at the conclusion of pool play, pool seeding will be decided by incorporating tiebreaker steps 1 through 3 in sequential order. If any team's seeding can be determined by applying a specific tiebreaker step, each of those teams are removed from the tiebreaker process. The teams that remain tied proceed to the next tiebreaker step. For example, in the case of a 3 way tie where head-to-head competition doesn't determine any team's seed, Step 2 will be applied. If any teams remain tied after Step 2, then Step 3 will be applied.

Tiebreaker Steps (see Team Seeding Process)

Step 1 – Result of head-to-head competition.

Step 2 – Average points scored (APS) in all games, except games won by forfeit are not included to determine a team's APS and games lost by forfeit are included to determine a team's APS. Seeding is decided in descending order of the teams' APS.

Step 3 – Coin flip.

4. Player Age Verification

Every player must have available, for each game, at their designated court, acceptable documentation to verify their age and birthday. All players 16 and older must also always have photo identification available. If a player's eligibility is challenged the player must produce appropriate documentation. If a player does not produce acceptable documentation the player may be disqualified from further participation in the tournament, at the sole discretion of a tournament official.

5. Use of Illegal Players

The players listed on the roster submitted in the team registration process, accepted by tournament officials, are the only players eligible for play on that team. Roster changes shall only be permitted when submitted on an authorized Player Change Form through the adopted system. Roster changes will not be allowed after the published roster change deadline, which is set by tournament officials for a time prior to the start of tournament games. If a team uses a player not properly registered that team may be disqualified from the tournament, at the sole discretion of a tournament official. Before the beginning of each game every player must sign the Release and Voluntary Waiver.

6. False Information

Information provided during team registration or on an approved Player Change Form is the basis for placement in divisions and brackets. It is expected to be both accurate and complete. Players and teams providing false, misleading, or inaccurate information may be disqualified from the tournament, at the sole discretion of a tournament official.

7. Eligibility Issues

All high school and college players are encouraged to check with their coaches and/or athletic directors about participating in the tournament and the potential effects on their eligibility. Tournament officials are not responsible for determining a particular athlete's eligibility under National Collegiate Athletic Association or applicable high school association rules.

8. Post-Game Inquiries

If a player, team coach, or a player's parent wishes to address a game related item beyond the existing communication with that court's basketball referee or tournament official, that individual may request further consideration by completing a Post-Game Inquiry Form available at the tournament information tent. Each submission will elicit a response from a tournament official.

9. Organizer Authority

Tournament officials shall have the power to make all decisions on any points not specifically covered in the Rules and Regulations and shall have the sole authority to interpret the intent and purpose of the Rules and Regulations. Tournament officials reserve the right to disqualify any player and/or team for infractions of tournament rules and policies.

B. GAME ADMINISTRATION

1. Number of Players

Each team must have a minimum of 3 players and may consist of a maximum of 4 players. A team shall have no more than 3 players on the court at any time. All games must start with at least 3 players on each team. Any number of players (1, 2, or 3) may finish a game.

2. Game Times

Game schedules are subject to change, at the sole discretion of tournament officials, due to unforeseen circumstances. Teams can report to the tournament information tent for all official schedules, game times, courts, revisions, and general game information. Teams must be at their assigned court and ready to begin play at their scheduled start time. This includes signing in at the scorer's table. A team not at the court for its scheduled start time is given a 5 minute grace period before a forfeit is enforced. If a team's game is delayed, a forfeit is enforced 5 minutes after the just-played game ends. Teams are encouraged to remain in contact with their court to observe the effects of scheduling changes that could occur mainly due to inclement weather or other unexpected delays. Inclement weather and non-playable situations may result in the modification or cancellation of the event. Under these unlikely circumstances team entry fees will not be refunded.

3. Game Score Verification

At the conclusion of each game, a player from each team shall review and sign the official scoresheet as verification that the game score and winning team are accurate. Failure to complete this process immediately upon conclusion of the game will be considered an acknowledgment that the score and winning team have been accurately recorded. Once the game results are established the recorded information is not subject to change unless approved in writing by a tournament official.

4. Authorized Equipment & Apparel

No player shall be allowed to wear a guard, cast, hard brace, or other potentially dangerous equipment on their 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. Tournament officials retain the right to disallow any equipment, jewelry, hair bands, clips or apparel that are judged to be dangerous or inappropriate.

Rules and Regulations

5. Player Injury

A basketball referee or tournament official 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 appears a player has lost consciousness during a game, or is severely injured, that player is responsible for obtaining medical clearance authorizing continued participation in the tournament.

6. Boundaries

The basket structure, padding and structural supports will be played as out-of-bounds. The actual backboard, including its face, top, bottom and sides shall be considered in-bounds.

7. Timeouts

Each team is allowed a single one minute timeout per game. The clock will stop during a timeout.

8. Basketball Size

The intermediate size ball will be used in all female brackets and 8-9 and 10-11 Youth Division brackets. The full size ball will be used in all other brackets.

9. Basket Height and 2 Point Arc

The basket height will be 9 feet in 8-9 Youth Division brackets and 10 feet in all other brackets. The distance for the 2 point arc will be 16 feet in 8-9 Youth Division brackets and 19 feet in all other brackets.

10. Free Throw Shooting Distance

The distance for free throws will be 10 feet in 8-9 Youth Division brackets and 15 feet in all other brackets.

C. GAME RULES

1. Scoring

Baskets made from inside the 2 point arc count for 1 point. Baskets made from outside the 2 point arc count for 2 points. A player is considered outside the 2 point arc when neither foot is inside nor touching the arc. Each free throw counts for 1 point.

2. Length of Game

The first team to reach 20 points within 25 minutes of play is declared the winner. The team that reaches 20 points does not need to have a winning margin of 2 points or greater. If no team reaches 20 points within 25 minutes of play, the team with the most points wins the game.

The 25 minute clock is stopped during team timeouts and if the basketball referee or tournament official stops play for a player injury or other unusual circumstance.

EXCEPTION: In the Elite Division all games go to 20 points and there is no time limit.

3. Overtime

When a game is tied at the end of regulation overtime is played. There is no coin toss to start overtime. The team that lost the coin toss to start the game, or the team that won the coin toss to start the game, but deferred receiving the ball, gets the ball first in overtime. In overtime, the first team to score 2 points or reach 20 points is the winner.

Examples of overtime scenarios.

Score 18-17: The game is over and no overtime is played.

Score 16-16: The first team to score 2 points is the winner.

Score 19-19: The first team to 20 points is the winner.

EXCEPTION: In 8-9 Youth Division brackets the first team to score in the overtime session is the winner.

EXCEPTION: In the Elite Division all games go to 20 points without declaring an overtime session.

4. Which Team Receives the Ball First?

A coin toss prior to each game determines which team gets the ball. The team that wins the coin toss has the option of receiving the ball first or deferring to receive the ball first if there is overtime.

5. Checked Ball

An opposing player must “check the ball” before it is put into play. The “check-in” must occur behind the designated line above the 2 point arc and not any out-of-bounds line. The on-ball defender must remain below the 2 point arc until the ball is “checked” and possessed. The ball may be passed, dribbled or a shot may be attempted once it is “checked” and possessed.

EXCEPTION: In 8-9 Youth Division brackets if the initial action after a “checked” ball is a pass, it shall not be contested by the opposing team if made behind the free throw line extended. If it is made below the free throw line extended, toward the basket, the pass may be contested.

6. Taking It Back

The ball must be “taken back” behind the 2 point arc on each change of possession, regardless of whether a shot was attempted. The ball is considered behind the 2 point arc when neither foot of the player possessing the ball is inside nor touching the arc. A take back violation occurs as soon as a player attempts a shot and results in loss of possession and any points just scored.

7. Ball Out-of-Bounds

A ball out-of-bounds will be taken out from behind the designated line above the 2 point arc and not from any out-of-bounds line.

8. Change of Possession

The ball must change possession after scored baskets and after all free throw attempts, except for a Technical, Intentional or Flagrant foul. There is no “make it, take it” rule.

9. Stealing the Ball

In 8-9 Youth Division brackets there will be a no-steal rule when a player is either dribbling or holding the ball.

Rules and Regulations

10. Stalling

Stalling is always prohibited. Stalling involves a style of play in which a team does not actively attempt to advance the ball toward the basket and shoot the ball at the basket. It is a method used to run out the game clock to preserve a win. Stalling is considered an unsportsmanlike act and will result in a Technical foul against the offending team.

11. Jump Ball

There is no alternating possession when there is a jump ball. In all jump ball situations, the ball is awarded to the defensive team.

12. Dunking

Dunking is only allowed in Elite Division games, except during warm-ups. Dunking is not allowed at any time, including during warm-ups, in all other divisions. Unauthorized dunking is an unsportsmanlike act and will result in a Technical foul.

13. Substitutions

Substitutions may only be made during a timeout or a “dead ball” situation and must involve a player on that team’s roster.

D. FOULS

1. Common Foul

Basketball referees will call fouls for all games. All non-shooting fouls, including offensive fouls, shall result in 1 free throw. A made basket shall not count when an offensive foul occurs.

If the fouled player is in the “act of shooting” and the shot is missed, that player will be awarded 1 free throw on a 1 point try and 2 free throws on a 2 point try. If the 1 or 2 point try is made, the basket counts and the fouled player will receive 1 free throw.

During a free throw, all players must stand behind the free throw line. An opposing player that intentionally disrupts the shooter’s unhindered throw, which is missed, entitles the shooter to another free throw. A change of possession will result following the last of any free throws, regardless of whether the last free throw is made or missed.

Common Foul Exception: No free throws are awarded for any Intentional, Flagrant, or Technical foul. The offended team receives 1 point and obtains possession of the ball.

Common Foul Exception: In the Elite Division team fouls will be counted each game. All fouls, including offensive, Intentional, Technical and Flagrant, count as team fouls. Team fouls 1 through 6 will result in normal sanctions. Beginning with team foul 7 all fouls will result in 2 free throws and, if the basket associated with the foul is made, those point(s) are also awarded.

2. Intentional Foul

An Intentional foul includes, but is not limited to, a foul designed to neutralize an opponent’s obvious advantageous position. It may be an act that is not a legitimate effort to directly play the ball or while attempting to play the ball, results in excessive contact.

3. Technical Foul

A Technical foul includes, but is not limited to, unsportsmanlike acts such as taunting, baiting or trash talk by a player or coach. Taunting and baiting can involve derogatory remarks or gestures that incite or insult a player, basketball referee, tournament official or fan. Trash talk involves a deeply personal, verbal attack directed toward any person involved in the event. In extreme cases the player or coach may be suspended from play and removed from the court for the remainder of that game and possibly for the rest of the tournament. A Technical foul will also be assessed if a team is stalling in the interest of preserving a winning margin.

4. Flagrant Foul

A Flagrant foul may be an act of a violent or aggressive nature or one that 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 who is 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 which is extreme or persistent, aggressive, or abusive. A Flagrant foul will also be assessed on any player who comes into physical contact with or assaults a basketball referee or tournament official. A player committing a Flagrant foul will be suspended from play for the remainder of that game and possibly for the rest of the tournament, as determined by a tournament official.