



SPUD FEST 3 ON 3 BASKETBALL TOURNAMENT

GAME FORMAT & RULES OF PLAY

SCHEDULING / TEAM FORMATION:

1. ALL TEAMS MUST HAVE AT LEAST 3 BUT NO MORE THAN 4 PLAYERS REGISTERED PER TEAM. TEAMS WILL NEED TO START WITH 3 PLAYERS BUT CAN BE COMPLETED WITH ANY NUMBER (3,2 AND OR 1).
2. THE FORMAT OF THE TOURNAMENT WILL BE DETERMIND ONCE ALL TEAMS HAVE ENTERED. THIS FORMAT MAY VARY BY DIVISION DEPENDING ON THE NUMBER OF TEAMS WITHIN A DIVISION. THE TOURNAMENT DIRECTORS RESERVE THE RIGHT TO CHANGE THE FORMAT AS NEEDED.
3. A REFEREE WILL BE ASSIGNED TO EACH COURT.
4. TEAMS MUST BE AT THEIR COURT 30 MINS PRIOR TO SCHEDULED TIME. GAMES MAY END EARLY OR START LATER AS LISTED ON SCHEDULE. AMOUNT OF WARM-UP FOR PRIOR TO EACH GAME WILL BE DETERMINED BY THE COURT MONITOR.

GAME PLAY:

1. HOME TEAM (LISTED ON TOP OF BRACKET OR FIRST) WILL SHOOT FOR THE BALL TO START EACH GAME. MAKE = HOME STARTS WITH POSSESSION OR MISS = VISITOR STARTS WITH POSSESSION.
2. EACH GAME WILL BE PLAYED TO 21 POINTS OR 20 MINUTES LONG (WHICH EVER COMES FIRST). ALL TEAMS MUST WIN BY ONLY ONE POINT.

3. TEAMS SCORE BY EITHER REGULAR TWO-POINT BASKETS OR BY THREE-POINT SHOTS TAKEN FROM OUTSIDE THE THREE-POINT CIRCLE.
4. AFTER A BASKET HAS BEEN SCORED OR A FOUL CALLED, THIS RESULTS IN DEAD PLAY. A PLAYER MUST PUT THE BALL IN PLAY FROM PAST THE THREE-POINT LINE BY CHECKING THE BALL BEYOND THE THREE-POINT LINE. THE PLAYER MUST PASS THE BALL TO START PLAY. DEFENSE MUST BE BEHIND THE THREE-POINT CIRCLE DURING CHECKING.
5. JUMP BALLS WILL BE PUT INTO PLAY BEHIND THE THREE-POINT LINE WITH POSSESSION GOING TO THE DEFENSIVE TEAM.
6. ON DEFENSIVE REBOUNDS OR STEALS, PLAYERS MUST RETURN THE BALL BY DRIBBLE OR PASS ACROSS THE THREE-POINT LINE BEFORE A BASKET MAY BE ATTEMPTED. ONCE ACROSS THE LINE, THEY DO NOT HAVE TO PASS THE BALL BEFORE SHOOTING.
7. FOULS WILL BE CALLED BY THE COURT MONITOR / REFEREE. A FOUL CALLED IN THE ACT OF SHOOTING WILL RESULT IN ONE FREE THROW SHOT TO THE FOULED SHOOTER WHEN THE BASKET WAS NOT MADE (2 POINTS BEING AWARDED FOR THE MAKE OF THE FREE THROW OR THREE POINTS IF THE FOUL WAS COMMITTED BEHIND THE THREE POINT LINE). A NON-SHOOTING FOUL WILL RESULT IN CHECKING THE BALL AT TOP OF THE KEY TO THE FOULED TEAM.
8. ARGUING WITH A REFEREE'S CALL(S) WILL RESULT IN A TECHNICAL FOUL AWARDED TO THE OPPOSING TEAM TWO POINTS AND POSSESSION. IF THERE IS A SECOND TECHNICAL FOUL FROM THE SAME TEAM, IT WILL BE DISQUALIFICATION OF THE ENTIRE GAME RESULTING IN A WIN FOR THE OPPOSING TEAM.
9. THE THREE-SECOND RULE IN THE PAINT WILL APPLY TO OFFENSIVE PLAYERS.
10. SUBSTITUTIONS MAY BE MADE AFTER A BASKET, OUT OF BOUNCE PLAY OR DEAD BALL.
11. EACH TEAM WILL BE ALLOWED ONE 30-SECOND TIMEOUT.
12. NO STALLING ALLOWED. THE REFEREE MAY INSTITUTE A 30 SECOND SHOT CLOCK AT ANY TIME. AFTER A TEAM HAS BEEN WARNED, FAILURE TO ATTEMPT A SHOT WITHIN THE 30 SECONDS WILL RESULT IN LOSS OF POSSESSION.
13. IF THE GAME ENDS IN A TIE AFTER REGULATION TIME HAS ELAPSED, THEN THE GAME WILL BE COMPLETED WITH A SUDDEN DEATH FREE THROW SHOOTOUT. HOME TEAM WILL SHOOT FIRST. IF THE SHOT IS MADE, VISITING TEAM WILL NEED TO MAKE THE SHOT TO CONTINUE. IF THE FIRST PLAYER MISSES AND THE OPPOSING TEAM MAKES THE BASKET, GAME OVER. CONTINUE UNTIL EITHER SCENARIO OCCURS. EACH TEAM MUST ALTERNATE SHOOTERS.

MISCELLANEOUS:

1. WEATHER: WEATHER MAY DELAY OR CANCEL THE TOURNAMENT. WE WILL NOTIFY EACH PARTICIPANT IF THERE IS A DELAY AND OR IF CANCELLED WE WILL ISSUE A FULL REFUND.

2. THE TOURNAMENT SUPERVISORS WILL COLLABORATE TO MAKE A RULING ON ANY ISSUE NOT COVERED WITHIN THESE RULES.
3. A PLAYER INVOLVED IN FIGHTING OR CONTINUED MISCONDUCT WILL BE DISQUALIFIED FROM THE TOURNAMENT.
4. WHILE EVERY REASONABLE EFFORT WILL BE MADE TO ENSURE THE SAFETY AND INTEGRITY OF THE FACILITIES PROVIDED, THE BIG LAKE SCHOOL DISTRICT, SPUD FEST, BIG LAKE FAST BREAK CLUB AND SPONSORS WILL NOT BE RESPONSIBLE FOR LIABILITY OF STOLEN ARTICLES OR PERSONAL INJURIES SUSTAINED BY PARTICIPANTS.