

ENTRY RULES

“MCJCF 3 ON 3 BASKETBALL TOURNAMENT”

OFFICIAL RULES

AN ENTERANCE FEE OF **\$10 (TEN DOLLARS)** PER PERSON HAS BEEN ESTABLISHED TO ENTER THIS TOURNAMENT. ENTRY FEE(S) COLLECTED ARE TO FURTHER BENEFIT SCHOLARSHIPS ESTABLISHED BY THE “MCJCF” AND/OR SELECTED NON-PROFIT ORGINIZATIONS

THIS CONTEST IS INTENDED FOR PLAY IN THE CITY OF MISSOURI CITY, TEXAS ONLY AND SHALL BE CONSTRUED AND EVALUATED ACCORDING TO THE LAWS OF THE STATE OF TEXAS, USA.

1. HOW TO ENTER. a) Online Form Entry: Visit www.MCJCF.com or www.MoCityJuneteenth.com (the “Website”) and complete the official entry form, as indicated. b) Registration forms may be picked up and deposited upon completion at the following locations within Missouri City: Grady’s B-B-Q, J&L Restaurant and Shipley’s Donuts. **ALL GAME DAY REGISTRATION FORMS MUST BE BROUGHT TO THE TOURNAMENT SITE FOR ENTRY AND YOU MUST SHOW A VALID PICTURE ID AND HAVE A COMPLETED WAIVER FORM FOR PARTICIPATION.**

2. ELIGIBILITY. The Tournament is open only to all participants who are between 16 and 30 years of age at time of entry. If the entrant is a minor (under the age of 18 years old), a parent or legal guardian must agree, on behalf of the minor, to be bound by these Official Rules.

3. PRIZES. **One (1) Grand Prize** will be awarded to the winning team consisting of \$500 in cash and a RESERVED VIP AREA for up to 40 people during the MCJCF Festival. **2nd & 3rd** Place Teams will receive trophies.

4. OTHER CONDITIONS. None of the Promotional Parties are responsible for technical, hardware, software, telephone or other communications malfunctions, errors or failures of any kind, lost or unavailable network connections, Web site, Internet, or ISP availability, unauthorized human intervention, traffic congestion, incomplete or inaccurate capture of entry information (regardless of cause) or failed, incomplete, garbled, jumbled or delayed computer transmissions which may limit one's ability to enter the Sweepstakes, including any injury or damage to participant's or any other person's computer relating to or resulting from participating in this Sweepstakes or downloading any materials in this Sweepstakes. The Promotional Parties assume any responsibility for any disruption in the Sweepstakes caused by schedule changes (including event cancellations), labor strikes, or any other act, circumstance or other unforeseen event outside of the control of the Promotional Parties. Sponsor and its agencies are not responsible for lost, late, stolen, illegible, incomplete, misdirected,

damaged or destroyed entries or for lost, interrupted or unavailable network, server or other connections, miscommunications, failed telephone or computer hardware or software or technical failures, garbled or jumbled transmissions or other errors of any kind, whether human, mechanical or electronic, including, without limitation, the incorrect or inaccurate capture of entry information online. Once submitted, entries become the exclusive property of the Sponsor and will not be returned. Entry material/data that has been tampered with or altered is void. If for any reason (including infection by computer virus, bugs, tampering, unauthorized intervention, fraud, technical failures, or any other cause beyond the control of Sponsor), which corrupts or affects the administration, security, fairness, integrity, or proper conduct of the Sweepstakes is not capable of being conducted as described in these rules, Sponsor shall have the right, at its sole discretion, to cancel, terminate, modify or suspend the Sweepstakes or to select a winner for prize by randomly drawing from among all valid entries received, up to such time of cancellation, termination, or suspension, and/or solely from the mailed entries.

ANY ATTEMPT BY ANY PERSON TO DELIBERATELY DAMAGE THE WEB SITE OR UNDERMINE THE LEGITIMATE OPERATION OF THE SWEEPSTAKES IS IN VIOLATION OF CRIMINAL AND CIVIL LAWS, AND SHOULD SUCH AN ATTEMPT BE MADE, SPONSOR RESERVES THE RIGHT TO SEEK REMEDIES AND DAMAGES FROM ANY SUCH PERSON TO THE FULLEST EXTENT PERMITTED BY LAW, INCLUDING CRIMINAL PROSECUTION.

TOURNAMENT RULES

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 MCJCF 3on3 Event Staff.

PRIOR TO THE GAME

Each team must have at least three 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 MCJCF 3on3 Event Staff member and completed prior to the start of any game. No substitutions are allowed once a team's roster of four players has been filled without the prior written consent of the MCJCF 3on3 Event Staff. A player is allowed to participate for only one team for the duration of the tournament without the prior written consent of the MCJCF 3on3 Event Staff.

All players must sign the score sheet before each game and designate the team's captain/spokesperson. **THE TEAM CAPTAIN WILL REPRESENT HIS/HER TEAM AS A SPOKESPERSON AT ALL TIMES.**

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.

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 players, 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.

THROW IN/STARTING PLAY

The ball must be thrown (not dribbled) in from the check box at the rear of the court.

First Violation: Warning from the referees or court monitor

Second Violation: change of possession

AFTER THE GAME

The captain of the winning team should obtain the score sheet from the referee or court monitor and deliver this score sheet the Master Scoreboard. **THE MASTER SCOREBOARD CONTAINS THE OFFICIAL SCHEDULE FOR THE TOURNAMENT. AFTER EACH GAME, EACH TEAM MUST CHECK THE MASTER SCOREBOARD FOR FUTURE SCHEDULING AND INFORMATION.**

GAME PLAY

Length of Games:

First team to score 15 points, or time lapses. (Game play is 20 minutes running time)
Championship Game will be played without Time Limit unless the referee, court monitor or MCJCF 3on3 Event Staff member institutes a time limit in the championship game prior to or during the game.

Overtime:

If the score is tied at the end of its 20-minute time limit, 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. The referee, court monitor or MCJCF 3on3 Event Staff member may institute a 30 second shot clock at any time. 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 30-second time-outs per game. The game 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 ball possession is determined by BOTH feet of the ball carrier must first be taken behind two-point arc before the ball can be advanced to score. Failure to "take it back" is a violation.

First Violation: Warning from the referee or court monitor; play is stopped then taken out by the team currently in possession of the ball.

Second and each additional Violation: Change of Possession

Throw In/Resuming Play:

The ball must be thrown in (not dribbled) in from the check box at the rear of the court.

First Violation: Warning from referee or court monitor

Each Additional Violation: Change of possession

No Parking Zone (3 Seconds):

This zone is the box in front of the basket. An offensive player CANNOT remain stationary with both feet in this box AND receive the ball when guarded by an opposing player. A foot on the line of the no parking zone counts as a foot in the zone.

First Violation: Warning from referee or court monitor
Each Additional Violation: Change of possession

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. Court monitors or referees will call "two points". If there is any doubt by the court monitor or 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 basket was not made (see foul section). 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.

FOULS

Any time a basket is MADE and a foul is called:

- The basket counts.
- The referee or team representative records the foul.
- Defending team receives the ball.

PERSONAL FOULS WHEN THERE IS A REFEREE ON THE COURT

The referee will record each personal foul. Each team member is allowed three personal fouls. Upon receiving the third 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 # RESULT (for team that was fouled)

Team Fouls 1 through 8 Check ball from check box, unless fouled in the act of shooting (see above)

Team Fouls 8+ One free throw, unless fouled in the act of shooting (see above).

PERSONAL FOULS WHEN THERE IS NO REFEREE ON THE COURT

If there is no referee on your court, only team fouls will be recorded. No personal fouls will be recorded. The player on the court who was fouled at the time of the foul may only call a foul. The court monitor or a representative from each team will record the fouls.

RECORDED TEAM FOUL #

Team Fouls 1 through 8

Team Fouls 8+ (act of shooting)

Team Fouls 8+ (not in act of shooting)

RESULT (for team that was fouled)

Check ball from check box.

One free throw. If fouled with both feet behind the two-point arc, two free throws.

One free throw.

All intentional fouls will be called by the referee, court monitor or MCJCF 3on3 Event Staff member only and results in one free throw for the player fouled AND his/her team retains possession and checks the ball at the check box. 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.

Flagrant fouls or continuous misconduct will result in team forfeiture and team dismissal from the tournament. All flagrant fouls are called by the referee, court monitor or MCJCF 3on3 Event Staff only. A flagrant foul may be a personal technical foul of violent or savage nature, or a technical non-contact foul, which displays unacceptable conduct. It may or may not be intentional. If personal, it involves violent contact such as striking, kneeling, etc. If technical, it involves dead ball contact or non-contact at any time which is extreme or persistent, vulgar, or abusive conduct.

First Offense: Player fouled will shoot one free throw and his/her teams retain possession from check box.

Second Offense: Team forfeits game and is under probation for the duration of tournament play.

Third Offense: Team is dismissed from tournament.

BASKETBALL GOAL INFORMATION

The ball is out of bounds if it:

- Passes over the top edge of the backboard or touches the back side of the backboard
- Touches the arms attached to the back of the backboard.

The ball remains in play if the ball:

- Touches the pad ("garage door") in front of the basket.
- Touches the bottom edge of the backboard
- Touches one of the side edges of the backboard
- Touches the top edge of the backboard but does not pass over the top edge of the backboard

TOURNAMENT ADMINISTRATION

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

MCJCF 3on3 Basketball Staff 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 MCJCF 3on3 Event Staff. The MCJCF 3on3 Event Staff 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 MCJCF 3on3 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 MCJCF 3on3 Event 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.