

John R. Lewis Girls Basketball 3 ON 3 TOURNAMENT FUNDRAISER

Sponsored by CTAB Hoops

The JRL Lewis Girls 3 on 3 Basketball Tournament was created to help surrounding communities, come together under one roof for a common goal: to have fun! The tournament helps to develop new bonds and friendships and enjoy some friendly competition in basketball. No matter how old or young, JRL hopes to create an environment full of fun, excitement, and great fellowship! All proceeds collected during this time will be donated to the JRL Girls Basketball team.

JRL 3 on 3 Basketball Tournament Rules and Regulations

The following rules have been designed to ensure fair play for all participants. Each player is expected to understand these rules prior to participation in the tournament. Any questions concerning these rules should be directed to the JRL or CTAB Staff at teamtowe@ctabhoops.org or lrtowe@fcps.edu.

Team Eligibility

*Each team must have three to four players on its roster who have registered their team by the predetermined entry deadline. Additions and/or changes to any roster must be approved by the JRL or CTAB staff member and completed prior to the start of the tournament's first game. No changes are allowed once a team has played its first game of the event. A player is allowed to participate for only one team in the tournament.

- *Player eligibility: Teams are eligible to have males or females. **Age requirement**: MUST BE in HS **only**!! You will need to show proof of your HS. <u>Players can attend any **Fairfax County** high school.</u>
- *Teams must pay \$75.00 to participate
- *Player eligibility will be enforced using school ID/number. This will be checked at every game.
- *Players information MAY be verified for accuracy. Team using illegal players or false information will be disqualified from the tournament.
- *THE TEAM CAPTAIN WILL REPRESENT HIS/HER TEAM AS A SPOKESPERSON AT ALL TIMES, and must verify the score sheet has correct roster prior to each game.
- *All games must start with three players on each team, unless a team with three players agrees to allow the opposing team to play with only two players.

www.CTABhoops.org | Alexandria, VA | Phone: 571.282.4182| Email: teamtowe@ctabhoops.org | Irtowe@fcps.edu | John R. Lewis HS



*If a team with a least three players does not allow the opposing team to play with two players, or if the opposing team has zero or one player, that team will be penalized one point per minute after the designated start time up to 10 points. Game is forfeited after 10 minutes.

*A coin flip prior to the start of the game will determine which team has the initial possession.

*Each player must have the same color shirt/uniform and a number on their shirt/uniform (numbers made with masking tape are acceptable).

*All games will be held on Saturday, October 9, 2021.

Start of Game

The ball must be thrown-in (not dribbled) at the top of the key. <u>First Violation</u>: Warning from the referees or court monitor, <u>Second Violation</u>: change of possession

Game Play

Length of Games: first team to score 20 points, or 30 minutes. Championship game: full hour, 15 minute halves. The referee or CTAB staff may institute a time limit in the championship game prior to or during the game.

Overtime: if the score is tied at the end of 30 minutes, the game goes to overtime. A coin flip determines which team has the initial possession. The game winner is the first to score 2 points in the overtime period.

No Make It Take It: the ball changes possession after each scored basket.

Stalling: no stalling is allowed. THERE IS A 30 SECOND SHOT CLOCK. After a team has been warned about stalling, failure to attempt a shot within 30 seconds will result in loss of possession.

Jump Balls: all jump balls become the possession of the defensive team.

Time Outs: each team is allowed three 45-second time-outs per game. The game clock does not stop during any time-outs. NO time-outs are permitted in the last three minutes of the game.

Taking It Back: when in play, the ball must be "taken back" on each change of possession. "Taking it back" means BOTH feet must be behind the "three-point" arc. Failure to "take it back" is a violation.

Each Individual Violation: Change of Possession

Throw In/Resuming Play: the ball must be "checked" after every out of bounds or opposite team score. The ball must be thrown in (not dribbled) in from the check box at the rear of the court. No face guarding the box - stay behind the line.

First Violation: Warning from referee

Each Additional Violation: Change of possession

Out of Bounds/Resuming Play: the ball must be "checked" every out of bounds.

Three seconds in the lane is in effect: First Violation: Warning from referee

Each Additional Violation: Change of possession

Dunking: dunking is allowed during play only. Hanging on the rims is not allowed at any time. Participants can be held

responsible for broken equipment.

Scoring: baskets made from the inside the arc count one point. Baskets made when the shooter has BOTH FEET behind the arc count two points. Referees will call "two points". If there is any doubt by the referees as to whether the made basket is worth one or two points, the basket will count as one point.

Free Throws: free throws count as one point. When fouled in the act of shooting, free throws are awarded to the fouled shooter only when the <u>basket was not made</u> (1 for 1 pointer, 2 for 2 pointer). All free throws are dead balls. Regardless of whether the free throw(s) are made, the opposing team checks the ball from the check box. The try for goal shall be made within 10 seconds after the ball has been placed at the disposal of the free thrower. All other players will remain behind the two-point arc while the free throw attempt is being made.

- · Any time a basket is MADE and a foul is called:
- · The basket counts.
- · The referee records the foul.
- · Defending team receives the ball.

Personal Fouls: the referee will record each personal foul. Each team member is allowed 5 personal fouls. Upon receiving the fifth personal foul, the player is disqualified. If a player is fouled in the act of shooting and a basket is not made, player must attempt a free throw (2 free throws if fouled in the act of shooting behind the arc).

RECORDED TEAM FOUL

Team Fouls 1 through 7 Team Fouls 8+

RESULT (for team that was fouled)

Check ball from check box, unless fouled in the act of shooting (see above)

One free throw, unless fouled in the act of shooting (see above).

All intentional fouls will be called by the referee and result in one free throw for the player fouled AND his/her team retaining possession. The ball must be thrown (not dribbled) in from the check box at the rear of the court. An intentional foul is a personal or technical foul designed to stop or keep the clock from starting, to neutralize an opponent's obvious advantageous position, contact away from the ball, or when not playing the ball. It may or may not be premeditated and is not based on the severity of the act.

Basketball Gym Space

The ball is out of bounds if it:

- · Passes over the top edge of the backboard or touches the back side of the backboard
- · Hits the very top of backboard.
- · Personal dribbling or ball touches the walls of the gym.

Tournament Administration

Any questions or disputes will be discussed only with the team captain. Disputes will not be heard after the game has been completed.

JRL/CTAB reserves the right to disqualify any team for infractions of the following policies:

Use of illegal players: the players listed on the roster at the time an entry form is submitted are the only players eligible without the consent of the JRL/CTAB staff. JRL/CTAB reserves the right to request identification from players at any time during the tournament. All participants are encouraged to bring picture identification to the tournament.

False information: information provided to JRL/CTAB on your entry form is the basis for division breakdowns. Any false information is grounds for disqualification.

Unnecessary vulgarity or abusive conduct: good sportsmanship is expected. A JRL/CTAB staff member may assist at any time, including officiating games, immediately implementing the shooting of foul shots, terminating a game, and/or escorting the player or team from the premises. ANY PLAYER THAT IS EJECTED FROM A GAME WILL NOT BE ALLOWED TO PARTICIPATE IN THE DURATION OF THE TOURNAMENT.

This is a family event. No profanity or abusive behavior toward officials, tournament administrators, or each other will be tolerated from players or fans. Players/fans violating this rule will be ejected for the duration of the tournament. Unruly fan or player behavior may also result in games being stopped and potential forfeit if deemed necessary. If a fan or parent is ejected from the tournament, the player or child associated with the fan or parent will be ejected as well for the duration of the tournament.

Please fill out the waiver information below and return as soon as possible. Thank you.

<u>Everyone participating must complete a waiver.</u>

NAME:		
NICKNAME:		
HEIGHT:		
concerning ability to participat assumes. I hereby agree to re its officers, agents, and employ out of or based upon any bod participating in this program.	of some activities, all participants e. All activities present inherent risks lease and hold harmless Cross-Trair yees from any and all actions, claims dily injury or property damage which I will comply with the code of conacility at which games and/or practice	and hazards, which the participant hing Athletes into Believers (CTAB), or liability resulting from or arising may be sustained by myself while induct and regulations enforced by
PRINTED NAME	SIGNATURE	DATE
LEGAL GUARDIAN (If under the age of 18)	SIGNATURE	DATE

Emergency Contact and Medical Information					
				M F	
Child's Name		Date of Birth		Sex	
Parent's/Guardian's Name		Parent's/Guardian's Name			
Home Phone	Work Phone	Home Phone	Work Phone		
Address		Address			
City, ST ZIP Code		City, ST ZIP Code			
Alternative Emergency Contacts					
Primary Emergency Co	ontact	Secondary Emergency Contact			
Home Phone	Work Phone	Home Phone	Work Phone		
Address		Address			
City, ST ZIP Code		City, ST ZIP Code			
Medical Information					
Allergies/Special Health Considerations					
I authorize that all the information provided above is correct.					

Parent's/Guardian's Signature	Date
Audio	Video/Photo Waiver
take, use, and reproduce visual/audio image images, video clips, and/or audio clips. I <i>Training Athletes into Believers</i>), owns the imaudio may be used in any manner or med web sites, promotions, broadcasts, flyers, organization. I waive the right to inspect of	d CTAB (Cross-Training Athletes into Believers), the right to es of me or my dependent, including photographs, digital agree that John R. Lewis High School and CTAB (Crossnages, audio, and rights related to them. The images and dia without notifying me, such as newsletters, brochures, videos, and in any other publications produced for the or approve the finished version(s) of the products of the that may be created in connection therewith, or to be
I have read this document and am fully awa	re of the content and implications, legal, and otherwise
I have read this release before signing and I	freely accept the terms.
Signature	
Name (of signee and dependent, if applicab	ole)
Address	
City, State, Zip	
Phone/Email	
/ /	
Date (Month, Date, Year)	

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CODE OF CONDUCT

Every person(s) participating must complete and sign

JRL's 3-on-3 Basketball Tournament Code of Conduct has basic principles to guide all players, parents, spectators, and participants for this event. It is not intended to cover every situation that may arise. All players, parents, spectators, and participants must follow these principles and conduct themselves accordingly.

Those who violate the standards in this Code of Conduct may be subject to disciplinary action, including possible individual and/or team disqualification and/or removal from the JRL 3-on-3 Basketball Tournament site if a staff and/or member of the JRL 3-on-3 Basketball Tournament Commission determines that such action is warranted under any circumstances. The JRL Commission requests that all players, parents, spectators, and participants comply with the tournament's rules and regulations and the code of conduct set forth in this code.

All players, parents, spectators, and participants must respect and obey the following:

- 1. Demonstrate good sportsmanship before, during and after games.
- **2.** Be responsible for your own behavior, the behavior of your teammates, and the conduct of your team's spectators and family members.
- 3. Respect the game, employees, volunteers, and officiants and communicate with them in an appropriate manner.
- **4.** Violence and threatening behavior will not be tolerated foul play, fighting, intimidating behavior or foul language is not permitted.
- 5. I am responsible for my behavior and actions
- 6. I am responsible for my behavior and actions I am aware that participating in this event is a privilege NOT a right.
- 7. I understand and accept the fact that if my conduct is found to be harmful to others or to the spirit of the tournament I will be dismissed from participation
- 8. I will respect the venue and its members that is hosting the tournament

SIGN:

I, hereby agree to the above statements listed in the JRL 3 on 3 basketball tournament's "CODE OF CONDUCT." I acknowledge that I understand all the information listed, and that any false statements or actions may disqualify me from the tournament or future participation in JRL events.

PRINTED NAME	SIGNATURE	DATE

LEGAL GUARDIAN (If under the age of 18)

SIGNATURE

DATE