



Whitman College Men's and Women's Basketball
Inaugural 3 on 3 *Blues Bonanza Basketball Tournament*
Sunday - September 7, 2025

Tournament Rules

Sportsmanship:

1. Participants and spectators are expected to demonstrate good sportsmanship and cooperation. Any queries should be directed to the court monitor at each court.
2. Team captains or designated coaches are responsible for managing their teammates' and followers' conduct and serving as the team spokesperson for appeals to the court monitor.
3. Spectators and players are prohibited from directly addressing the monitor or players in derogatory or inflammatory ways. Poor sportsmanship may lead to penalties, including intentional or flagrant fouls (see rules 12, 13, and 14).
4. Disqualification of a player or team is at the discretion of the court monitor/marshal or tournament official. Decisions made by court monitors/marshals will not be subject to review based on video or other recordings.

Participants:

1. This tournament is for boys and girls in grades 3-8. There will be no Co-Ed teams.
2. Each team may have 3 to 4 players, with only 3 players on the court at a time.
3. Player changes for registered teams are allowed until the start of the team's first game. Any player changes after the first game must be approved.
4. A player may not play on more than one team in the same division.

Bracketing:

1. Teams will be placed into specific divisions based their grades, as indicated on each team entry form.
2. Bracketing will depend on number of teams in each bracket. Each team is guaranteed two games.

Court Dimensions & Basketballs:

1. Games are played on half courts.
2. Free throw line is 15 feet from the backboard.
 - Grades 3-5 are allowed to jump over the free throw line.
3. The basket height is 10 feet.
4. A basketball will be provided, but if both teams agree they can decide to use own ball before start of the contest.

Jump Ball & Possession:

1. Rock, Paper, Scissors at the start of each game and/or overtime will determine which team gets the first possession.
2. All jump balls will alternate after that. Court monitors &/or referees will track possession changes.

Checked Ball:

1. The ball must be “checked” by an opposing player at the take-back line before it is put into play.
2. The ball must be passed to begin play.
3. A pass behind the take back line cannot be guarded by the defense.
4. Only one point of contact, such as the player’s foot or the ball must clear the take-back line when possession changes during gameplay.

Steals:

1. The ball can be stolen at any time during play (including the dribble).

Fouls:

1. Referees will monitor and referee all games. These games will be called similar to regular games to encourage good habits to the best of the referee’s ability.
2. All called fouls shall result in one free throw shot, except on successful field goals, in which case the basket counts, and no free throw shot is awarded.
3. During a free throw, opposing team players may not intentionally disrupt the shooter. 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 take-back line.
4. Incidental contact between opponents shall not result in a foul unless such contact results in a meaningful disadvantage.

5. All fouls called (both on-the-ground and shooting) will result in one free throw shot, except for a foul during the act of shooting behind the 2-point arc, which will result in two free throw shots each worth one point.
6. Games CAN be won with a free throw shot.

Technical Fouls:

1. 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.
2. In extreme cases, the player may also be suspended from play and a coach or spectator removed from the court for the remainder of that game or the rest of the tournament.
3. A player, coach or spectator who aggressively comes in contact with or assaults a court official 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 tournament director on a case-by-case basis.
4. The court official may also assess a technical foul if the official determines that 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.
5. Technical fouls may only be called by a court official.

Intentional Fouls:

1. An intentional foul is a foul designed to neutralize an opponent's advantageous position. It is a foul which, based on the court official's observation of the act, is not a legitimate attempt to directly play the ball.
2. A foul shall also be ruled intentional, based on the official's observation of the act, if while attempting to play the ball, a player causes excessive contact.
3. An intentional foul will result in one free throw shot and the offended team maintains possession of the ball, which is taken out at the take-back line.

Flagrant Fouls:

1. A flagrant foul may be violent, or an act that displays unacceptable conduct. It may or may not be intentional. It may involve violent contact such as striking, kicking, kneeling, moving under an opponent who is in the air, and crouching or hiping in a manner that could cause severe injury to the opponent. It may also involve dead ball contact or dialog which is extreme or persistent, savage, or abusive.

2. A flagrant foul will result in one free throw shot and the offended team maintains possession of the ball, which is taken out at the take-back line.
3. The player committing the foul will be suspended from play for the remainder of the game or the rest of the tournament depending on the severity of the foul.

Crowd Control:

1. The team captain or the designated parent/coach are the only people, other than the players, who are permitted to address the court official.
2. Any spectator, coach, player who negatively address a court official may be assessed a technical foul to their team.

Substitutions:

1. Substitutions may be made during a time-out or a “dead ball” situation.

Keeping Score:

1. An official scorekeeper will be assigned to each court.
2. All made baskets from inside the three-point arc count for one point and made baskets from outside the three-point arc count for two points.
3. Made free throws are worth one point.
4. The court official will decide how many points any shot is worth.
5. The first team to 20 points is the winner.

Game Length & Score Limits:

1. Each game has a 20-minute time limit.
2. Each team is allowed one 30-second timeout per game.
3. The clock only stops during timeouts, player injuries, or other interruptions as determined by the court official.
4. All games end immediately when a team reaches 20 points (no win-by-2)
5. If no team reaches 20 points within the 20-minute limit: The team leading is declared the winner.
6. Intentional stalling to run out the clock may result in a technical foul at the court official's discretion.

Overtime:

1. Overtime begins with a new Rock, Paper, Scissors determine possession.

2. It will be Sudden Death OT – 1st Team to Score is the Winner
3. There is no time limit in overtime.
4. Each team is allowed one 30-second timeout during overtime.

Forfeit:

1. Teams have 5 minutes to report to the court after the scheduled game start time.
2. If one team fails to arrive, that team forfeits, and the opposing team is awarded the win.
3. If neither team arrives, it will be ruled a double forfeit, and both teams will receive a loss.

The Court Official/Tournament Supervisor's Decision are Final