



See3Slam Rules & Regulations

1. Who Can Play

The tournament is open to players entering grades 1 through 12 and adults. A designated coach is required for all youth teams. A player may not participate on multiple teams within the same bracket.

2. Number of Players

Each team may consist of a maximum of 4 players and a minimum of 3 players. A team may have only 3 players on the court at any time. For all co-ed teams, a member of the opposite sex must be on the court at all times. All games must start with at least 3 players on each team. Any number of players (1, 2, or 3) may complete a game.

3. Authorized Equipment & Apparel

No player shall be allowed to wear a guard, cast, hard brace or other potentially dangerous equipment on his or her elbow, hand, wrist, finger, or forearm, including equipment made of hard leather, plastic, plaster or metal—even if the equipment is covered with soft padding. Soft braces, sleeves and wraps will be allowed unless they pose a danger to other players. Jewelry, plastic hair bands and clips will not be allowed. As always, the tournament officials retain the right to disallow any equipment or apparel that it judges to be dangerous or inappropriate.

4. Eligibility Issues

All high school and college players are encouraged to check with their coaches and/or athletic directors about participating in See3Slam and the potential effects on their eligibility. The tournament officials are not responsible for determining a particular athlete's eligibility under National Collegiate Athletic Association or applicable high school association rules.

5. Bracket Types

Teams will be divided into tournament brackets according to its players' ages or immediate upcoming school grades, heights, playing experience, and competition level, in accordance with the information on each team entry form. Tournament officials reserve the right to verify a player's entry form data. False information will be grounds for dismissal from the tournament. Each player in all brackets must be able to provide proof of grade level (for players entering grades 1 through 12) or age; and possess photo identification upon sign-in. Failure to do so will result in ejection.

Photo ID available at: <http://www.dol.wa.gov/driverslicense/gettingidcard.html>

6. Basket Height

Baskets will be 8 feet high for teams whose players are entering grades 1 through 4; the height will be 10 feet high for all other brackets.

7. Basketball Size

The intermediate size ball will be used for all female brackets and all brackets consisting of players entering grades 1 through 4. The full size ball will be used for all other brackets.

8. Free Throw Shooting Distance

The distance for free-throws will be 10 feet for brackets consisting of players entering grades 1 through 4 and who are playing on an 8 foot basket; the distance will be 15 feet for all other brackets.

9. Two-Point Shooting Distance

The distance for two-point shooting is 16 feet for brackets consisting of players entering grades 1 through 4; the distance will be 19 feet for all other brackets.

10. Stealing the Ball

Players in all age categories may steal the ball when it is being passed. Brackets consisting of teams whose players are entering grades 1 through 4 will have a no-steal rule when players are either dribbling or holding the ball. Stealing in those situations will be allowed in all other brackets.

11. Checked Ball

The ball must be "checked" by an opposing player after each dead ball before it is put into play. The check-in must occur behind the dashed take-back line (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 on the inside of the two-point arc. In games consisting of players entering grades 1 through 4 played on an 8-foot basket, the initial pass, if made to a player behind the take-back line, may not be contested by the opposing team. If the initial pass is made in front of the take-back line, full defense may be played.

12. 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 (see Rule 16 a, b, c). There will be no "make it, take it" rule.

13. Taking it 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 sidelines or 2 point arc.

14. Ball Out of Bounds

An out-of-bounds violation will result in a checked ball.

15. Boundaries

The basket structure, padding, and structural supports will be played as out-of-bounds. The actual backboard, including its face, top, bottom and sides, shall be considered in-bounds.



16. Fouls

In most brackets, the participating players will call their own fouls. More specifically, the player that was fouled will call the foul. Fouls not in the act of shooting will be awarded one free throw. Fouls in the act of shooting will be awarded one free throw for shots from inside the two-point line, two free throws for shots from outside the two-point line. If the shot attempt is successful, the point(s) count and no free throw(s) are awarded. During a free throw, opposing team players may not intentionally disrupt the shooter's unhindered throw. 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. Incidental contact between opponents shall not result in a called foul unless such contact results in a meaningful disadvantage. A court monitor will officiate all games in brackets consisting of teams whose players are entering grades 1 through 12 as well as all games in the Adult Competitive Division. All other games will be monitored but not officiated.

a. Technical Fouls

A technical foul will be called for unsportsmanlike acts such as taunting, baiting, or trash talk. Taunting and baiting can involve derogatory remarks or gestures that incite or insult a player. Trash talk involves a deeply personal, verbal attack directed toward any person involved in the event. In extreme cases, the player may also be suspended from play and a coach or fan removed from the court for the remainder of that game or for the rest of the tournament. A player who aggressively comes into contact with or assaults a court monitor, referee, court marshal, or other tournament official shall be automatically ejected from the game and for the remainder of the current tournament. Additional suspension for such acts will be determined by the See3Slam organization on a case-by-case basis. The court monitor may also assess a technical foul if determined the team is stalling in the interest of preserving a winning margin. A technical foul results in one point for the offended team and possession of the ball.

b. Intentional Fouls

An intentional foul is a foul designed to neutralize an opponent's 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, based on the court monitor's observation of the act, 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.

c. Flagrant Fouls

A flagrant foul may be of a violent or aggressive nature, or an act that displays unacceptable conduct. It may or may not be intentional. It may involve violent or aggressive contact such as striking, kicking, kneeling, moving under an opponent who is in the air, and crouching or hipping in a manner that could cause severe injury to the opponent. It may also involve dead ball contact or dialogue which is extreme or 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 that game and possibly for the rest of the tournament. Technical, intentional, and flagrant fouls cannot be called by a player. A court monitor/referee or court marshal will make this call and their decision is final. Flagrant fouls will be reviewed by the See3Slam organization to determine if further suspensions, possibly for the remainder of the tournament, are warranted.

d. Crowd Control

The Team Captains or the designated Coach are the only people, other than the Players, that are permitted to address the Court Monitor. Any fans or parents that negatively address a Court Monitor, Marshal or other tournament official shall be assessed a Technical Foul to their team.

17. Stalling

Stalling is prohibited. Stalling is a style of play in which a team does not actively attempt to advance the basketball toward the basket and shoot the ball at the basket. It is a method used in an attempt to run out the game clock to preserve a win. Stalling is considered an unsportsmanlike act and will result in a technical foul against the offending team (see Rule 16a).

18. Which Team Receives the Ball First?

A "coin" toss prior to each game will determine which team gets the ball at the take-back line.

19. Keeping Score

All made baskets from inside the two-point arc count for one point and made baskets from outside the two-point arc count for two points. The court monitor will determine if the shot made is one or two points. The first team to 20 points is the winner. (see Rule 20 for exceptions)

20. Length of Game, Time Keeping, Scoring and Overtime – All Divisions

a. Length of Game

The standard length of game is 25 minutes. The 25-minute clock is stopped during team time-outs (see Rule 24) AND if the court monitor stops play for a player injury (see Rule 26) or any other unusual circumstances. In those cases, the court monitor will keep the official time for the court and inform the teams as to the time remaining in the game.

b. Time Keeping and Scoring

If a score of 20 is achieved within 25 minutes the game is over. The team that first reaches 20 points does not need to have a winning margin of 2 points or greater.

c. Overtime Scoring

Overtime is only played if the game is tied at the end of regulation. For all teams EXCLUDING the 1 through 4 grade bracket, the first team to score a total of 2 points in the overtime session, or reach 20 points, will be declared the winner. A "coin" toss will determine who gets the ball at the take-back line in overtime.



SCORE EXAMPLES AT BEGINNING OF THE OVERTIME SESSION

- Score 19 to 19: first team to 20 wins (no game goes beyond 20 points)
- Score 18 to 18: first team to 20 wins
- Score 17 to 17: first team to 19 wins
- Score of 14 to 13: no overtime is necessary since the leading team has at least a 1-point lead

For the 1 through 4 grade bracket, the first team to score in the overtime session shall be declared the winner. A "coin" toss determines possession.

In all situations, the court monitor shall declare a technical foul (see Rules 16a & 17) if it is determined a team is intentionally stalling to run out the clock.

21. Jump Ball

In a jump ball situation, the ball will first go to the team that lost the opening coin toss, with alternating possessions thereafter.

22. Dunking

Dunking is not allowed at any time, including during warm-ups. Dunking will be construed as an unsportsmanlike act and will result in a TechnicalFoul.

23. Substitutions

Substitutions may only be made during a time-out or a "dead ball" situation.

24. Time-Out

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

25. Wheelchair Participants

Players in the wheelchair division should be aware that a liberal three-second in the key rule will be enforced. All wheelchair players not currently active in any game must stay positioned behind the back-court line and not inside the curbing along the sides of the court. Chair measurements are expected to be in accordance with established wheelchair rules.

26. Player Injury

A court monitor has the discretion to suspend play for the protection of an injured player. If a player is bleeding or has an open wound, that player will be directed to leave the game and properly bandage the

wound. A player with any bloodstained clothing or bandage 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, See3Slam may require a written note from a medical doctor who has examined the player subsequent to the game injury and specifically authorizes that player to continue participation in the tournament.

27. Game Times

All schedules are effective through only the first game for all teams. Following the tournament's first game, each team is required to check the Master Scoreboard for all official schedules, times, courts, revisions, and general game information. Teams must be ready to begin play at their scheduled start time. Teams not at their court for their scheduled game are given a 5-minute grace period before a forfeit is enforced. Teams are encouraged to remain in contact with their court to observe the effects of scheduling changes that could occur mainly due to inclement weather or other unexpected delays. Inclement weather and non-playable situations may result in the modification or cancellation of the event. Under these unlikely circumstances team entry fees will not be refunded.

28. The Fine Print

Designated tournament officials shall have the power to make decisions on any points not specifically covered in the Rules and Regulations and shall also have the complete authorization to interpret the intent and purpose of these Rules and Regulations. See3Slam officials also reserve the right to disqualify any player and/or team for infractions of tournament policies, including the following:

Use of Illegal Players

The players listed on the team entry form as accepted by See3Slam are the only players eligible for play on that team. Player changes submitted on authorized Player Change Forms, and accepted by tournament officials, must be completed and approved by 8:00 a.m. on tournament Saturday. Under no circumstances will roster substitutions be allowed after the tournament begins. Before the beginning of each game, every player will sign a Release and Waiver and Sportsmanship Pledge and then again at the end of game to verify score accuracy. Any team using a player not properly registered will be disqualified from the tournament.

False Information

Information provided on a team entry form or accepted Player Change Form is the basis for bracket scheduling and is expected to be true, accurate and complete. Players listing false or inaccurate information on these forms may be disqualified from the tournament.

SPORTSMANSHIP POLICY

Good sportsmanship and cooperation is both anticipated and expected. The team captain or designated coach, if applicable, is expected to aid in controlling teammates' and team followers' conduct and to represent his/her team as spokesperson in case of appeals to the tournament officials. Poor sportsmanship could result in penalties against the team in either the Technical, Intentional, or Flagrant foul categories (see Rule 11). Failure to comply with the Spirit of See3Slam, with acts such as fighting, taunting, intimidating or verbally attacking a tournament official, player or spectator may lead to removal of that player, team and/or spectator from the tournament. Any ejection from the tournament will result in a suspension from participating in a future See3Slam tournaments. Decisions made by tournament officials are FINAL and are not subject to review by video, other recordings, or any other sources



Thank you for participating in See3Slam!

