

EAST JORDAN FREEDOM FESTIVAL 3 ON 3 TOURNAMENT RULES

PLAYER ELIGIBILITY

1. Eligibility Problems: Will be enforced from the time of discovery. No replay of games or adjustments will be allowed for previous games involving the team in question. The ineligible player will be removed for the duration of the tournament.
2. Roster changes: Can only be made prior to the first game with the approval of the Tournament Director.
3. Players: May participate on only one team. Any player participating for more than one team will be automatically removed for the duration of the tournament.
4. Number of Players: Maximum of 4 players per team.

PREGAME

1. Registration: Each team must register with the court monitor before their first game. Players (guardians) must sign a Waiver of Liability in order to be eligible.
2. Players Needed: All games must start with 3 players on the court.
3. The first possession: Will be determined by a coin flip at the top of the key.
4. Game Time: is the scheduled time. It is the court monitor's discretion concerning a forfeit.
5. Warm up: Only the teams scheduled to play the upcoming game can warm up at the scheduled court.

THE GAME

1. Time outs: Each team is allowed 1 time out per contest.
2. The ball must be checked by an opposing team player before it's put into play. The player throwing the ball in must stand out of bounds at the top of the court and pass the ball in to begin play. If this does not happen and the other team catches the infraction, the play will be over. This is NOT a turnover. It is the responsibility of the teams to notice this violation, not the official.
3. Alternate Possessions: Games will be played with alternate possessions rather than make it, take it.
4. Substitutions can be made during any dead ball.
5. No dunking is allowed (during warm ups or games). The first occurrence will result in a technical foul being assessed during the ongoing or upcoming game. Each of the 2 technical shots count as 1 basket. The team will also lose possession of the ball. A second occurrence by the same player will result in the same penalty, as well as possible dismissal from the tournament.
6. Take Back: The ball must be taken back anywhere behind the two-point line on each change of possession. "Taken Back" means one foot must be behind the take back line. If a team fails to do so and scores a basket, the point will be disallowed and possession of the ball goes to the opposing team.
7. The two point shot will be in effect. Both feet must be behind the line when the player leaves the floor.
8. A 5-second lane violation can be enforced.
9. Jump balls will be given to the defense.
10. The back of the backboard is out of bounds. The sides and the top of the backboard are inbounds.

LENGTH OF GAME

1. Games will be played for 20 minutes or 21 points with the team winning by 2 points, whichever comes first.
2. Ties: A coin flip will decide the first possession. First point wins.

FOULS

1. Who makes the call: the referee.
2. Shooting Foul: When a player is fouled in the act of shooting, the fouled player will be given the choice of a free throw or the ball out of bounds. On a missed or made free throw, the opposing team will get the ball after the shot. If a player is fouled taking a 3-point shot, they will be awarded 2 free throws. Each free-throw will count as one point. No rebounding on free throws.
3. Offensive Charge: On an offensive charge the basket will be nullified unless the offensive has already landed before the charge occurs.
4. Fifth Foul Rule: To prevent unnecessary fouls, a player may be removed from the game on his/her fifth foul.
5. Flagrant Fouls and Abusive Language: Any flagrant foul or abusive language will result in the player being ejected from the game. A second flagrant foul made by the same team will result in automatic elimination of the team from the tournament. On each flagrant foul, the team who has been fouled will retain possession for the ball as well as get an uncontested two point shot. If the two point shot is made, the team will be awarded 2 points.

DISPUTES

1. Disputes: Court referee decisions are final.

SAFE-PLAY RULES

1. Throwing a punch: Any person that chooses to throw a punch (whether they connect or not) will automatically be dismissed for the remainder of the tournament. This policy holds true for any player who throws a punch in retaliation.
2. Trash Talking: Trash talking, negative comments directed at the other team, and other unsportsmanlike conduct will not be tolerated and can be grounds for ejection from the tournament.

ADMINISTRATIVE

1. Awards will be presented to the players who physically participated in the tournament.
2. Injuries and Theft: We are not responsible for injuries or loss of personal goods.
3. No refunds will be given if a team is removed from the tournament for any reason or if the tournament is cancelled due to weather.

REFEREE RESPONSIBILITIES

1. Responsibilities: Making calls and enforcing the rules.
2. Any questions, complaints, or comments should be taken up by the team captain and discussed with the referee.
3. The judgement decisions of the referee are final.
4. Once play resumes after a disagreement, the decision is final. No further appeals will be allowed.
5. Intentional/Flagrant Foul: Calls will be honored without argument.