

# **2009 Los Angeles Lithuanian Fair 3-on-3 Basketball Tournament Rules & Regulations**

## Who Can Play

The tournament is open to players 18 years of age and up.

## Number of Players

Each team must consist of 3 players. A team may have only 3 players on the court at any time. For all co-ed teams, a member of the opposite sex must be on the court at all times. All games must start with at least 3 players on each team. Any number of players (1, 2, or 3) may complete a game.

## Authorized Equipment & 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.

## Intentional Fouls

An intentional foul is a foul designed to neutralize an opponent's obvious advantageous position. It is a foul which, based on the referee's observation of the act, is not a legitimate attempt to directly play the ball. A foul shall also be ruled intentional, based on the referee's observation of the act, if while attempting to play the ball, a player causes excessive contact. An intentional foul results in one point for the offended team and possession of the ball.

## Flagrant Fouls

A flagrant foul may be of a violent or aggressive nature, or an act which 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 hipping in a manner which 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 results in one point for the offended team and possession of the ball, which is taken out at the back-court line. The player committing the foul will be suspended from play for the remainder of that game and possibly for the rest of the tournament.

### Bracket Types

Teams will be divided into tournament brackets according to its players' ages, heights, playing experience, and competition level, in accordance with the information on each team entry form. Tournament officials reserve the right to verify a player's entry form data. False information will be grounds for dismissal from the tournament.

### Sportsmanship Policy

Good sportsmanship and cooperation is both anticipated and expected. The team captain is expected to aid in controlling teammates' and team followers' conduct and to represent his/her team as spokesperson in case of appeals to the referee. Poor sportsmanship could result in penalties against the team in either the Technical, Intentional, or Flagrant foul categories. Failure to comply with good sportsmanship, with acts such as fighting, taunting, intimidating or verbally attacking a tournament official, player or spectator may lead to removal of that player, team and/or spectator from the tournament. Any ejection from the entire tournament will result in a suspension from the next year's tournament, at a minimum. Decisions made by tournament officials are final, and are not subject to review by video or other recordings, or other sources.

### Stealing the Ball

Players in all age categories may steal the ball when it is being passed.

### Fouls

Referees will call all fouls in each tournament bracket. 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. During a free throw, opposing team players may not intentionally disrupt the shooter's unhindered throw. A change of possession will result regardless of whether the free throw shot is made or missed. After a foul shot, the ball will be placed into play from the back-court line.

### Technical Fouls

A technical foul will be called for unsportsmanlike acts such as taunting, baiting, or trash talk. Taunting and baiting can involve derogatory remarks or gestures that incite or insult a player. Trash talk involves a deeply personal, verbal attack directed toward any person involved in the event. In extreme cases, the player may also be suspended from play and a coach or fan removed from the court for the remainder of that game or for the rest of the tournament. A player who aggressively comes into contact with or assaults a referee, court marshal, or other tournament official shall be automatically ejected from the game and for the remainder of the current tournament. The referee may also assess a technical foul if the referee determines that the team is stalling in the interest of preserving a winning margin. A technical foul results in one point for the offended team and possession of the ball.

### Jump Ball

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

### Stalling

Stalling is prohibited. Stalling is a style of play in which a team does not actively attempt to advance the basketball toward the basket and shoot the ball at the basket. It is a method used in an attempt 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.

### Dunking

Dunking is not allowed at any time, including during warm-ups.

### Which Team Receives the Ball First?

A coin toss prior to each game will determine which team gets the ball out-of-bounds first.

### Substitutions

Substitutions may only be made during a time-out or a “dead ball” situation.

### Time-Out

Each team is allowed a single one minute time-out per game. The clock will stop running during a time-out.

### Keeping Score

All made baskets from inside the two-point arc count for one point and made baskets from outside the two-point arc count for two points. The first team to 20 points is the winner.

### Length of Game

#### *If a score of 20 is achieved within 20 minutes*

The target score for all games is 20 points, meaning the first team to reach 20 points within 20 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. The 20 minute clock is stopped during team time-outs and if the referee stops play for a player injury or other unusual circumstance. If neither team has reached a score of 20 points, the referee shall stop the game after 20 minutes of play.

In all situations, the referee shall declare a technical foul if the referee determines that a team is intentionally stalling to run out the clock.

#### *If a score of 20 is not achieved within 20 minutes*

If at this point of interruption a team has a lead of 2 or more points, that team is declared the winner. If neither team has at least a 2 point advantage, the overtime rule will be activated. In overtime, the first team to score a total of 2 points more than the leading team’s score at the beginning of the overtime session, or reach 20 points, will be declared the winner. A coin toss will determine who gets the ball out of bounds first in overtime. Use these examples as a guideline:

## SCORES AT BEGINNING OF THE OVERTIME SESSION

Score of 19 to 18: the first team to 20 wins (no game goes beyond 20 points)

Score of 16 to 16: the first team to 18 wins

Score of 8 to 7: the first team to 10 wins

Score of 14 to 12: no overtime is needed since the leading team has at least a 2 point lead

### Player Injury

A referee 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, tournament officials 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.

### Game Times

All printed schedules are effective through only the first game for all teams. Following the tournament's first game, each team is required to check the Master Scoreboard for all official schedules, times, courts, revisions, and general game information. Teams must be ready to begin play at their scheduled start time. Teams not at their court for their scheduled game are given a 5 minute grace period before a forfeit is enforced. Teams are encouraged to remain in contact with the 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.

### Checked Ball

The ball must be "checked" by an opposing player before it is put into play. The ball must then be passed to begin play.

### The Fine Print

Designated tournament officials shall have the power to make decisions on any points not specifically covered in the Rules and Regulations and shall also have the complete authorization to interpret the intent and purpose of these Rules and Regulations. LT DAYS Basketball Tournament officials also reserve the right to disqualify any player and/or team for infractions of tournament policies, including the following:

#### *Use of Illegal Players*

The players listed on the team entry form as accepted are the only ones eligible for play on that team. Player changes submitted on authorized Player Change Forms, and accepted by tournament officials, must be completed and approved prior to the beginning of the tournament. Under no circumstances will roster substitutions be allowed after the tournament begins. Before the beginning of each game, every player will sign a Voluntary Waiver and Release Agreement. Any team using a player not properly registered will be disqualified from the tournament.

### *False Information*

Information provided on a team entry form or accepted Player Change Form is the basis for bracket scheduling and is expected to be both accurate and complete. Players listing inaccurate information on these forms may be disqualified from the tournament.

### Change of Possession

The ball will change possession after scored baskets and all free throw attempts with the exception of Technical, Intentional or Flagrant fouls. There will be no “make it, take it” rule.

### Taking It Back

The ball will be “taken back” on each change of possession, regardless of whether or not a shot was attempted. Failure to “take it back” results in loss of possession and any points just scored. “Taking it back” means bringing your whole body and the ball behind the dashed “take-back” line, not the sidelines or 2 point arc.

### Ball Out-of-Bounds

A ball out-of-bounds will be taken out from the back-court line.

### 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.

**Thank you for participating in the 2009 Los Angeles Lithuanian Fair 3 on 3 Basketball Tournament!!!**