

CP 3 on 3

Rules & 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 the court monitor. Poor sportsmanship could result in penalties against the team in either the Technical, Intentional, or Flagrant foul categories (see rule 11). Failure to comply with the Spirit of CPHS, with acts such as fighting, taunting, intimidating or verbally attacking a tournament official, player or spectator may lead to removal of that player, team and/or spectator from the tournament. Any ejection from the entire tournament will result in a suspension from the next year's CP 3on3, at a minimum. Decisions made by tournament officials are final, and are not subject to review by video or other recordings, or other sources.

Who Can Play

1 The tournament is open to players entering 9th grade through 12th, as well as all adults. A designated coach is required for all youth teams. Youth being any team involving entering 9th – 12th grades.

2 Number of Players Each team may consist of a maximum of 4 players and a minimum of 3 players. A team may have only 3 players on the court at any time. All teams must have 1 female player. For all coed teams, a member of the opposite sex must be on the court at all times. 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 Authorized Equipment & Apparel

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. Soft braces, sleeves and wraps will be allowed unless they pose a danger to other players. In addition, jewelry, hair bands and clips will not be allowed. As always, CPHS Staff and Tournament officials retain the right to disallow any equipment or apparel that it judges to be dangerous or inappropriate.

Permissible Team Jersey's/Attire: Team members or participants of the same team must wear the same color of attire. Meaning, if one member is wearing a primarily black shirt, then all remaining members must also wear a primarily black shirt.

Appropriate Attire: All team uniforms, sports attire, etc. must be appropriate for a high school environment. This may include, but is not limited to, advertisements for alcohol, drugs, sexually explicit content and the like.

4 Eligibility Issues: All high school and college players are encouraged to check with their coaches and/or athletic directors about participating in CP 3on3 and the potential effects on their eligibility. CPHS is not responsible for determining a particular athlete's eligibility under National Collegiate Athletic Association or applicable high school association rules.

5 Bracket Types: Teams will be divided into tournament brackets according to its players' ages or immediate upcoming school grades. Tournament officials reserve the right to verify a player's entry form data. False information will be grounds for dismissal from the tournament.

6 Each player in all brackets 9th grade and above must possess photo identification upon sign-in. Failure to do so will result in ejection.

7 Stealing the Ball: Players in all age categories may steal the ball when it is being passed.

8 Fouls: The participating players will call their own fouls. More specifically, the player that was fouled will call the foul. All called fouls shall result in one free throw shot, except on successful field goals, in which case the basket counts and no free throw shot is awarded. During a free throw, opposing team players may not intentionally disrupt the shooter's unhindered throw. A change of possession will result

regardless of whether the free throw shot is made or missed. After a foul shot, the ball will be placed into play from the back-court line. Incidental contact between opponents shall not result in a called foul unless such contact results in a meaningful disadvantage. **The exception will be for successful field goals, in which case the basket counts and no foul shots will be awarded.**

a 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 deeply personal, verbal attack directed toward any person involved in the event. In extreme cases, the player may also be suspended from play and a coach or fan removed from the court for the remainder of that game or for the rest of the tournament. A player who aggressively comes into contact with or assaults a court monitor, court-marshal, or other tournament official shall be automatically ejected from the game and for the remainder of the current tournament. Additional suspension for such acts will be determined by the CPHS representatives on a case by case basis. The court monitor may also assess a technical foul if the monitor determines that the team is stalling in the interest of preserving a winning margin. A technical foul results in one point for the offended team and possession of the ball.

b 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 court monitor'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 monitor's observation of the act, if while attempting to play the ball, a player causes excessive contact. An intentional foul results in one point for the offended team and possession of the ball.

c 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 hiping in a manner which 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 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. Technical, intentional, and flagrant fouls cannot be called by a player. A court monitor or court-marshal will make this call. Their decision is final.

d Crowd Control: The Team Captains or the designated Parent/Coach are the only people, other than the Players, whom are permitted to address the Court Monitor. Any Fans or Parents whom negatively address a Court Monitor, Marshal or Tournament Official shall be assessed a technical foul to their team.

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- 12** Stalling: Stalling is prohibited. Stalling is a style of play in which a team does not actively attempt to advance the basketball 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 (see rule 11a).
- 13** Which Team Receives the Ball First? Team who has the youngest player on the floor shall begin with the ball.
- 14** Keeping Score: All made baskets from inside the two-point arc count for one point. The first team to 15 points is the winner. (see rule 15 for exceptions).
- 15** Length of Game – All Divisions (excluding the elite divisions)
If a score of 15 is achieved within 20 minutes
The target score for all games is 20 points, meaning the first team to reach 15 points within 20 minutes of play is declared the winner. The team that reaches 15 points does not need to have a winning margin of 2 points or greater. The 20 minute clock is not stopped for a team timeout or injury. If neither team has reached a score of 15 points, the court monitor shall stop the game after 20 minutes of play.
In all situations, the court monitor shall declare a technical foul (see rules 11a & 12) if the monitor determines that a team is intentionally stalling to run out the clock.
At the conclusion of 20 minutes the team with the lead shall be declared the winner, regardless of the margin. Only if the teams are tied will an overtime session be played. In overtime, the first team to score a total of two points shall be declared the winner.
No game shall go beyond 15 points. If a game is tied at 14 at the conclusion of 20 minutes, the first team to score in overtime shall be declared the winner.
- 16** Checked Ball: The ball must be “checked” by an opposing player before it is put into play. The check-in must occur behind the dashed take back line and not the out of bounds or end line. As always, the ball must be passed to begin play. The pass may occur anywhere on the court, but the on-ball defender must remain behind the two-point arc.
Change of Possession
- 17** The ball will change possession after scored baskets and all free-throw attempts with the exception of Technical, Intentional or Flagrant fouls (see rule 11 a, b, c). There will be no “make it, take it” rule.
- 18** 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 behind the dashed “take-back” line, not the sidelines or 2 point arc. The check and “take – back” line will be marked by blue painters tape some 5 feet beyond the top of the key.
- 19** Ball Out-of-Bounds: A ball out-of-bounds will be taken out from the back-court line.
- 20** Jump Ball: In a jump ball situation, the ball will first go to the team, which lost the opening possession, with alternating possessions thereafter. A jump-ball is when neither player of opposing teams have clear defined possession of the basketball for more than 2 seconds.
- 21** Dunking: Dunking is not allowed at any time, including during warm-ups. Dunking will be construed as an unsportsmanlike act and will result in a Technical foul.
- 22** Substitutions: Substitutions may only be made during a time-out or a “dead ball” situation. Players may not refuse a substitute.
- 23** Time-Out: Each team is allowed a single one minute time-out per game. The clock will not stop running. You may only call a time-out during your teams possession. Time-outs will be called by players on the floor.
- 25** Player Injury: A court monitor 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 is believed that a player has lost consciousness during a game, or is severely injured, CPHS representatives may require a written note from a medical doctor who has examined the player subsequent to the game injury and specifically authorizes that player to continue participation in the tournament.
- 27** Game 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 tournament board for all official schedules, times, courts, revisions, and general game information. Teams must be ready to begin play at their scheduled start time. Teams not at their court for their scheduled game are given a 5 minute grace period before a forfeit is enforced. There will be 10 minutes in-between games on any given court. Teams are encouraged to remain in contact with their court to observe the effects of scheduling changes that could occur mainly due to inclement weather or other unexpected delays. Inclement weather and non-playable situations may result in the modification or cancellation of the event. Under these unlikely circumstances team entry fees will not be refunded.
- 28** The Fine Print: Designated tournament officials shall have the power to make decisions on any points not specifically covered in the Rules and Regulations and shall also have the complete authorization to interpret the intent and purpose of these Rules and Regulations. CP 3 on 3 officials also reserve the right to disqualify any player and/or team for infractions of tournament policies, including the following:
Use of Illegal Players
The players listed on the team entry form as accepted by CP 3 on 3 are the only ones eligible for play on that team. Player changes submitted on authorized Player Change Forms, and accepted by tournament officials, must be completed and approved by 8:00 a.m. on Friday, July 27, 2018. Under no circumstances will roster substitutions be allowed after the tournament begins. Before the beginning of each game, every player will sign a Release and Waiver and Sportsmanship Pledge. Any team using a player not properly registered will be disqualified from the tournament.
False Information
Information provided on a team entry form or accepted Player Change Form is the basis for bracket scheduling and is expected to be both accurate and complete. Players listing inaccurate information on these forms may be disqualified from the tournament.