

Fiesta Bowl 3 on 3 Classic Rules and Regulations

SPORTSMANSHIP POLICY- Good sportsmanship is an expectation of this tournament. The team captain is responsible for overseeing their teammates and ensuring they conduct themselves appropriately. Poor sportsmanship could result in penalties against the team such as: technical, intentional or flagrant fouls. Failure to comply with this policy, through acts such as fighting, taunting, intimidating or verbally attacking a tournament official, player, volunteer or spectator. Failure to comply with sportsmanship policy may result in removal of the offending player, team and/or spectator from the tournament. Any ejection from the entire tournament will result in a suspension from next year's tournament, at a minimum. Decisions made by tournament officials are final, and are not subject to review by video or other recordings/sources.

Players- The tournament is open to anyone age 8 and above. A designated coach over the age of 18 is required for all youth teams. A player may not participate on multiple teams in the same division. Player changes cannot be made after 5:00pm on Friday, April 13th. 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.

Number of Players- Each team may consist of a maximum of 4 players and a minimum of 3 players. For all co-ed teams, a member of the opposite sex must be on the court at all times. All games must start with a minimum of 3 players but can be completed with less.

Court – All divisions will play on asphalt, except the Elite and Special Olympics divisions which will be played on snap court. All courts will be 31' deep and 50' wide with a 15' Free throw line and a 19'9" 2-point line. Courts will be lined with yellow, non-slip tape.

Basketball Size- A full size basketball will be used for male and co-ed games. An intermediate size (28.5) basketball will be used for the women's and youth divisions.

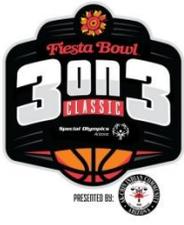
Basketball Height- A full size basketball will be used for male and co-ed games. An intermediate size (28.5) basketball will be used for the women's and youth divisions.

Types of Brackets- All teams will be divided into tournament brackets depending on their skill level, age and height. If a division is not listed that a team is interested in, they may create their own bracket on the registration site.

Authorized Apparel and Equipment- No player will be allowed to wear any potentially dangerous equipment such as: guard, cast or hard brace. This includes equipment made out of hard leather, plastic, plaster or metal- even if the equipment is covered with soft padding. Soft braces, sleeves and wraps will be allowed. The Fiesta Bowl 3 on 3 Classic staff have the right to disallow any equipment or apparel that may be dangerous or inappropriate.

Eligibility Issues- All high school and collegiate players are encouraged to check with their coaches and/or athletics directors about participating and the potential effects on their eligibility. Special Olympics Arizona and Fiesta Bowl is not responsible for determining an athletes eligibility.





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

Scoring- All baskets made inside the two-point arc count for one point and baskets made from outside the two-point arc will count for two points. The first team to 20 points is declared the winner.

Game Length- Each game will be complete upon the first team reaching 20 points or 25 minutes. Teams who reach 20 points do not need to win by a 2-point margin. If 20 points are not reached by a team when the 25 minutes are up, the team with the lead will be declared the winner. The clock will only be stopped during team time-outs or player injury. Teams who intentionally stall to run out the clock will be issued a technical foul by the court monitor. An overtime session will only be played if the teams are tied at the end of the 25 minutes. In overtime, the first team to score a total of two points shall be declared the winner.

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

Taking In 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 sideline or 2 point arc.

Court Boundaries- The basket structure, padding and supports will be played as out-of-bounds. The backboard (face, top, bottom and sides) will be played as in-bounds.

Jump Ball- In a jump ball situation, the ball will go to the team who lost the opening coin toss, with alternating possessions thereafter.

Dunking- Dunking is allowed on elite courts only.

Substitutions- Substitutions may only be made during time-outs or "dead ball" situations.

Time-Out- Each team is allowed a single- one minute time-out per game. The clock will stop running during a time-out.

Injuries- The court monitor has the discretion to suspend play for the protection of the injured player. If a player is bleeding, that player will be directed to leave the game and properly cover the wound. A player with any bloodstained clothing or bandaging 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, event staff may require a written note from a medical doctor who has cleared the player for participation in the tournament.

Game Times- Teams must be ready to being play at their scheduled start time. Teams are given a 5 minute grace period before a forfeit is enforced. Teams are encouraged to remain in contact with their court to observe effects of scheduling changes. Inclement weather and non-playable situations may result in the modification or cancellation of the event. In such a case, team entry fees will not be refunded.

Stealing- Players in all brackets may steal the ball when it is being passed.





Swearing- Swearing is prohibited in this tournament. Players who offend this rule will be issued a technical foul for the first offense and will be ejected from the tournament if any other offenses occur.

Fouls- All brackets will be call your own fouls, except for the elite divisions which will be professionally officiated. The player that was fouled will call the foul. All called fouls will result in one free throw shot, except on successful field goals, in which case the basket counts and no free throw shots are awarded. 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. Players fouled on the act of shooting behind the 2-point line will be awarded 2 free throw shots. Players fouled behind the 2-point line, not in the act of shooting, will be awarded 1 free throw shot. **Technical, Intentional and flagrant fouls cannot be called by a player. A court monitor or marshal will make this call. Their decision is final.**

Technical Fouls- All brackets will be called for unsportsmanlike conduct such as: taunting, baiting or trash talk. In extreme cases the player may be suspended from play and a coach or fan removed from the court for the remainder of that game or the rest of the tournament. Any player who aggressively comes into contact with or assaults a court monitor, marshal or other tournament officials will be automatically ejected from the game and for the remainder of the current tournament. Additional suspension for such acts will be determined by event staff on a case by case basis.

Intentional Fouls- An intentional foul is a foul designed to neutralize an opponents 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 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.

Flagrant Fouls- A flagrant foul may be of a violent or aggressive nature. It may or may not be intentional. It may include such acts of: striking, kicking, kneeing, moving under an opponent who is in the air, hiping in as a manner to injure the opponent. It may also involve dead ball contact or dialogue which is extreme, 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.

