



Tournament Information and Rules
Saturday May 26, 2018
Between Division and Balsam on 3rd Avenue

MINORS: For anyone under 18, waivers must be signed by player and parent or legal guardian. Failure to have forms properly signed by all players on a team will result in the player and/or team not being able to participate in the tournament

All teams will be scheduled to play a minimum of three games. Divisions may be cancelled due to lack of sign-up.

SPORTSMANSHIP:

Good sportsmanship and cooperation is both anticipated and expected. The team captain or designated parent, 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 the court monitor. Poor sportsmanship could result in penalties against the team in either the Technical, Intentional, or Flagrant foul categories. Failure to comply with the Spirit of Springfest, 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 Springfest, at a minimum. Decisions made by tournament officials are final, and are not subject to review by video or other recordings, or other sources.

RULES:

Rosters-

Rosters are final at the start of your first game. At least two players are needed to start and finish a game; three is normal. One substitute is also allowed. Players can only register for one team. Changes on the roster will be allowed until the start of your first game and will cost \$5.00 per substitution or addition. No additions will be allowed after that time-some exceptions may be allowed for players out due to injuries that would prevent the team from further play. These will need to be approved by the Director. Please remember, substitutions need to have their forms signed prior to the start of the first game.

Games-

Each team will be scheduled a minimum of three games. The Director will contact each team Captain the week of the Tournament with court and start time. No player meeting is required, but the rules will be strictly adhered to. The games will start at Saturday at 8am .

Number of Players

Each team may consist of a maximum of 4 players and a minimum 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 if the referee believes that both teams have a chance of winning

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. As always, Springfest Officials retains the right to disallow any equipment or apparel that it judges to be dangerous or inappropriate.

Fouls

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. Incidental contact between opponents shall not result in a called foul unless such contact results in a meaningful disadvantage. Team fouls 1 - 6 will result in a single free throw. Team fouls 7 and above will result in two free throws.

If a player is fouled and makes the basket while the player's team is in the bonus situation, the basket counts and one foul shot is awarded to the player. This applies regardless of whether it was a one-point or two-point basket. Players who are fouled and make a basket before the bonus situation simply receive the points for the basket and no foul shot is awarded.

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.

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 court monitor'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 monitor'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 savage nature, or an act which displays unacceptable conduct. It may or may not be intentional. It may involve violent or savage contact such as striking, kicking, kneeing, moving under an opponent who is in the air, and crouching or hiping 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, savage, 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 or for the rest of the tournament.

A player who makes a basket and is fouled by an opponent, who receives a technical, flagrant or intentional foul for the infraction, will receive the point(s) for the made basket, an automatic one-point for the infraction, and the team keeps possession of the ball.

FAQ (Frequently Asked Questions)

Which Team Receives the Ball First?

The team listed first on the schedule.

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 –

The first team to score 20 points or the highest score after 30 minutes will be awarded the win. The points scored by the losing team will also be tracked. Two points are awarded for shots beyond the three point line; one point will be awarded for all other shots. If a shoe is touching the line it is a one point shot. Games will be held to a 30 minute time limit. You will start and stop at the half-hour or the hour, without exception. If the two teams agree to spend the first five minutes practicing, that's fine but the game will only be 25 minutes long then. If the game is tied after the half-hour, the next point wins.

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.

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.

Three in the key

Three in the key is NOT a violation.

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.

Jump Ball

In a jump ball situation, the ball will first go to the team which is listed second on the schedule, with alternating possessions thereafter.

Dunking

Dunking is not allowed at any time, including during warm-ups. Dunking will be construed as an unsportsmanlike act and will result in a Technical foul.

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.

Player Injury

If a player is bleeding or has an open wound, play will be stopped and 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, Springfest 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

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 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.

Adverse weather conditions and unplayable situations may result in modification or cancellation of the tournament. Should this happen, each team will receive its player T-Shirts and registration package. Unfortunately, entry fees cannot be refunded.

The event organizers reserve the right to spot-check a player's entry form data. False information will result in the player being ejected from the tournament.

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. Springfest officials also reserve the right to disqualify any player and/or team for infractions of tournament policies.

MOSES LAKE SPRING FESTIVAL HAS A ZERO TOLERANCE POLICY. If you are seen drinking or partaking of illegal drug or if you appear to be under the influence of either, you will be removed from the tournament and from Moses Lake Spring Festival.

Please contact director, Sean Sallis at mlsf3on3@gmail.com with any questions you may have.

Moses Lake Spring Fest 3 on 3 is committed to good sportsmanship, having fun, helping others, and keeping a good attitude. Good sportsmanship and fair play are expected from all players and spectators for each team. Failure to comply may mean ejection of the player, spectator, or even the team from this year's and/or next year's and/or all future Spring Fest 3 on 3 Tournaments. A team or player may be warned, held out for a number of minutes, ejected from a game, or even be disqualified from the tournament for failure to comply with tournament rules of play. Game play rules will be provided.

We look forward to seeing you on the streets of downtown Moses Lake on Memorial Day Weekend 2018

Directors Note: Just a reminder that this is a volunteer ran event and we do our best to provide a great tournament. We are a non- profit and rely on donations to run our event as well as purchasing of our hoops. On behalf of all of our volunteers we would ask that you make the best of the tournament and make great memories on the courts!

Sincerely,

Sean Sallis

