

# SEATTLE STREET SPORTS SHOWDOWN

## Basketball Tournament RULES & REGULATIONS

### THE PLAY

1. Each team must have at least three players on their roster but no more than four. Games may be started and completed with only two players, but not with just one player.
2. Teams will be seeded according to the information provided for each Individual on the entry form. Event Directors will make every effort to place teams into divisions with similar players. However, in some instances, there may be slight differences in playing ability, age and size.
3. **NO ROSTER CHANGES ARE ALLOWED AFTER YOUR FIRST SCHEDULED GAME.**  
All roster changes or additions must be made on a player replacement form prior to the team's first scheduled game. It is the discretion of the tournament staff to approve any player changes/additions since the new or additional player(s) cannot alter the team's placement in the tournament which is based on the original roster.
4. Substitutions are unlimited, but permitted only when the ball is not in play.
5. To begin each game, a coin toss will determine the right of possession. The team winning the toss has the option to start the game with the ball or defer possession to the opposing team. If the game goes into overtime, the team not receiving possession to start the regulation game shall receive the ball to start overtime.
6. The ball will change possession after all made baskets, no "make it take it."
7. Balls for all games will be 28.5 (size 6), Jr. Storm balls unless both teams agree to use an alternative.
8. The ball must be "taken back" on EVERY change of possession. Failure to take it back will result in the loss of possession and the loss of any points resulting from that possession. ("Taking it back," means BOTH feet behind the two-point line.) A violation occurs only when a shot is attempted prior to taking the ball behind the two-point line. If a shot is attempted prior to taking the ball back and you are fouled, the foul does not count and the ball changes possession.
9. The ball must be checked by the opposing player before it is put into play. The ball must be passed to a teammate to begin play. The ball cannot be dribbled into play.
10. After all fouls (until the 7th) or when balls go out-of-bounds, the ball must be taken out above the two-point line.
11. **TWO-POINT SHOT:** Similar to the 3-point shot, a shot made behind the arch will count as two points. Both of the shooter's feet must be clearly and completely behind the 2-point line for the basket to count as more than one point. The REFEREE/MONITOR or tournament official will have the final say if there is a question.

## THE TIME

A FIVE-MINUTE FORFEIT ALLOWANCE WILL BE ENFORCED.

1. ALL GAMES will be to 16 points, win by two points, or 25 minutes. WHICHEVER COMES FIRST. A game won by a forfeit will result in a 16-0 victory for the team present on the court.
2. Stalling goes against the fun principles of the Seattle Slam 3v3 Tournament . An “unwritten 30-second shot clock” is in effect at all times, and may be enforced by the court monitor/referee at their sole discretion. Failure to attempt a shot (and “draw iron”) in 30 seconds, after being advised by the monitor/referee, will result in loss of possession. In addition, neither team can stall in the last five seconds of a game in a ball-check situation, or the last 15 seconds of a game in a free throw situation. If stalling occurs, the clock will be stopped until it is started by an in-bounds pass.
3. Each team is allowed two-45 second time-outs. The 25-minute running clock does not stop unless the time-out is called during the final 3 minutes of the game. The clock will also be stopped if an injury occurs during the game.
4. If a game is ended at 25 minutes, the team that is ahead is declared the winner; if the game reaches this time limit a tie, the teams will play a sudden-death overtime with the team scoring first declared the winner. Possession in overtime is explained in Rule A7.

## THE COURT

1. The top, sides, and bottom of the backboard are inbounds. The metal support pieces from the top base unit to the backboard are out-of-bounds.
2. Boundaries vary from court to court. Check with the referee/court monitor to be precise.

## THE FOULS (AND “DEBATES”)

1. If any player is less than cordial to our referees, they will be suspended for the game or the tournament. Referees or Scorekeepers are your friends. The Seattle Slam 3v3 Tournament does not recognize non-playing coaches as part of the team. These “coaches” can be asked to leave the event site at any time should they become rude, unruly, or act in a manner that is not in the best interest of the tournament. Players ejected will be banned from competing in further Seattle Slam 3v3 Tournament tournaments.
2. In any game where a referee is scheduled to officiate or the Seattle Slam 3v3 Tournament staff elects to place an official, the referee will make all calls.
3. The team captain is the sole representative for his/her team. The captain has the right to ask the monitor/referee/court supervisor to explain any rules. If there is a dispute which needs to be resolved, request a court supervisor to come to your court immediately to handle the situation. Do not protest your game to the master scoreboard, it will not be heard. The court monitor’s, referee’s or court supervisor’s decision is final for the purpose of that game. Once play resumes or once the game is completed after a disagreement, the problem is considered a dead issue. **DURING ANY PROTEST, TIME ON THE GAME CLOCK CONTINUES TO RUN, EXCEPT FOR THE LAST 3 MINUTES OF THE GAME.**

4. Jump or held balls go to the defense. (Exception: On all double fouls, the ball shall remain with the offense.)
5. THE REFEREE WILL CALL AND COURT MONITOR WILL RECORD ALL TEAM FOULS ON THE SCORESHEET. All fouls are common fouls. For the first six (6) fouls, shooting or non-shooting, the ball is taken by the fouled team at "midcourt" to resume play. Beginning with the seventh (7) team foul, the player fouled will be awarded one (1) or two (2) free throws (if the foul occurs outside the two point line during the act of shooting, the player is awarded two (2) free throws). After the free throw(s) the ball changes possession whether the free throw(s) were successful or not. On the eleventh (11) team foul, the player fouled will be awarded one (1) or two (2) free throws; regardless if the player makes or misses the free throw(s), the shooting team shall retain possession.
6. Additionally, after the 7th foul, if the player is fouled in the act of shooting and the shot is scored, the point(s) shall count and the ball changes possession. No free throw(s) shall be attempted. After the 11th foul, if the player is fouled in the act of shooting and the shot is scored, the point(s) shall count and the shooting team shall retain possession.
7. Flagrant, Technical, or Continuous Misconduct Fouls will result in the dismissal of the offending player. If the referee rules that a foul was Flagrant or Continuous Misconduct, and the player fouled is in the process of shooting and makes the shot, the basket is scored and he/she shall retain possession. If the player fouled is not shooting or misses a shot attempt, the player shall receive one free-throw and retain possession. If a player receives a technical foul, the opposing team will shoot one free-throw and retain possession. Additionally, the player receiving the technical foul will be removed from the game until both teams score a combined total of four (4) points, at which time he/she can re-enter the game. **ANYONE INVOLVED IN PUNCHING OR FIGHTING, FOR ANY REASON WHATSOEVER, WILL BE EJECTED FROM THE TOURNAMENT & ESCORTED FROM THE PLAYING FACILITY. TWO OR MORE TECHNICAL FOULS WILL RESULT IN THE AUTOMATIC DISQUALIFICATION FROM THE GAME.**

## **MISCELLANEOUS REGULATIONS**

1. **UNLESS OTHERWISE NOTIFIED, ALL PRINTED SCHEDULES ARE OPERATIVE ONLY THROUGH THE FIRST GAME FOR ALL TEAMS.** After each game, each team is advised to check the Master Scoreboard for all schedules, times, courts, revisions and other important information. We reserve the right to reduce the number of games, or shorten games due to unforeseen circumstances.
2. When a game is being officiated by a referee, all calls are final. Offensive language and excessive arguing with the referees will result in ejection from the tournament.
3. A player must leave the game when an abrasion has flowing blood. Once the flow of blood has stopped and there is no chance of blood contacting other players, the player with the abrasion may re-enter the game.