



Boardwalk Baller 3x3 Basketball Tournament Presented by Morey's Piers

Rules & Regulations

Updated: 2/19/19

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 to the Tournament Director and other tournament officials. Poor sportsmanship could result in penalties against the team in either the Technical, Intentional, or Flagrant foul categories (see "Fouls", below). Failure to comply with the Spirit of the Boardwalk Baller event, 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 event, at a minimum. Decisions made by tournament officials are final, and are not subject to review by video or other recordings, or other sources.

TEAM CHECK-IN

Each team must be properly checked in **at least one hour prior to their first game**. One representative for each team will be required to check the team in at the tournament HQ, located next to the courts at 2701 Boardwalk, Wildwood, NJ (on the boardwalk between Juniper and Poplar Avenues).

A team representative **MUST** have the following in their possession when checking the team in:

- A completed copy of the Team Roster Form (one per team)
- One signed waiver for each player
- (For 8U-18U youth teams) One age-verification document* for each player

**Acceptable forms of age verification will include, but not be limited to: copies of birth certificates, photo IDs, passports, etc.*



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1. TOURNAMENT INFO

Team Eligibility & Age Brackets

The Boardwalk Baller 3x3 Basketball Tournament is open to anyone and everyone. Teams may be made up of existing teams (rec, travel, AAU, high school, college, etc), or may be an ad-hoc collection of friends who just want to enjoy a weekend of basketball.

Number of Games

Each team will play 3 games (weather and other unforeseen conditions permitting) with a 4th possible for those advancing to the finals.

OPEN Age Group & Co-Ed Rule

The OPEN age group will consist of Men's, Women's & Co-ed teams. For Co-ed teams, a minimum of 1 female must be on the court at all times.

AGE BRACKETS

REMEMBER: Your team's age is the age of the OLDEST PLAYER on your team.

The Boardwalk Baller 3x3 Tournament uses a birth year registration system.

For our 2019 event, that means:

OLDEST PLAYER born in...	2011	2010	2009	2008	2007	2006
Team should play as...	8U	9U	10U	11U	12U	13U

OLDEST PLAYER born in...	2005	2004	2003	2002	2001	2000 & earlier
Team should play as...	14U	15U	16U	17U	18U	OPEN

PLAYERS CANNOT PLAY ON MORE THAN ONE TEAM WITHIN THE TOURNAMENT. THIS WILL BE CAUSE FOR FORFEIT OF ALL GAMES WITHOUT REFUND.

For all youth teams (8U-18U): Proof of age will be required for all players. No exceptions. Acceptable forms of age verification will include, but not be limited to: copies of birth certificates, photo IDs, passports, etc.



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2. GAME FORMAT

Number of Players & Substitutions

Games are 3x3, maximum 4 players per team. Substitutions may only be made during a dead ball situation.

Bracket Types

Teams will be divided into tournament brackets according to its players' ages and genders. Tournament Officials will verify a player's age when the team checks in before their first game. Providing false information will be grounds for dismissal from the tournament.

Acceptable forms of age verification will include, but not be limited to: copies of birth certificates, photo IDs, passports, etc.

Which Team Receives the Ball First?

A coin toss prior to each game will determine which team gets the ball out-of-bounds first.

Keeping Score

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

Length of Game

All games will be played with a 20-minute running clock. **There are no time outs.**

If Score is Tied

If, during a GROUP PLAY game, the score is tied at the expiration of the 20-minute running clock, then the two teams will take foul shots to decide the winner. Each team will take alternating turns, until both teams have completed three foul shots. If after three foul shots by each team, a winner has not been decided, then the teams will continue taking one shot each until a winner has been determined. A coin toss by the referee will decide which team shoots first. The team may designate any player who was on the court at the end of the game to take any or all of the team's overtime foul shots.

If, during a playoff game (semi-final or final), the score is tied at the expiration of the 20-minute running clock, then an overtime period consisting of a single period using a 5-minute running clock will be played. If the game is still tied, then the above FOUL SHOT system will be used to decide a winner.

Dead Ball and Checking the Ball

Play will be restarted from ANY dead ball situation by an offensive player behind the take back line. Checking the ball is not necessary. The ball is considered to be in play once it is given to the offensive player by the referee. However, if a player checks the ball to the defender, then that ball must be checked back. An offensive player who checks the ball will not be penalized.

When restarting from a dead ball, the offensive player **MUST** pass the ball out of the take back zone. It cannot be dribbled out.



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Change of Possession

The ball will change possession after scored baskets and made free-throw attempts with the exception of Technical, Intentional or Flagrant fouls. There will be no "make it, take it" rule.

Taking It Back

During live play, 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. During live play, the ball may be dribbled out of the take back zone.

Ball Out-of-Bounds

A ball out-of-bounds, no matter where it left the court, will be put back in to play from the take back zone.

Boundaries

The basket structure, padding, and structural supports will be played as out-of-bounds. The actual backboard, including its face, top, bottom and sides, shall be considered in-bounds.

Jump Ball

All jump balls become the possession of the defensive team.

Player Injury

A referee has the discretion to suspend play for the protection of an injured player. If a player is bleeding or has an open wound, the referee will direct that player 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, the Tournament Director 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.

Game Times

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. 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.

Forfeits

Any forfeited games will be recorded with a score of 10-0.

3. BRACKET WINNERS

Awards

Trophies will be provided for first place finishers in all divisions.



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Determining a Bracket Winner

At the conclusion of the preliminary matches, each team will be ranked according to their number of wins. This ranking will determine the teams' final standing, or, if applicable, the teams' placement in the semi-final or final matches.

Tiebreaker

In the event of a tie within a division, the following tiebreaker rules will be applied in order:

1. Winner of head-to-head competition (used only in a two-team tie)*
2. Total point difference during all preliminary matches
3. Most points scored during all preliminary matches
4. A round of foul shots between the teams that are still tied after applying all of the above criteria. The format and rules of the foul shootout will follow the rules put forth earlier in this document, under "If Score is Tied".

*If 3 teams are tied for any position, the above process will be used, except head-to-head competition will be eliminated and the first tiebreaker will be Total Point Difference.

4. PLAYERS

Who Can Play

The tournament is open to players 8U thru 18U (youth teams), as well as all adults. Players may not participate on more than one team in the entire event.

Each team must have a responsible person that **can speak for the team and take responsibility for the actions of the players, player's families and fans**. For younger youth teams, this would most likely be a coach. As teams get older, a player could satisfy this requirement. That player though would need to be mature enough to be able to remove themselves from a game situation to be able to **speak for the team and take responsibility for the actions of the players, player's families and fans**.

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. For all teams in the adult co-ed division, a female 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.

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.

The allowance of soft braces, sleeves, wraps, jewelry, hair bands and clips will be at the discretion of the game referee and the Tournament Director.



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The referee will have final say on matters relating to authorized equipment and any safety issues. The Tournament Director retains the right to disallow any equipment or apparel that he judges to be dangerous or inappropriate.

Eligibility Issues

All high school and college players are encouraged to check with their coaches and/or athletic directors about participating in the Boardwalk Baller event and the potential effects on their eligibility. Boardwalk Baller and Morey's Piers are not responsible for determining a particular athlete's eligibility under National Collegiate Athletic Association or applicable high school association rules.

5. COURT & EQUIPMENT

Basket Height

Baskets will be 8 feet high for teams 8U thru 10U; the height will be 10 feet high for all other brackets.

Basketball Size

Boys 8U – 11U & All Girls: 28.5"

Boys 12U & older: 29.5"

6. FOULS

Common Fouls

All common 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. Players fouled behind the two-point arc, while in the act of shooting, shall be awarded two free throws. A player fouled behind the two-point arc, not in the act of shooting, shall be awarded one free throw. The exception will be for successful field goals, in which case the basket counts and no foul shots will be awarded. During a free throw, opposing team players may not intentionally disrupt the shooter's unhindered throw.

After a missed free throw, play will be live.

After a made free throw: A change of possession will result with the ball being placed into play from the take back zone.

Technical Fouls

A technical foul results in one point for the offended team and possession of the ball. No foul shots are taken. 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. Any individual who aggressively comes into contact with or assaults a referee 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



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the Boardwalk Baller organization on a case-by-case basis. The referee may also assess a technical foul if the referee believes that a team is stalling in the interest of preserving a winning margin.

Intentional/Excessive Fouls

An intentional or excessive foul results in one point for the offended team and possession of the ball. No foul shots are taken. An intentional foul is a foul designed to neutralize an opponent's obvious advantageous position. It is a foul which, based on the referee'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 referee's observation of the act, if while attempting to play the ball, a player causes excessive contact.

Flagrant Fouls

A flagrant foul results in one point for the offended team and possession of the ball. No foul shots are taken. Flagrant fouls are called at the sole discretion of the game referee. 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. The player committing the foul will be suspended from play for the remainder of that game. Any additional sanctions (including but not limited to additional game(s) suspended or expulsion from the tournament) will be made at the sole discretion of the Tournament Director and his staff.

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 at the sole discretion of the referee may result in a technical foul against the offending team.

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. This rule will be enforced at the sole discretion of the referee.

7. MISCELLANEOUS

Crowd Control

Coaches are the only people, other than the Players, permitted to address the referee. Any Fans or Parents that address a referee or Tournament Official shall be assessed a technical foul to their team.

Use of Illegal Players

The players listed on the team entry form as accepted by the Boardwalk Baller event are the only ones eligible for play on that team. Under no circumstances will roster substitutions be allowed after the tournament begins. Any team using a player not properly registered will be disqualified from the tournament.



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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. Boardwalk Baller officials also reserve the right to disqualify any player and/or team for infractions of tournament policies.