

CITY OF McALLEN
PARKS AND RECREATION DEPARTMENT

GOLDEN AGE OLYMPICS
3 ON 3 COED BASKETBALL

Rules and Regulations

A. THE PLAY

1. Each team must have a minimum of three players on their roster. Teams can have a maximum of six (6) players on their roster. Games may only be started and completed with three players from each team on the court.
2. NO ROSTER CHANGES ARE ALLOWED AFTER YOUR FIRST GAME! All roster changes must be made on a roster. It is the discretion of the City of McAllen Parks and Recreation staff to approve any player changes/additions since the new or additional player(s) cannot alter the team's placement in the tournament, which is based on the original roster. We reserve the right to reject any player substitutions and to disqualify a player and/or team for use of non-roster players, unauthorized substitution, submission of false information, and/or bad sportsmanship. All height information as written on the entry form must be as accurate as possible. If there is a question on a player's height, it must be made to the court referee and/or supervisor before the start of play.
3. NO DUNKING IS ALLOWED IN PRACTICE. Dunking is permitted only in official games. Anyone caught dunking in non-game situations will be disqualified from further participation.
4. ALL players must individually sign the score sheet waiver before starting each game.
5. Substitution is unlimited, but permitted only when play is stopped.
6. To begin the game, a coin toss will determine the right to possession or pass possession to the opposing team. The "home" team or the team at the top of the bracket will call the coin toss. If the game goes into overtime, the team not receiving possession to start the regulation game shall receive the ball to start overtime. The team winning the toss shall have the right to accept or refuse the ball. If they refuse the ball, they shall receive first possession in the overtime period.
7. The ball will change possession after all made baskets, no "make it, take it." (Exception: 11 Foul Rule)
8. Jump balls go to the defense. (Exception: Double Fouls) On all double fouls, the ball shall remain with the offense.
9. The ball will be "taken back" on every change of possession. Failure to take it back will result in the loss of possession and the loss of any points resulting from that possession. ("Taking back" means BOTH feet behind the 20-foot two-point line.) It is not a violation unless a shot is attempted prior to taking the ball behind the 20-foot arc. If a shot is attempted prior to taking the ball back and you are fouled, the foul does not count and the ball changes possession.
10. The defensive player must check the ball before it is put into play. The ball must be passed to a teammate to begin play.
11. After all fouls (until the 7th) or when the ball goes out-of-bounds, the ball will be taken out at mid-court (check-line).

12. Shots made within the 20-foot arc are worth 1 point. A shot made from behind the international 20-foot arc will count as two points. Both of the shooter's feet must be clearly and completely behind the two-point line for the basket to count as two points. If a player is fouled in the act of shooting a 2-point shot and the shot is not successful, the shooting player shall be awarded two free throws (beginning with the 7th foul). See Rule D3 for possession clarification. Court monitors/Referees and/or Tournament Officials shall have the last say if there are any questions.

B. THE TIME

1. Before games, both teams will warm up for two minutes. *A TEN-MINUTE FORFEIT ALLOWANCE WILL BE ENFORCED.*
2. Games will be to 16 points, win by two points or 15 minutes which ever comes first. When the game ends after 30 minutes, the team ahead shall be declared the winner; if a game reaches time in a tie, the teams will play a tiebreaker with both teams shooting free throws until one team breaks the tie. (Possession in overtime is explained in Rules A7.) The only exception is the Championship game which has no time limits. A game won by forfeit will result in a 16-0 victory for the team present at the court.
3. Stalling goes against the fun principals of the City of McAllen Parks and Recreation Department. An "unwritten 30-second clock is in effect at all times, and may be enforced by the referee at their sole discretion. Failure to attempt to shot in 30 seconds, after being advised by the referee, will result in a loss of possession.
4. Each team is allowed two 45-second time-outs. In addition, neither team can stall in the last five (5) seconds of the game in a check ball situation, or the last fifteen (15) seconds of the game in a free throw situation. If stalling occurs, the clock will be stopped until the ball is put into play by an in-bound pass.

C. THE COURT

1. The top, sides and bottom of the backboard and the baseboard are inbound. The metal support pieces from the base unit to the backboard are out-of-bounds.
2. Orange sidelines, baselines and mid-court line are out-of-bounds.
3. The courts are 40 feet by 40 feet.
4. The height of the goals is 10 feet regardless of the age division.
5. The two-point arc line is 20 feet.

D. THE FOULS (AND "DEBATES")

1. If any player is less than cordial to our referees or scorekeepers, they may be suspended for the game or the tournament. The City of McAllen Parks and Recreation Department does not recognize non-playing coaches as part of the team. These "coaches" can be asked to leave the event site at any time should they become rude, unruly or act in a manner that is not in the best interest of the tournament.
2. The TEAM CAPTAIN is expected to represent his/her team. The captain has the right to ask the monitor/referee/court supervisor to explain any rule. If there is a dispute, which needs to be resolved, a Tournament Official will come to your court to handle the situation. The Court Monitor's, Referee's and/or Tournament Officials decision is final for the purpose of that game. Once play resumes after a

- disagreement, the problem is considered a dead issue. During any protest, time on the game clock shall continue to run, except in the last three (3) minutes.
3. The court monitor/referee will count and record all team fouls on the score sheet. All fouls are common fouls. For the first six (6) fouls, the ball is taken back by the fouled team at "mid-court" to resume play. Beginning with the seventh (7) team foul, the player fouled will be awarded one (1) or two (2) free throws. If the foul occurs outside the 20-ft arc, during a shooting foul the player is awarded two (2) free throws. After the free throw(s), ball changes possession whether the free throw(s) were successful or not. On the eleventh (11) team foul, the player fouled will be awarded one (1) or two (2) free throw(s) Regardless if the player makes or misses the free throw(s), the shooting team shall retain possession. If the shooting team is fouled in the act of shooting and the shot is scored the point(s) shall count and the shooting team shall retain possession.
 4. On the (7) team foul, if a player is fouled in the act of shooting and makes the basket, the basket counts and the ball changes possession. The foul is counted on the score sheet as a team foul and no free throws are granted. (If the foul qualifies as the eleventh (11) team foul, the shooting team shall retain possession. If the basket is missed, one (1) or two (2) free throw(s) will be awarded as explained in rule D3).
 5. Flagrant, Technical, Intentional, Unsportsmanlike, or Continuous Misconduct Fouls will result in the dismissal of the offending player. If the referee rules a foul was Flagrant, Intentional, or Continuous Misconduct, and the player fouled is in the process of shooting and makes the shot, the basket is scored and he/she shall retain possession, or if the player fouled is not shooting the player shall receive one free-throw and possession. Additionally, the player receiving the technical foul will be removed from the game until both teams score a combined total of four (4) points, at which time he/she can re-enter the game. *ANYONE INVOLVED IN PUNCHING OR FIGHTING, FOR ANY REASON WHATSOEVER WILL BE EJECTED FROM THE TOURNAMENT.* Two flagrant fouls or technical fouls will result in the automatic disqualification from the game.

E. OTHER REGULATIONS

1. UNLESS OTHERWISE NOTIFIED, ALL PRINTED SCHEDULES ARE OPERATIVE ONLY THROUGH THE FIRST GAME FOR ALL TEAMS. After that contest each team is advised to check the Master Scoreboard for all schedules, times, courts, revisions and other salient information. We reserve the right to reduce the number of games, due to inclement weather or unforeseen circumstances.
2. When a game is officiated by a referee, all calls are final. Excessive arguing with the referees may result in ejection from tournament.
3. A player must leave the game when their abrasion has flowing blood. Once the flow has stopped and there is no chance of blood contacting other players, the player with the abrasion may re-enter the game.
4. All participants must have some form of picture ID available during event. Failure to produce an ID upon request could result in disqualification of that player and/or team.
5. Any decisions made by the tournament managers are final. Tournament managers, at their discretion, may require a minimum number of teams before the tournament will commence. The tournament manager also reserves the right to institute a basketball skills challenge in lieu of a tournament if the minimum number of registered teams is not met.