



TALMUD TORAH 3 ON 3 BASKETBALL TOURNAMENT OFFICIAL RULES AND REGULATIONS

ELIGIBILITY

1. Each team must have a minimum of three (3) and a maximum of four (4) players on their roster and be registered as a team by the predetermined entry deadline. Additions and/or changes on rosters will not be permitted under any circumstance after the entry deadline.
2. Players may appear on only one (1) team roster for each tournament division. Any player appearing on more than one (1) team roster in a division will be automatically disqualified from participation in that division.
3. As a general rule, teams are split into male, female, and family divisions considering the average age and experience of the players. Depending on the number of participating teams, co-ed teams may play in the male division.
4. Identification for each player (e.g. birth certificate, driver's license, other photo ID, etc...) is required at on-site registration to verify information provided on the original team application (i.e. age) and to gain access to the JCC building. Players must be prepared to show identification throughout the tournament.
5. If any of a player's personal information listed on the team application is inaccurate (e.g. age), the player will be eliminated from participation in the tournament. Discovery at any time after registration of the player in question may also result in elimination of the whole team from further competition.
6. Eligibility problems will be enforced from point of discovery. No replay of games or adjustments will be allowed for previous contests and standing involving the team in question.

GAME REGULATIONS

1. All games may start and be completed with any number of players (3, 2, 1).
2. Only those teams scheduled to play are allowed to occupy the court at the scheduled time.
3. It is suggested that you be at your court 5 minutes before the scheduled game time and stay there until your game is played.

Stalling goes against the fun principals of 3 on 3 Basketball. An "unwritten 30-second clock is in effect at all times, and may be enforced by the referee at their sole discretion. Failure to attempt a shot in 30 seconds, after being advised by the referee, will result in a loss of possession. In addition, neither team can stall in the last five (5) seconds of the game in a check ball situation, or the last fifteen (15) seconds of the game in a free throw situation. If stalling occurs, the clock will be stopped until the ball is put into play by an in-bound pass.

Each team is allowed two 30-second time-outs. Time-outs stop the clock from running.

Referees have the right to stop the clock due to player's injury and/or safety.

FOULS AND VIOLATIONS

The Referee will call all fouls and violations.

Flagrant Fouls: A contact foul intended to hurt an opponent, fan, or Official; or a non-contact foul involving vulgar or verbally abusive behavior.

One (1) flagrant foul will result in the player being automatically ejected from the game.

Two (2) flagrant fouls by players on the same team in the same game will result in the team forfeiting the game and being automatically dismissed from the tournament.

Fighting and/or "throwing a punch" is a flagrant foul and will result in the team forfeiting the game and being dismissed from the tournament.

Intentional Fouls: A contact foul designed to neutralize an opponent's obvious advantageous position, or to delay the game. It may or may not be premeditated, and is not based on the severity of the act.

Spectator Violations: Heckling and abusive or inappropriate conduct by spectators will not be tolerated and may result in ejection from the tournament site at the discretion of the Official.

REFEREE'S RIGHTS (AND "DEBATES")

Referees are your friends, treat them with respect. Any player who consistently displays inappropriate conduct to referee's and scorekeepers will be suspended for the game or tournament.

The Team "No Adult Coaches". The captain is expected to represent his/her team. The captain has the right to ask the referee to explain any rules.

The Scorer/Timekeeper will count and record all team points and fouls on the score sheet. The first six (6) fouls, the ball will be taken back by the fouled team at "take-back line". The seventh (7) team foul, the team fouled will be awarded one (1) point. If the shooting team is fouled in the act of shooting and the shot is scored the point(s) shall count and the shooting team shall retain possession. If the foul occurs outside the 2 Point Line, during a shooting foul the team will be awarded 1 point.