



## SUMMER SLAM 3-on-3 Basketball Rules & Regulations



1. *Who Can Play* - Tournament is open to players having completed 3<sup>rd</sup> grade through adults.
  2. *Number of Players* - Each team may consist of a maximum of four (4) players & a minimum of three (3) players. A team may have only three players maximum on the court at all times. Any number of players may complete a game.
  3. *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, or metal- even if equipment is covered in a soft padding. Soft braces, sleeves, and wraps will be allowed unless they pose a danger to other players. Helena Family YMCA retains the right to disallow any equipment or apparel that it judges to be dangerous or inappropriate.
  4. *Eligibility* - All high school and college players are encouraged to check with coaches and /or athletic directors about participating in Summer Slam and the potential effects on eligibility. YMCA Summer Slam is not responsible for determining an athlete's eligibility under any high school or collegiate association's rules.
  5. *Brackets* - Teams will be bracketed according to its players' immediate completed school grade, as noted on team entry form. Tournament officials retain the right to verify a player's entry form. False information will result in dismissal from tournament. All players in 7th grade and above must show photo identification at sign-in: failure to do so will result in ejection.
  6. *Basket Height* - Baskets will be ten (10) feet for all brackets.
  7. *Basketball Size* - The intermediate size ball will be used for all female games and any male or co-ed games consisting of players entering grades 3 - 6. The regulation, full size ball is used for all other games.
  8. *Free Throw Shooting Distance* - The distance for all brackets for free throws is fifteen (15) feet.
  9. *Fouls* - In most brackets, participating players will call their own fouls. Specifically, the player who is fouled will call the foul. All called fouls will result in one free throw shot, except on successful field goals, in which case the basket counts and no free throw is awarded. During a free throw, opposing team members 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 contact results in a meaningful disadvantage. Court monitors will referee all games in brackets consisting of teams whose players are entering grades 3 through 10 as well as championship games in all divisions.
    - A. *Technical Foul* - A Technical Foul will be called for unsportsmanlike acts including profanity, foul language, 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 and verbal attack aimed toward any person at the event. In extreme cases, the player may also be suspended from play and a coach or fan removed from the court for either 1) the remainder of that game and 2) for the remainder of the tournament. The court monitor may also assess a Technical Foul if the monitor determines that the team is stalling in the interest of preserving a winning margin.
    - B. *Intentional Foul* - 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.
    - C. *Flagrant Foul* - 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 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, aggressive, or abusive. A Flagrant Foul results in one point for the offended team and possession of the ball. The player committing the foul will be suspended from the play for the remainder of that game and possibly for the rest of the tournament.
- Technical, Intentional, and Flagrant Fouls may only be called by a court monitor.
10. *Stalling* - Stalling is prohibited. Stalling occurs when a team is not actively attempting to advance the basketball toward the basket and shooting. It is a method used attempting to run out the game clock and preserve a win. Stalling is considered unsportsmanlike and will result in a Technical Foul.



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11. *First Possession* – Rock/paper/scissors prior to each game between team representatives determines which team will obtain the first possession.

12. *Scoring* - All made baskets inside the two-point arc count for one point and all made baskets from outside the two-point arc count for two points.

13. *Length of Game* - Game is played to a score of 20 within a 25 minute period with a minimum margin of victory of one point.

*If a score of 20 is not attained within 25 minutes:* If one team has a lead of 2 or more points, the game is then over and the leading team is declared the winner. If there is a one-point lead or if the score is tied, an Overtime period is awarded. During Overtime each team will play to a target score of two points above the current lead team's score. Rock/paper/scissors will determine who first receives the ball in Overtime.

Examples of scores at beginning of Overtime:

Score of 19 to 18: the first team to 20 points wins (games only go to 20 points)

Score of 17 to 17: the first team to 19 wins

Score of 6 to 5: the first team to 8 wins

Score of 15 to 13: no Overtime needed because of 2 point margin of victory

14. *Checked Ball* - The ball must be "checked" by an opposing player before being put into play. The ball must be passed to begin play (no immediate shots). \*In 3<sup>rd</sup> & 4<sup>th</sup> grade division, the initial pass following the "check in" must be uncontested by the defense. In return, this initial pass must be received behind the free-throw line.

15. *Take-Back* - The ball will be "taken back" on every change of possession, regardless if/if not a shot was attempted. Failure of Take-Back results in immediate loss of possession and any points scored. Take-Back is defined as bringing one's whole body AND ball behind the Take-Back line (not the sidelines or 2-point arc).

16. *Ball Out of Bounds* - A ball out of bounds will be in-bounded from the Take-Back line.

17. *Boundaries* - The basket structure, padding, and structural supports are played as out-of-bounds. The backboard (including its face, top, bottom, and sides) will be considered in-bounds.

18. *Jump Ball* - In the case of a Jump Ball, the first ball is awarded to the team who first lost the pre-game coin flip. Jump Ball possessions will alternate thereafter.

19. *Slam Dunks* - Slam Dunks are prohibited at all times throughout the event, including warm-ups. Dunking is viewed as unsportsmanlike and will result in a Technical Foul.

20. *Substitutions* - Substitutions may only be made during a time-out or dead ball situation.

21. *Time-Out* - Each team is allowed a single one (1) minute Time-Out per game.

22. *Player Injury* - Court Monitor has the discretion to suspend play of an injured player for the protection of all players. If a player is bleeding or has an open wound, the player will be directed to leave the game and properly bandage the wound. A player with a bloodstained clothing or bandage must remove the stained/saturated material prior to re-entering the game. If it is believed that player lost consciousness during a game or is severely injured, YMCA Summer Slam may require a written note from a medical doctor who has examined the player subsequent to the game injury and specifically authorizes the player to continue play in the tournament.

23. *Game Times* - All printed schedules are effective through only the first game for all teams. Following the tournament's first game, each team is to check at the Tournament Table 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 scheduled court for their scheduled game are given a 5 minute grace period to attend before a forfeit is enforced. All teams are encouraged to remain in contact with their court to observe the effect(s) 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.

24. *The Fine Print* - Tournament officials shall have the power and authority to make decisions on any points not specifically covered in the Rules & Regulations and shall also have the complete authorization to interpret the intent and purpose of the Rules & Regulations. YMCA Summer Slam officials also reserve the right to disqualify any player and/or team for infractions of tournament policies, including the following: use of illegal players and false information.