



YMCA Strong Kids
3 on 3
Basketball Tournament
Saturday March 5, 2016

Please note that each must player must complete the waiver below

Team Name: _____

Name of Participant: _____

Age as of March 5, 2016: _____

Address: _____

Phone: _____ Email: _____

Waiver: In consideration of your acceptance of this entry, I/We hereby for myself/family, Heirs, executors and administrators Waive and release any and all rights and claims for damages I/We may have against the YMCA of Central East Ontario, their agents, representatives and assigns, for any and all injuries that may be sustained competing or traveling to or from said event.

If 17 years of age or under this form must be signed by a parent or guardian.

Signature _____ Date _____

Team registration fee = \$60. Registration forms and payment must be received no later than February 29, 2016



**YMCA of
Central East Ontario**

YMCA Strong Kids 3 on 3 Basketball

TOURNAMENT RULES

The goal of this event is to provide fun and friendly competition in a safe environment. All players and spectators will be required to demonstrate respect, honesty and good sportsmanship at all times.

TEAM

1. Each team must have at least three (3) players and no more than five (5) players on their roster and be registered as a team by the entry deadline of March 2, 2015. Additions and/or changes on rosters will not be permitted under any circumstances after the registration deadline.
2. Each team is guaranteed a minimum of two (2) games.
3. Players may appear on only one (1) team roster in a given category. Any player appearing on more than one (1) team roster in the same category will be automatically disqualified from participating in the tournament. Note: youth players will be allowed to play on a team in the Open category.
4. Each player must sign a liability waiver and participants 17 years of age and under **MUST** have a parental signature.
5. Three players must start each game.
6. Jewellery (earrings, rings, watches, etc...), hats, bandanas, and/or casts are not allowed to be worn by players during tournament play. Any player that refuses to remove any such item prior to play, is not eligible to participate in that game
7. Players must be prepared to show identification if requested by event organizers.

GAME

1. A game is 25 minutes with a continuous clock or to 21 points, whichever comes first.
2. Starting possession is decided by a coin toss at the beginning of a game.
3. Clock will only stop for injury, team time-outs or at the official's discretion.
4. Each successful basket inside the 3 point line will count as one (1) point and any basket scored beyond the 3 point line will be worth (2) points.
5. Change of possession must begin at the top of the key.
6. Following each dead ball period the team about to put the ball in play must check the ball with a defensive player.
7. Following each change of possession the ball must be taken back past the 3 point line.

8. If the ball changes possession and the ball is not cleared, and the player shoots and scores, no basket shall be awarded. The team who shot the ball will lose the possession of the ball.
9. Jump balls will be awarded to the team on defence.
10. FOULS: If a foul is committed, the opposing team takes the ball out at the top of the key. If a person is fouled while in the act of shooting, the fouled team gets one foul shot. Fouls that occur behind the three point line are still only one (1) foul shot. The shooter can choose to take a regular foul shot for one point (if the shot is missed the shooting team retains possession, if the shot is made the opposing team gets possession) or the shooter can take a foul shot behind the 3 point line to receive two points, on a 2 point foul shot possession changes to opposing team regardless if the shot is hit or not. After six (6) team fouls are committed, the team will shoot a bonus shot on all successive fouls, they may choose to take a one point foul shot or a two point foul shot and previous foul shooting rules mentioned above apply.
11. TECHNICAL FOUL: You will be eliminated from the game after the first technical foul is committed, and eliminated from the tournament and ejected from the premises if a second technical foul is committed. Technical fouls may be called for, but not limited to bad language, unsportsmanlike conduct, fighting, etc. If you are eliminated due to technical foul there will be no refunds.
12. TIE GAME: Official will flip a coin to determine who will take the ball out at the top of the key. Overtime will be in sudden death format. The first basket in, wins.
13. FORFEIT OF THE GAME: The following infractions will result in a game forfeiture: Failure to be on the court at the scheduled time; or, if three (3) players are unable to start the game.

Time outs and substitutions

1. Each team is allowed one (1) one minute time-out per game.
2. Player substitution is permitted only during any dead ball situation.

Unsportsmanlike Conduct:

The YMCA of Central East Ontario and the tournament organizers have the authority to disqualify any player who conducts him/herself in an unsportsmanlike manner.

***Each player must complete a registration and waiver form.**

****Minimum of three (3), maximum of five (5) players per team. It is recommended that you carry at least one (1) spare.**

**** *Designate one (1) person as the Team Captain by writing at the top of registration/waiver form in block letters – CAPTAIN.**

NO REFUNDS WILL BE GIVEN FOR ANY REASON AFTER THE ENTRY DEADLINE – February 29, 2016!