1 Who Can Play

The tournament is open to players in grades 7 through 12, as well as all adults. A designated team captain is required for all teams. A player may not participate on multiple teams within the same bracket. Roster changes are permitted during player check in only, they will be required to pay the entrance fee and sign Waiver of Liability and Rules and Regulations.

2 Number of Players

Each team may consist of a maximum of 6 players and a minimum of 3 players. A team may have only 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 complete a game.

3 Personal Equipment

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. Sleeves and bandage wraps will be allowed unless they pose a danger to other players.

4 Bracket Types

Bracket for grades 7-8, grades 9-10, grades 11-12 male and female teams. All other teams will be bracketed according to its players’ ages averaged out for male and female teams. Tournament officials reserve the right to verify a player’s entry form information. False information will be grounds for dismissal from the tournament. **Each player in all brackets must possess photo identification or birth certificate upon check-in. Failure to do so may result in dismissal from the tournament**.

5 Basket Height

Basket height will be 10 feet high for all brackets.

6 Basketball Size

The 28.5” ball will be used for all female games, for all other games the 29.5” ball will be used.

7 Keeping Score

All made baskets from inside the three-point arc count for one point and made baskets from outside the three-point arc count for two points.

8 Fouls

Basketball officials will referee all games. Shooting fouls shall result in one free throw shot, except

on a successful field goal, in which case the basket counts and no free throw shot is awarded. None shooting foul will result in possession of the ball. However, if a player is beyond the three-point arc and is in the act of shooting when fouled, two free throw shots will be awarded, except on a successful field goal, in which case the basket counts and no free throws are awarded. A change of possession will result whether the free throw shot(s) is (are) made. During a free throw, opposing

team players may not intentionally disrupt the shooter’s unhindered throw. After a foul shot, the ball will be placed into play from the top of the key. Incidental contact between opponents shall not result

in a called foul unless such contact results in a meaningful disadvantage. The following fouls will result in additional sanctions:

7A 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 personal, verbal attack directed toward any person involved in the event. In extreme cases, the player may also be suspended from play and removed from the court for the remainder of that game or for the rest of the tournament. Additional suspension for such acts will be determined by St John Paul II 3 on 3 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 free shot for the offended team and possession of the ball.

7B 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 official’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 official’s observation of the act, if while attempting to play the ball, a player causes excessive contact. An intentional foul results in one free shot for the offended team and possession of the ball.

7C Flagrant Fouls

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, kneeing, moving under an opponent who is in the air, and crouching or hipping in a manner, which could cause severe injury to the opponent. A player who aggressively comes into contact such as an assault with another player or assaults a court official, or other tournament official shall be automatically ejected from the game and for the remainder of the current tournament. 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.

7D Fouling Out – 4 Fouls per person per game.

8 Which Team Receives the Ball First?

A coin toss prior to each game will determine which team gets the ball from the top of the key.

9 Length of Game

All divisions will play two 10-minute halves with a 2-minute halftime. During the two 10 minute halves the clock is running the entire time unless the court official stops play for a player injury, time out or other unusual circumstances. In the event of player injury, time out or other unusual circumstances

the clock will stop for that game and time will default to the referee or court official. No game shall exceed 30 minutes. In the event of a tied game after regulation time expires, the tiebreaker will be

the team that held the lead at halftime will be declared the winner in the event a tie still exists one player from each team will shoot from the free throw line to break the tie.

10 Checked Ball

The ball must be “checked” by an opposing player before it is put into play. The check-in must occur from the top of the key.

11 Change of Possession

The ball will change possession after scored baskets with the exception of Technical, Intentional or Flagrant fouls (see rule 7 a, b, c). There will be no “make it, take it” rule.

12 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 outside of the paint or beyond the free throw line. If a steal or air ball occurs, it does not have to be taken back. If the ball hits the backboard or rim it must be taken back.

13 Ball Out-of-Bounds

A ball out-of-bounds will be taken out from the top of the key.

14 Jump Ball

In a jump ball situation, the ball will first go to the team, which lost the opening coin toss, with alternating possessions thereafter.

15 Substitutions

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

16 Time-Out

Each team is allowed a single 30-second time-out per half, team substitutions will be permitted during the time out. The clock will continue running during a time-out for that game.

17 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 team substitute will be permitted. 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, tournament and court officials reserve the right to not let the player continue participation in the tournament.

18 Bracketed Times

All printed schedules are effective through only the first game for all teams. Following the tournament’s first game, each team is required to check the Master Bracket for all official schedules, times, courts, revisions, and general game information. Teams must be ready to begin play at their

scheduled start time. All teams will be allowed to warm up for a period of 3 minutes prior to their game time. Teams not at their court for their scheduled game are given a 2-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.

19 The Rights of John Paul ll

 John Paul ll officials also reserve the right to disqualify any player and/or team for infractions of tournament policies, no refund will be permitted for any disqualification. Disqualification includes

the following:

*Use of Illegal Players*

The players listed on the team entry form as accepted by John Paul ll 3 on 3 are the only ones eligible for play on that team. Under no circumstances will roster substitutions be allowed after the tournament begins. Every player will sign a Waiver of Liability and Acknowledgment of Rules and Regulations.

*False Information*

Information provided on a team entry form or accepted for bracket scheduling and is expected to be both accurate and complete. Players listing inaccurate information on these forms will be disqualified from the tournament.

Player Name \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Player Signature \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

 (Please Print) (If under 18, parent/guardian must sign)