

BEBALLIN. Rules & Regulations

SPORTSMANSHIP POLICY

Good sportsmanship and cooperation is both anticipated and expected. The team captain or designated parent, 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. Failure to comply with the Spirit of BeBallin., 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. Decisions made by tournament officials are final and are not subject to review by video or other recordings, or other sources.

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 games must start with at least 3 players on each team. Any number of players (1, 2 or 3) may complete a game.

Which Team Receives the Ball First:

A coin toss prior to each game will determine which team gets the ball out-of-bounds first. The team listed on top of the bracket will call the coin toss. Game time is forfeit time.

Keeping Score:

Scoring is accumulated in one and two point increments. All made baskets from inside the two-point line count for one point and made baskets from outside the two-point arc count for two points.

Length of Game:

The target score for all games is 15 points with a winning margin of 2 points or the first team to reach 20 points within 25 minutes of play. In the case of a tie score after regulation there will be a coin toss to determine possession and first basket wins. The team that did not call the initial toss for the game will call the overtime toss.

Checked Ball:

The ball must be "checked" by an opposing player before it is put into play after any dead ball situation. The check-in must occur behind two-point line and not the out bounds or end line. After all "checked" balls, play must begin with a pass. Failure to "pass off the top" results in loss of possession and any point that may have been scored.

Change of Possession:

The ball will change possession after scored baskets, with the exception of Technical, Intentional or Flagrant foul situations. There will be no "make it, take it" rule.

Taking it Back:

"Taking back" means bringing both feet behind the two-point arc. 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 point that may have been scored.

Ball Out-of-Bounds:

A ball out-of-bounds will be taken from the top from behind the two-point arc and checked in.

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:

In a jump ball situation, the ball will first go to the team which lost the opening coin toss, with alternating possessions thereafter.

Substitutions:

Substitutions may only be made during a time-out or a "dead ball" situation. No "hockey-type" substitutions.

Time Out:

Each team is allowed a single one minute time-out per game. The clock continues to run and the time-out will not affect the 25 minute game length.

Use of illegal Players:

The players listed on the team entry form as accepted by BeMobile Basketball 3 on 3 are the only ones eligible for play on that team. 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.

Fouls:

The Boys High School, Girls High School, and Adult Men's divisions will be a "Call Your Own" division. All other divisions will be provided with a court monitor.

Foul Calling:

The most critical part of "Call Your Own" is the player's ability to fairly and consistently call fouls. A foul is an act by one player that creates or changes the advantage in the game. Fouls should be called if they clearly affect a team's advantage, safety, or sportsmanship.

The offended or offending player must make the call. One's teammates may not call a foul occurring against their own teammate. Any player's not involved in the play may not make a foul call. The defense, in most cases, must honor the call.

If a dispute over a call occurs, the court monitor will make the final ruling. This should rarely occur throughout the course of a game!

Do not wait until the last couple of points to call a foul or violation. Please keep all calls consistent throughout the game. Do not stop the game because you assume a foul was made. If the offensive player didn't call it, play shall continue.

If the Court Monitor observes any abuse of the "Call Your Own" policy, a team may or may not receive a warning before being forced to forfeit the game.

Personal fouls:

Each player will be allowed three fouls. Court monitors will be responsible for recording fouls. Any player that records their fourth foul will be ejected from the remainder of the game.

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 that game or for the rest of the tournament. A player who aggressively comes into contact with or assaults a tournament official, court monitor, or other tournament volunteer shall be automatically ejected from the remainder of the current tournament, and required to leave the premises. The court monitor may also assess a technical foul if they determine that a team is stalling in the interest in preserving a winning margin. A technical foul results in one point for the offended team and possession of the ball. A technical foul will count toward the offending player's allotment of four fouls.

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 official's observation of the act, is not a legitimate attempt to directly play ball. A foul shall also be ruled intentional, 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. Intentional fouls will count toward the offending player's allotment of four fouls.

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 the game and possibly for the rest of the tournament.

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

