



# Midwest Triple Threat Rules & Regulations

## Facility Policies

All YMCA grounds & facilities and leased facilities are SMOKE-FREE, TOBACCO-FREE, ALCOHOL-FREE, and PET-FREE zones. Violators will be prosecuted. The YMCA is not the owner of all of the leased gyms, so we ask that you be respectful at every facility/gym/game location of such equipment and property. Any damage to court facility or backboards and rims will result in the team's responsibility to reimburse any locations involved.

## General Format

Divisions will consist of a Men's Elite, B, C, D, 40+, Women's Elite, B, C, & 40+. Every team is guaranteed 4 games. The first 2 games will be random pool-play. Based on the outcome/results of pool-play, teams will be seeded for a double elimination tournament. All teams have a chance at winning their division up until their second loss in the double elimination bracket. Winners of each tournament division will receive tournament shirts. The winners of the Elite divisions will win \$1,000 with 2nd earning \$500 and 3rd place earning \$300.

Games will be played best 2 out of 3 games to 21 points or whoever is leading after 12 minutes. The team who wins the first 2 games will be considered the winner of the matchup.

## Jerseys

Every player in every division is required to wear a matching, numbered jersey/shirt for games. Reversible jerseys/shirts are recommended. Jerseys/shirts must be tucked in.

## Eligibility

High School students are not permitted. No college underclassmen are permitted who have participated most recently at a competitive inter-collegiate level during the most recent basketball season. College senior athletes who have participated this season in inter-collegiate may participate. The minimum age requirement is 18 years old. Europe, AAU, CBA or NBA players are allowed.

Players may only play on one team, any player found to be playing on more than one team will be immediately suspended from the rest of the tournament. If a player is found to be ineligible the player will be removed from the tournament and the team must forfeit all games the illegal player played in. Please notify tournament staff of possible ineligible players.

Exceptions to eligibility may be granted by tournament directors.

All players participating in the tournament are required to sign the waiver against all accidental claims before participating in the first game. Any player found to not have signed the waiver will be disqualified. Any player bleeding or with blood on their jersey will be removed from the game immediately and shall not be allowed back in play until the bleeding has been stopped and the blood cleaned from the jersey/shirt.

Participants play at their own risk. The tournament nor anyone else will be responsible for accidents.

## Player Passes & Admission Bands

All players will be given a player pass at the location of their first game. The party is limited to adults 21+. Players are required to present their tournament pass/band at every facility to be allowed admittance.

Tournament admission passes can be purchased for \$10 (13 & older) at gym locations for spectators. Spectators will not be allowed in on a player pass. Tournament admission passes are not valid for the player's party. Tournament admission passes will give spectators unlimited access to games over the weekend.

## Refund Policy & Tournament Rights

All entry fees are non-refunded. In case of a canceled tournament because of weather, the tournament will refund the entry fee all but \$25. The organizers of the tournament reserves the right to accept or decline any individual or team for any reason. Should the tournament be canceled mid-tournament, no refunds will be given.

**NSAA high school rules will be used with a few exceptions.**

**Teams may consist of a maximum of 5 players (3 players on the court and 2 substitutes). Exceptions may be made by tournament directors.**

## **No dunking in warm-ups. Technical if it occurs (one free throw plus possession of the ball).**

### **How the Ball is Played**

- The home team (listed first or on top of the bracket) will begin the 1st game with the ball. Alternating possession will be used for the following games/OT.
- Following each successful field goal or last free throw, a player from the non-scoring team will resume the game by dribbling or passing the ball from inside the arc to a place on the court outside the arc.
- The offensive team may not touch the ball after a score. A delay of game warning will be issued first followed by a delay of game technical foul.
- There will be no "free take backs" when a team is required to return the ball behind the arc.
- A player is considered to be "behind the arc" when both feet are beyond the arc.
- Following each unsuccessful field goal or last free throw, if the offensive team rebounds the ball, it may continue to attempt to score without returning the ball behind the arc. If the defensive team rebounds or steals the ball, it must return the ball behind the arc (by passing or dribbling).
- Possession of the ball given to either team following any dead ball situation or to begin play shall start with a "check ball" (between the defensive and the offensive player) behind the top of the arc. The
- The ball must be passed in (not dribbled) from behind the arc. The defensive player is not allowed to steal the ball and must be a minimum of 3 feet from the player passing the ball in. The other defensive players may try to steal the in-play pass. The 5 second rule will be in-effect on the in-bounds pass.
- In the event of a jump ball situation, the defensive team will be rewarded the ball.
- When the ball goes out of bounds, the possession will resume with a check ball at the top of the arc.

### **Game Times**

- Each matchup will consist of 3, 12 minute games with 5 minutes between each game.
- The game clock is continuous even after scores or change of possession. The game clock will only be stopped during the last minute of each game on dead ball situations, free throws, and time-outs. The clock will be restarted when the in-bounds pass has been touched.
- First team to 21, or the team with the most points at the end of 12 minutes, wins the individual game.
- Games will begin exactly at the scheduled time, unless behind schedule. Teams will be given a timed 10 minute grace period before forfeiting the game.

### **Scoring**

- Every shot inside the arc shall be awarded 1 point, every shot behind the arc shall be awarded 2 points, every successful free throw shall be awarded 1 point.

### **Overtime**

- First team to score 3 points or whoever is leading after 2 minutes will be the winner of the individual game.
- There shall be an interval of 1 minute before/between overtime(s).

### **Timeouts**

- Each team is granted 2, 60-second timeouts per matchup. Teams may only call a timeout either on a dead ball or with possession of the ball.

### **Fouls**

- There is no limit for personal fouls for each player.
- Bonus situations will take effect on the 7th team foul. When teams are trying to stop the clock late in games, teams must be in the bonus for free throws.
- Vulgar language will not be tolerated and a technical foul will be given (2 shots plus the ball).
- Game or tournament ejections are dependent on the severity of the technical fouls. All game ejections could lead to tournament ejection, depending on the severity of the technical fouls.

### **Substitutions**

- Substitutions can be done by any team when the ball becomes dead. Players must check in with the scorekeeper in order for substitution to occur.