

## **“Pick & Roll” Tournament Guidelines**

- The Medical Lake Founders’ Day Pick & Roll Basketball Tournament is an outdoor 3 on 3 half-court basketball tournament; games are played on asphalt.
- A team must register three but can have no more than four players on their roster. Player(s) found playing that are not on a team’s roster will forfeit the game for the first offense and the tournament for the second.
- Player changes must be approved by the tournament director prior to the team’s first game. The new player must fit into the criteria for the division of the team. I.E. Youth Divisions, 6’1” and under..
- CO-ED Divisions- One female must be on the court from each team at all times.  
Adult 6’1” & Under- All players must be 6’1” or shorter for this division.
  - Prior to the start of this division, each team member will be measured. Players will be disqualified from the tournament if found to be over 6’1” tall. **No exceptions and No tricks!!**
- Adult and Co-Ed divisions are self officiated with a court marshal on patrol to intervene and, if necessary, start officiating the game. This technique is used often to control what may be a possibly contentious situation. **The court marshal will have complete discretion on all calls.**
- All youth and high school teams will be bracketed based on the oldest player or the player entering the highest grade the following fall.
- Youth and High School divisions are officiated with referees recognizing regulation basketball rules.
- Younger players may play up in higher divisions. I.E. High school students can choose to play in the adult divisions.
- 3<sup>rd</sup>/4th grade divisions will be played on an 8-foot hoop with no stealing on held balls or dribbling.
- At the discretion of tournament officials, any unsportsmanlike conduct including but not limited to profanity, fighting, rough and negligent play, etc. may result in a minimum of a technical foul and/or ejection from the game and possibly tournament. If a team receives two technical fouls in one game, that team will forfeit the game. **We pride ourselves on running a competitive and clean tournament.**

## **“Pick & Roll” Game Rules:**

- A coin toss will determine possession at the start of each game and possible overtime situation. Alternating possession will be used in the event of “jump balls”
- Substitutions made be made during dead ball situations before the ball is “checked” in for play.
- Each team is allowed one 60-second time out per game. Upon being late, teams will be allowed a five-minute grace period before forfeiting the game.
- Games are played to 20 points or 20 minutes, whichever comes first. **There is not a “win by 2 rule.”** There ***will be a 20-minute running clock except for the last two minutes of the game in which the clock will stop on all dead ball situations including free throws.***
- In the event of a tie: If teams are tied at the end of regulation a sudden death overtime scenario will be used with a coin toss determining initial possession. The first team to score two points is the winner regardless the lead. Example- Both teams have 15 points at the end of regulation= First to 17 wins!!
- Scoring Rules: (1pt inside three point arc, 1pt free throw, and 2 pt beyond three point arc.)
- All fouls result in a single free throw with the opposing team assuming possession after the shot. Fouls on shots beyond the 3 point line will result in two free throws. In the event of a made basket and foul, the basket will count for its normal point value, no free throw is issued, and the opposite teams assume possession of the ball.
- After each basket the ball must be checked before play resumes. On rebounds and any other change of possession teams must clear the ball behind this “check” line.
- All regulation basketball rules apply.
- **No grabbing or hanging on the rims. Violation will result in no basket and a technical foul.**
- Technical Foul Scenario:  
Team A is issued a technical foul- Team B automatically receives one point and assumes possession of the ball. If Team A is issued two technical fouls in the same game they automatically forfeit the game.
- **The court marshal will have complete discretion on all calls and game situations**