

## Registration Form

\*Each team member must submit a completed form.\*

Player Name \_\_\_\_\_

Address \_\_\_\_\_

City,State,Zip \_\_\_\_\_

Telephone (\_\_\_\_\_) \_\_\_\_\_

Email \_\_\_\_\_

Player's age (as of March 17, 2012) \_\_\_\_\_

TEAM NAME \_\_\_\_\_

List team member names

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

4. \_\_\_\_\_

### Tournament Divisions

#### Male

\_\_\_\_\_ 9-10 yr olds

\_\_\_\_\_ 11-12 yr olds

\_\_\_\_\_ 13-14 yr olds

\_\_\_\_\_ 15-16 yr olds

\_\_\_\_\_ 17-18 yr olds

\_\_\_\_\_ 19 and up

#### Female

\_\_\_\_\_ 9-10 yr olds

\_\_\_\_\_ 11-12 yr olds

\_\_\_\_\_ 13-14 yr olds

\_\_\_\_\_ 15-16 yr olds

\_\_\_\_\_ 17-18 yr olds

\_\_\_\_\_ 19 and up

### Waiver Release Form

I give my consent for the above cited to engage in the Clarion Area Bobcat Booster Club 3 on 3 Basketball Tournament. In signing this release I understand and agree to absolve all the staff, organizers and associated entities, single and collectively, of all blame for injury, harm, misadventure or loss suffered as a result of taking part in the Clarion Area Bobcat Booster 3 on 3 Basketball Tournament.

\_\_\_\_\_  
Signature

(parent or legal guardian of those 18 and under)

## Entry Deadline

Applications with payment must be received by:

**Monday, March 12, 2012**

*Limited to the first 100 teams*

**Mail completed form with a  
check for \$40 per team made payable to:**

**Clarion Area Basketball Booster Club**

3 on 3 Basketball Tournament

c/o Cindy Nellis

110 Oak Ridge Drive

Clarion, PA 16214

## Registration Times

Ages 9 thru 14 — 7:30 am to 8:15 am

Ages 15 and Up—12:30 pm to 1:00 pm

Rules for the day will be read

following registration.

**ALL team players must be present!**

## Tournament Information

- Maximum of 4 players per team
- Age as of day of tournament—proof of age required (birth certificate or drivers license)
- Tournament Director reserves the right to reclassify any entry.
- Team members must wear matching shirts
- Trophies and t-shirt for each member of the winning team in each division
- Sportsmanship is the key. Play hard, but play fair

## 14th Annual Clarion Bobcat Booster Club



**3 on 3**

## Basketball Tournament

**Saturday  
March 17, 2012**

**Clarion Area High School  
219 Liberty St, Clarion**

**2 Gyms Available**

*Limited to first 100 teams*

### Registration Times

Ages 9 thru 14 — 7:30am to 8:15am

Ages 15 and Up—12:30pm to 1:00pm

**EACH PLAYER MUST COMPLETE A FORM**

**For additional information contact:**

**Cindy Nellis (814) 229-0186**

**(814) 226-5749**

**Rose Weaver (814) 226-0632**

## PLAYER ELIGIBILITY AND TOURNAMENT FORMAT

- A. Age Division
  - 1. Age restrictions are per the date of the tournament. Example: if you turn 11 years old the day of the tournament, you are in the 11 –12 year old division.
- B. Double Elimination
  - 1. A team is eliminated from the tournament after losing two games.

## PRE-GAME REGISTRATION

- A. A minimum of three (3) team players must check in with the Court Monitor.
- B. A minimum of four (4) team players is allowed per team.
- C. Failure to properly check in on time with the Court Monitor will result in forfeiture of the game.

## GAME RULES

- A. Scoring
  - 1. The Court Monitor will flip a coin to determine which team has possession of the ball first.
  - 2. Each basket counts as 1 point, including foul shots; baskets made beyond the 3-point line will count as 2 points.
  - 3. All games are to 15 points, win by 2 or first to 18 if no one wins by 2.
  - 4. Each game will be 12 minutes. If there is a tie, the teams will shoot free throws to determine a winner. Sudden death.
- B. Fouls
  - 1. Players call their own fouls, and no foul shots are taken except one called by a Court Monitor after a flagrant foul or intentional foul.
  - 2. If a Court Monitor calls a foul, the player fouled shoots one foul shot, counting as 1 point if made; possession goes to team whose player was fouled.
  - 3. Players will not be disqualified based upon the number of fouls committed in the game, but the Court Monitor has the authority to rule a player or team ineligible for the remainder of the game or tournament for continuous misconduct and physically flagrant fouls.
  - 4. A record of flagrant fouls will be kept as to each individual player and team. Any player accumulating 2 flagrant fouls will be disqualified from further play, and any team which accumulates 4 flagrant fouls will be disqualified from further play in the tournament.
- C. Miscellaneous
  - 1. The ball will change possession after scored baskets, but not after a made or missed foul shot.
  - 2. On each change of possession after a missed shot the ball must be “taken back” past the 2-point line marked on the court. “Taking back” means the whole body behind the 2-point line. Violation occurs if a basket is scored by the team failing to properly “take it back”, and will result in the loss of a point scored and possession.
  - 3. All possessions will be taken out front, beyond the 2-point line.
  - 4. The ball must be checked by an opposing player before it is put into play. The player taking it out can shoot or dribble, and is not required to first pass the ball to a teammate.
  - 5. Jump balls will be alternate possession.
  - 6. The sides and bottoms of the backboard are in bounds. The top of the back board is out of bounds.
  - 7. NO DUNKING IS PERMITTED. No baskets counted. The ball will be given to the defending team.
  - 8. Each team gets 1 time out per game. Each time out will be 1 minute in length.
  - 9. Substitutions may be made during a time out, on any dead ball, or in the event of an injury to a player.

## CHAIN ON COMMAND/APEALS

- A. Court Monitor
  - 1. The Court Monitor is responsible for, and has the authority to conduct all pre-game registration procedures and to make all necessary decisions and rulings during the games.
  - 2. The Court Monitor will keep score and will keep track of time-outs.
  - 3. The Court Monitor is NOT a referee, but has the authority to:
    - a. Award foul shots where flagrant fouls occur, and disqualify players or teams for continuous misconduct.
    - b. Settle disputes concerning possession of the ball.
    - c. Review obvious miscalls or disputes concerning fouls, violation, or rule interpretations at his or her discretion.
  - 4. The team captain is the sole spokesperson for the team and only team captains may represent the team in case of appeals.
  - 5. When play resumes after an appeal the decision is final. The Court Monitor has authority to order the teams to resume play.
- B. Court Generals
  - 1. The next step in the chain of command above the Court Monitor is the Court General. The Court General will review an appeal only if request to do so by the Court Monitor.
  - 2. If the Court General makes a decision on an appeal, his/her decision is final and no further appeals will be allowed on that incident.

## REFUND POLICY

- A. This tournament is a charity event, no refunds will be given. Teams registered on the deadline date will be processed.  
**SPORTSMANSHIP IS THE KEY. PLAY HARD, BUT PLAY FAIR.**