

# - SUMMER SHOCK 3X3 BASKETBALL TOURNAMENT



Wednesday - Friday, July 9 - 11

Civic Center, Garfield & Walsh Parks, Mentor, Ohio

- All teams guaranteed 2 games
- \$45 per team - register in-person or by mail
- Registration deadline: Wednesday, July 2
- Limited to 16 teams per age group / division

In the event of rain delay or a change of schedule, the primary contact will be notified by phone. It will be his/her responsibility to inform team members.

Open to children in Mentor School district only

## Team Registration Form

Team Name \_\_\_\_\_

Age Group: 8 - 10      11 - 13      14 - 15

### Player #1

Name \_\_\_\_\_

Phone \_\_\_\_\_

Address \_\_\_\_\_

City/Zip \_\_\_\_\_

Birthdate \_\_\_\_\_ Age as of 7/9 \_\_\_\_\_

School \_\_\_\_\_

Parent Name \_\_\_\_\_

Day time Phone \_\_\_\_\_

Email Address \_\_\_\_\_

Player Tshirt size: Youth S M L      Adult S M L

### Player #3

Name \_\_\_\_\_

Phone \_\_\_\_\_

Address \_\_\_\_\_

City/Zip \_\_\_\_\_

Birthdate \_\_\_\_\_ Age as of 7/9 \_\_\_\_\_

School \_\_\_\_\_

Parent Name \_\_\_\_\_

Day time Phone \_\_\_\_\_

Email Address \_\_\_\_\_

Player Tshirt size: Youth S M L      Adult S M L

Primary Contact \_\_\_\_\_

Division:      Boys      Girls

### Player #2

Name \_\_\_\_\_

Phone \_\_\_\_\_

Address \_\_\_\_\_

City/Zip \_\_\_\_\_

Birthdate \_\_\_\_\_ Age as of 7/9 \_\_\_\_\_

School \_\_\_\_\_

Parent Name \_\_\_\_\_

Day time Phone \_\_\_\_\_

Email Address \_\_\_\_\_

Player Tshirt size: Youth S M L      Adult S M L

### Player #4 (Alternate)

Name \_\_\_\_\_

Phone \_\_\_\_\_

Address \_\_\_\_\_

City/Zip \_\_\_\_\_

Birthdate \_\_\_\_\_ Age as of 7/9 \_\_\_\_\_

School \_\_\_\_\_

Parent Name \_\_\_\_\_

Day time Phone \_\_\_\_\_

Email Address \_\_\_\_\_

Player Tshirt size: Youth S M L      Adult S M L

# Rules, Regulations and Definitions

## Teams

- All teams must register before July 2, no exceptions.
- All players must live within the Mentor School District.
- Payment and a parent permission form for each player must be received at the same time the team registration is submitted. (Visa, MasterCard, check, cash accepted).
- Teams will have a minimum of 3 players, maximum of 4. Coed teams are permitted and will be placed in the boys division.
- There will be both Boys and Girls divisions with age groups of 8 - 10; 11 - 13 and 14 - 15. All players must be within the age division registered as of 7/9/14.
- Players can play on only one team.
- All players on a team must check-in together at least 30 minutes before their first game. Proof of identification is required for each player in the form of a birth certificate or school report card.
- Players must wear a number on the back of their shirt. Tape numbers are acceptable.
- After registration is submitted, only one player may be substituted for another and that substitute must play with the team the entire tournament.
- Each team should designate a team captain (players only). The team captain will serve as the team spokesperson, verify the team roster before each game and verify the score sheet at the end of each game.
- No refunds will be issued to teams that are disqualified from the tournament (see rules for details).
- Team schedules will be emailed to all team captains on July 3. This information and team rosters will also be posted at [www.cityofmentor.com/play/3x3](http://www.cityofmentor.com/play/3x3).
- Games will be played between 9 a.m. - 6 p.m. each day.
- Parent permission and payment of the entry fee indicate acceptance of all tournament rules and regulations. Challenge of the rules will not be permitted by players and/or parents.

## Games

- Teams are guaranteed a minimum of two scheduled games
- All teams must begin the game with at least 3 players. Teams playing with less than 3 will be penalized 1 point per minute up to 10 points.
- Courts will have a 3-point line.
- Standard goal will be worth 1 point; a goal made outside the 3-point line will score as 2 points.
- Possession will change after each made basket.
- Free throws will be awarded after 5 team fouls.
- One referee will be assigned to each court.
- Regulation size — basketballs will be used and provided.
- A coin flip prior to the start of the game will determine initial possession.

## Tournament Check-In / Check-Out Table

- All teams must check-in at the tournament check-in table at least 30 minutes, but not more than 60 minutes prior to each of their scheduled games. Teams that fail to arrive/check-in will forfeit 10 minutes after the scheduled game time.
- After each game, the team captain must verify the team score with the score keeper.
- The Tournament Check-In table will have all scheduling and team information. It is the team's responsibility to know when they are scheduled to play next. We will make every effort to notify team captains by phone/text if a game is postponed or delayed during the course of the tournament.

## Rules of Play

**Throw In/Start Play:** The ball must be thrown in from the check box at the rear of the court to begin play.

**Game Play:** First team to score 20 points or 20 minutes. An overtime period of 2 minutes will take place if teams are tied at the 20 minute game end. Coin flip determines first possession for overtime period. The first team to score 2 points in overtime will win. Division Championship Games: No time limit, first team to 20.

**Throw In/Resume Play:** The ball must be checked after every out of bounds or opposite team score. The ball must be thrown in from the check box at the rear of the court. First Violation: Warning from referee or court monitor. Each Additional Violation: Change of possession.

**Jump Ball:** All jump balls become the possession of the defensive team.

**Time Outs:** Each team is allowed three (3) 45-second times outs per game. The game clock does not stop during time outs. No time outs are permitted during the last three minutes of the game or during an overtime period.

**No make-it, take-it. No stalling permitted:** Referees will monitor and 30 second shot clock may be used.

**No Parking Zone:** this zone is the box in front of the basket. An offensive player CANNOT remain stationary (i.e. "post up") with both feet in this box AND receive the ball when *guarded* by an opposing player. A foot on the line of the no parking zone counts as a foot in the zone. First Violation: Warning from referee or court monitor. Each Additional Violation: Change of possession.

**Dunking:** Dunking is allowed during play only. If teams/players are seen dunking during non-play, they may be disqualified from the tournament. Hanging on the rims is not allowed at any time. Participants can be held responsible for broken equipment.

**Scoring:** baskets made from the inside the arc count one point. Baskets made when the shooter has BOTH FEET behind the arc count two points. Court monitors or referees will call "two points". If there is any doubt by the court monitor or referees as to whether the made basket is worth one or two points, the basket will count as one point.

Any time a basket is MADE and a foul is called in the act of shooting the basket counts, the referee or team representative records the foul and the defending team receives the ball.

**Free Throws:** free throws count as one point. When fouled in the act of shooting, free throws are awarded to the fouled shooter only when the basket was not made (1 for 1 pointer, 2 for 2 pointers). All free throws are dead balls. Regardless of whether the free throw(s) are made, the opposing team checks the ball from the check box. The try for goal shall be made within 10 seconds after the ball has been placed at the disposal of the free thrower. All other players will remain behind the two point arc while the free throw attempt is being made.

**In Play / Out of Bounds:** The ball is out of bounds if it passes over the top edge of the backboard or touches the back side of the backboard or touches the arms attached to the back of the backboard. The ball remains in play if the ball touches the bottom edge of the backboard, one of the side edges of the backboard or the top edge of the backboard but does not pass over the top edge of the backboard

**Personal Fouls:** the referee will record each personal foul. Each team member is allowed four personal fouls. Upon receiving the fourth personal foul, the player is disqualified. If a player is fouled in the act of shooting and a basket is not made, player must attempt a free throw (2 free throws if fouled in the act of shooting behind the arc).

Fouls 1 - 5 = check ball from check box unless fouled in the act of shooting (see Free Throws above)

Fouls 6+ = one free throw unless in the act of shooting (see Free Throws above).

**Intentional Fouls:** Intentional fouls will be called by the referee and will result in one free throw for the player and automatic possession following the free throw. An intentional foul is 1) a foul that is made with no intent to make a legal play or 2) purposely fouling a player for the purpose of stopping the clock and sending that player to the free throw line or 3) a foul committed on purpose or 4) contact that neutralizes an opponent's obvious advantageous position or 5) contact away from the ball with an opponent who is clearly not involved with a play or 6) excessive contact with an opponent while playing the ball.

**Flagrant Fouls or Malicious Conduct:** Flagrant fouls and/or malicious conduct will not be tolerated and may result in team forfeiture and/or elimination from the tournament. All flagrant fouls are called by the referee. A flagrant foul may be a personal technical foul of violent or savage nature, or a technical non-contact foul which displays unacceptable conduct. It may or may not be intentional. If personal, it involves violent contact such as striking, kneeling, etc; if technical, it involves dead ball contact or non-contact at any time which is extreme or persistent, vulgar, or abusive conduct. First Offense: Player fouled will shoot one free throw and his/her team retains possession from check box. Second Offense: Team forfeits game and is under probation for the duration of tournament play. Third Offense: Team is dismissed from tournament.

## Disputes

Questions or disputes will be brought forth by the team captain (player) only. Disputes will not be heard after a game has been completed. Disputes will be settled and are at the discretion of Mentor Recreation staff/tournament administrators.

## Inclement Weather

All attempts will be made to conduct the tournament as scheduled. If inclement weather arises, teams will be notified of delays and/or schedule changes.

## Mentor Recreation Staff and it's agents reserves the right to disqualify any team for infractions of the following policies:

**Use of illegal players:** Players listed on the roster at the time of registration are the only players eligible without the consent of the Mentor Recreation staff. Mentor Recreation staff reserves the right to request identification from players at any time during the tournament. All participants are encouraged to bring picture identification to the tournament.

**False information:** Information provided to Mentor Recreation Department on the entry form is the basis for division breakdowns. Any false information is grounds for disqualification.

**Unnecessary vulgarity or abusive conduct:** Sportsmanlike conduct is required. No profanity or abusive behavior toward officials, tournament administrators, or players will be tolerated from players or fans. Players/fans violating this rule will be ejected for the duration of the tournament. Unruly fan or player behavior may also result in games being stopped and potential forfeit if deemed necessary. If a fan or parent is ejected from the tournament, the player or child associated with the fan or parent will be ejected as well for the duration of the tournament. If an entire team is ejected, there will be no refund of tournament entry fees.

# 1- SUMMER SHOCK 3X3 BASKETBALL TOURNAMENT



## Player and Parent Tournament Agreement

Each player and his/her parent must sign and turn this form in with the team application.

I, \_\_\_\_\_ (player name) and I, \_\_\_\_\_  
(parent or guardian) have read the rules, regulations and descriptions of the Mentor Recreation Summer Shock 3x3 Basketball Tournament and agree to abide by these rules during the course of play and the entirety of the tournament. I understand that the failure to follow these rules may lead to the disqualification of players and/or teams from the tournament and that no refunds will be provided to disqualified or ejected players or teams.

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

Player Team Name \_\_\_\_\_

Signature \_\_\_\_\_ Date \_\_\_\_\_

Parent Name \_\_\_\_\_

Signature \_\_\_\_\_ Date \_\_\_\_\_