

# Rules and Regulations

## **SPORTSMANSHIP POLICY**

Good sportsmanship and cooperation are both anticipated and expected. The team captain or designated coach, 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 a basketball referee or tournament official. Poor sportsmanship may result in penalties against the team, such as a Technical, Intentional or Flagrant foul. Failure to comply with the Sportsmanship Policy, with acts such as fighting, taunting, intimidating or verbally attacking a basketball referee, tournament official, player or spectator may lead to removal of that player, team, and/or spectator from the tournament. Additional suspension for such acts will be determined by tournament officials on a case-by-case basis and those decisions are final and not subject to review by video, other recordings, or other sources.

## **A. EVENT ADMINISTRATION**

### **1. Who Can Play**

The 2026 Jr. Clippers 3v3 Basketball Tournament is open to youth players who are at least 9 years old as of March 29, 2026. Each team is required to have a designated coach. A player may participate on only one team.

### **2. Divisions**

The tournament will consist of the following male and female divisions:

**Division 10U** – No player on a team may be over 10 years old as of March 29, 2026.

**Division 12U** – No player on a team may be over 12 years old as of March 29, 2026.

**Division 14U** – No player on a team may be over 14 years old as of March 29, 2026.

Teams with mixed age players will be placed in the oldest player's division.

### **3. Tournament Format**

Teams in each division will be assigned to smaller groups, called pools. The number of pools within a division is based on the number of teams in that division. Teams within a pool will have scheduled games against other teams in their pool and possibly other teams in their division. Upon completion of pool play and based on their performance, teams will earn their place, or seed number, in the pool standings. This seeding process will determine which teams qualify for a single elimination playoff tournament for that division, as well as the playoff schedule. Tournament officials determine the number of qualifying teams. The team that wins the single elimination playoff will be the division champion.

**Team Seeding Process** – In the event of a tie between teams within the same pool, based on win-loss record at the conclusion of pool play, pool seeding will be decided by incorporating tiebreaker steps 1 through 3 in sequential order. If any team's seeding can be determined by applying a specific tiebreaker step, each of those teams are removed from the tiebreaker process. The teams that remain tied proceed to the next tiebreaker step. For example, in the case of a 3 way tie where head-to-head competition doesn't determine any team's seed, Step 2 will be applied. If any teams remain tied after Step 2, then Step 3 will be applied.

### **Tiebreaker Steps (see Team Seeding Process)**

Step 1 – Result of head-to-head competition.

Step 2 – Average points scored (APS) in all games, except games won by forfeit are not included to determine a team's APS and games lost by forfeit are included to determine a team's APS. Seeding is decided in descending order of the teams' APS.

Step 3 – Coin flip.

### **4. Player Age Verification**

Every player must have available, for each game at their designated court, acceptable documentation to verify their age and date of birth. If a player's eligibility is challenged the player must produce acceptable documentation or may be disqualified from further participation in the tournament, at the sole discretion of a tournament official.

### **5. Use of Illegal Players**

The players listed on the roster submitted in the team registration process, accepted by tournament officials, are the only players eligible for play on that team. Requested roster changes after team registration closes shall only be permitted when submitted on an authorized Player Change Form through the adopted system. No roster changes will be allowed after the published roster change deadline, which is set by tournament officials for a time prior to the start of tournament games. If a team uses a player not properly registered that team may be disqualified from the tournament, at the sole discretion of a tournament official. Before the beginning of each game every player must sign in.

### **6. False Information**

Information provided during team registration or on an approved Player Change Form is the basis for placement in divisions. It is expected to be both accurate and complete. Players and teams providing false, misleading, or inaccurate information may be disqualified from the tournament, at the sole discretion of a tournament official.

### **7. Eligibility Issues**

All players are encouraged to check with their coaches and/or athletic directors about participating in the tournament and the potential effects on their eligibility. Tournament officials are not responsible for determining a particular athlete's eligibility under National Collegiate Athletic Association or applicable high school association rules.

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## 8. Post-Game Inquiries

If a player, team coach, or a player's parent wishes to address a game related item beyond the existing communication with that court's basketball referee or tournament official, that individual may request further consideration by completing a Post-Game Inquiry form available at the tournament information table. Each submission will elicit a response from a tournament official.

## 9. Organizer Authority

Tournament officials shall have the power to make all decisions on any points not specifically covered in the Rules and Regulations and shall have the sole authority to interpret the intent and purpose of the Rules and Regulations. Tournament officials reserve the right to disqualify any player and/or team for infractions of tournament rules and policies.

## B. GAME ADMINISTRATION

### 1. Number of Players

Each team must have a minimum of 3 players and may consist of a maximum of 4 players. A team shall have no more than 3 players on the court at any time. All games must start with at least 3 players on each team. Any number of players (1, 2, or 3) may finish a game.

### 2. Game Times

Game schedules are subject to change, at the sole discretion of tournament officials, due to unforeseen circumstances. Teams can report to the tournament information table for all official schedules, game times, courts, revisions, and general game information. Teams must be at their assigned court and ready to begin play at their scheduled start time. This includes signing in at the scorer's table. A team not at the court for its scheduled start time is given a 5 minute grace period before a forfeit is enforced. If a team's game is delayed, a forfeit is enforced 5 minutes after the just-played game ends. Teams are encouraged to remain in contact with their court to observe the effects of scheduling changes.

### 3. Game Score Verification

At the conclusion of each game, a player from each team shall review and sign the official scoresheet as verification that the game score and winning team are accurate. Failure to complete this process immediately upon conclusion of the game will be considered an acknowledgment that the score and winning team have been accurately recorded. Once the game results are established the recorded information is not subject to change unless approved in writing by a tournament official.

### 4. Authorized Equipment & Apparel

No player shall be allowed to wear a guard, cast, hard brace or other potentially dangerous equipment on their 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. Tournament officials retain the right to disallow any equipment, jewelry, hair bands, clips, or apparel that are judged to be dangerous or inappropriate.

## 5. Player Injury

A basketball referee or tournament 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 appears a player has lost consciousness during a game, or is severely injured, that player is responsible for obtaining medical clearance authorizing continued participation in the tournament.

## 6. Boundaries

The actual backboard, including its face, top, bottom, and sides shall be considered in-bounds. The ball is out-of-bounds when it goes over the backboard or touches the back of the backboard. The basket structure, padding and structural supports will be played as out-of-bounds.

## 7. Timeouts

Each team is allowed a single one minute timeout per game. The clock will stop during a timeout.

## 8. Basketball Size

The intermediate size ball will be used in all female divisions, along with 10U male division. The full size ball will be used in all other divisions.

## 9. Basket Height and 2 Point Arc

The basket height will be 10 feet. The distance for the 2 point arc will be 19 feet unless the court has designated markings otherwise.

## 10. Free Throw Shooting Distance

The distance for free throws will be 15 feet.

## C. GAME RULES

### 1. Scoring

Baskets made from inside the 2 point arc count for 1 point. Baskets made from outside the 2 point arc count for 2 points. A player is considered outside the 2 point arc when neither foot is touching the arc or any area inside the arc when the shot is released. Each free throw counts for 1 point.

### 2. Length of Game

The first team to reach 24 points within 20 minutes of play is declared the winner. The team that reaches 24 points does not need to have a winning margin of 2 points or greater. If no team reaches 24 points within 20 minutes of play, the team with the most points wins the game.

The 20 minute game clock is stopped during team timeouts and if the basketball referee or tournament official stops play for a player injury or other unusual circumstance.

### 3. Overtime

When a game is tied at the end of regulation overtime is played. There is no coin toss to start overtime. The team that lost the coin toss to start the game, or the team that won the coin toss to start the game but deferred receiving the ball, gets the ball first in overtime. In overtime, the first team to score 2 points is the winner.

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## 4. Which Team Receives the Ball First?

A coin toss prior to each game determines which team gets the ball. The team that wins the coin toss has the option of receiving the ball first or deferring to receive the ball first if there is overtime.

## 5. Checked Ball

An opposing player must “check the ball” before it is put into play. The “check-in” must occur behind the designated spot above the 2 point arc and not any out-of-bounds line. The on-ball defender must remain below the 2 point arc until the ball is “checked” and possessed. The ball may be passed, dribbled or a shot may be attempted once it is “checked” and possessed.

## 6. Taking It Back

The ball must be “taken back” behind the 2 point arc on each change of possession, regardless of whether or not a shot was attempted. The ball is considered behind the 2 point arc when neither foot of the player possessing the ball is inside nor touching the arc. A take back violation occurs as soon as a player attempts a shot and results in loss of possession and any points just scored.

## 7. Ball Out-of-Bounds

A ball out-of-bounds will be taken out from behind the designated spot above the 2 point arc and not from any out-of-bounds line.

## 8. Change of Possession

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

## 9. Stalling

Stalling is prohibited at all times. Stalling involves a style of play in which a team does not actively attempt to advance the ball 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.

## 10. Jump Ball

There is no alternating possession when there is a jump ball. In all jump ball situations, the ball is awarded to the defensive team.

## 11. Substitutions

Substitutions may only be made during a timeout or a “dead ball” situation and must involve a player on that team’s roster.

## D. FOULS

### 1. Common Foul

Basketball referees will call fouls for all games. All non-shooting fouls, including offensive fouls, shall result in 1 free throw. A made basket shall not count when an offensive foul occurs.

If the fouled player is in the “act of shooting” and the shot is missed, that player will be awarded 1 free throw on a 1 point try and 2 free throws on a 2 point try. If the 1 or 2 point try is made, the basket counts and the fouled player will receive 1 free throw.

During a free throw, all players must stand behind the free throw line. An opposing player that intentionally disrupts the shooter’s unhindered throw, which is missed, entitles the shooter to another free throw. A change of possession will result following the last of any free throws, regardless of whether the last free throw is made or missed.

*Common Foul Exception: No free throws are awarded for any Intentional, Technical, or Flagrant foul. With Intentional and Technical fouls, the offended team receives 1 point and obtains possession of the ball. With Flagrant fouls, the offended team receives 2 points and possession of the ball.*

### 2. Intentional Foul

An Intentional foul includes, but is not limited to, a foul designed to neutralize an opponent’s obvious advantageous position. It may be an act that is not a legitimate effort to directly play the ball or while attempting to play the ball, results in excessive contact.

### 3. Technical Foul

A Technical foul includes, but is not limited to, unsportsmanlike acts such as taunting, baiting or trash talk by a player or coach. Taunting and baiting can involve derogatory remarks or gestures that incite or insult a player, basketball referee, tournament official, or fan. Trash talk involves a deeply personal, verbal attack directed toward any person involved in the event. In extreme cases the player or coach may be suspended from play and removed from the court for the remainder of that game and possibly for the rest of the tournament. A Technical foul will also be assessed if a team is stalling in the interest of preserving a winning margin.

### 4. Flagrant Foul

A Flagrant foul may be an act of a violent or aggressive nature or one that 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 that 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 will also be assessed on any player who comes into physical contact with or assaults a basketball referee or tournament official. A player committing a Flagrant foul will be suspended from play for the remainder of that game and possibly for the rest of the tournament, as determined by a tournament official.