

Rules & Regulations:

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 official. Poor sportsmanship could result in penalties against the team. Failure to comply with the Spirit of the games, 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 games, at a minimum. Decisions made by tournament officials are final, and are not subject to review.

1 Who Can Play

The tournament is open to players entering grades 3 through 12, as well as all adults. A designated coach is required for all youth teams. A player may not participate on multiple teams within the same bracket.

2 Number of Players

Each team may consist of a maximum of 4 players and a minimum of 3 players. All games must start with at least 3 players on each team. Any number of players (1, 2, or 3) 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, 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. C. LaRue Hoops retains the right to disallow any equipment or apparel that it judges to be dangerous or

4 Eligibility Issues

All high school and college players are encouraged to check with their coaches and/or athletic directors about participating in the 3 on 3 Full-Court Classic and the potential effects on their eligibility. C. LaRue Hoops is not responsible for determining a particular athlete's eligibility under National Collegiate Athletic Association or applicable high school

5 Bracket Types

Teams consist of players Youth (entering grades 3-8), High School (entering grades 9-12), Adult and Adult Elite Divisions (18 and over). Playing experiences and competition levels in accordance with the information on the team entry form will also be considered. Tournament officials reserve the right to verify a player's entry form data.

6 Basket Height

Baskets will be 10 feet high for all brackets.

7 Basketball Size

The intermediate size ball will be used for all female games and any male games consisting of players entering grades 3 through 5. The full size ball will be used for all other games.

8 Free Throw Shooting Distance

The distance for free-throws will be 15 feet for all other brackets.

9 Two-Point & Three-Point Shooting

Two and Three point shots will be counted as such and monitored by the official

10 Stealing the Ball

Players in all age categories may steal the ball when it is being passed, dribbled or held. Stealing in those situations will be allowed in all other brackets.

11Fouls

Basketball officials will referee all games. All called fouls, whether shooting or non-shooting, shall result in a one and one free throw opportunity, except on a successful field goal, in which case the basket counts and one free throw shot is awarded.

The following fouls will result in additional sanctions:

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 court official, court marshal, or other tournament official shall be automatically ejected from the game and for the remainder of the current tournament. Additional suspension for such acts will be determined by C. LaRue Hoops on a case by case basis. The court official may also assess a technical foul if the official 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.

Flagrant Fouls

A flagrant foul may be of a violent or aggressive nature, or an act which displays unacceptable conduct. 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 play for the remainder of that game and possibly for the rest of the tournament.

12 Length of Game – All Divisions

If a score of 20 is achieved or top score within 12 minutes

The target score for all games is 20 points, meaning the first team to reach 20 points within 12 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 12 minute clock is stopped during team time-outs and if the court official stops play for a player injury or other unusual circumstances. If neither team has reached a score of 20 points, the court official shall stop the game after 12 minutes of play. In all situations, the court official shall declare a technical foul if the official determines that a team is intentionally stalling to run out the clock.

If a score of 20 is not achieved within 12 minutes and the game is tied the first team to score in Overtime wins

13 Jump ball

Jump ball starts the game and Overtime if needed.

14 Change of Possession

Following the jump ball alternating possession

15 Taking It out of bounds

The ball will be “taken out of bounds” on each change of possession

16 Ball Out-of-Bounds

A ball out-of-bounds will be taken out from the base line or side line

17 Boundaries

Clearly marked black line's around the court

18 Dunking

Dunking is allowed in all Division.

19 Substitutions

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

20 Time-Out

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

21 Player Injury

A court official 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, C. LaRue Hoops 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.

22 Game Times

All printed schedules are effective through only the first day of games for all teams. Following the tournament's first day of games, 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 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.

23 *Use of Illegal Players*

The players listed on the team entry form as accepted by C. LaRue Hoops 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 by 8:00 a.m. on Saturday, August 23, 2014. Under no circumstances will roster substitutions be allowed after the tournament begins.

24 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. C. LaRue Hoops officials also reserve the right to disqualify any player and/or team for infractions of tournament policies.