



Rules and Information

General Information

ATTENTION PARENTS AND COACHES

This event is designed for youth all ages. MurfMadness wants all participating youth to have a positive, fun experience. In order for this to happen we ask that all coaches and parents play a spectator's role only. Please note that inappropriate language and/or behavior directed at players or officials will not be tolerated. Only one warning will be given. If the incident reoccurs, the person involved will be asked to leave and play may be halted until they do. Please help make this a positive event that everyone can be proud of. Thank you in advance for your cooperation, and we look forward to seeing you!

OFFICIALS (MURFMINDERS)

MurfMinders are our on court officials and a very important part of the MurfMadness 3-on-3 Tournament. They are an integral part of running a successful event.

REMEMBER:

1. The officials, acting as court monitors, will make all decisions/rulings on the court.
2. The officials are going to do their best. Please treat them with respect and extend a thank-you for a job well done.
3. They are working long hours so that YOU can play in this tournament.
4. If you do have an issue with an Official, please see the Officials Supervisor or Tournament Director.

ELIGIBILITY AND INFORMATION

Eligibility problems will be enforced from point of discovery. No replay of games or adjustments will be allowed for previous contests and standings involving the teams in question.

1. Each team must have four (4) players on their roster and be registered as a team by the predetermined entry deadline.
2. Teams will be placed into pre-established age brackets as follows:
5-6; 7-8; 9-10; 11-13; 14-15; 16-18
3. Identification for each player (e.g., birth certificate, driver's license, other photo ID, etc...) is required at on-site registration to verify information provided on the original team application. ID bracelets will be issued at that time. The ID bracelet must be worn at all times to participate in a MurfMadness contest. Players must be prepared to show identification throughout the tournament weekend.
4. If any of a player's personal information listed on the team application is inaccurate the player will be eliminated from participation in the tournament. Discovery at any time after registration of the player in question may also result in elimination of the whole team from further competition.



ROSTER SUBSTITUTION POLICY

1. ON or BEFORE THE ORIGINAL ENTRY DEADLINES

- a. Player substitutions can be made as long as they are mailed and/or submitted by the original postmark/ online deadlines for the tournament. Send player changes to: MurfMadness-Player Change, 1484 W Northfield Blvd, #216, Murfreesboro, Tennessee, 37129 or email your player change to: andy.herzer@murfmadness.com (Note: Player changes should be requested by the designated team captain).
- b. A processing fee of \$5.00 per substitution must be included with the substitution request.
- c. Since these substitutions are being made by the original entry deadlines, there are no restrictions on substitutions made.

2. AFTER THE ORIGINAL ENTRY DEADLINES

Teams are allowed to make one (1) player substitution after the entry deadline under the following guidelines:

- a. The substitution must be received in the MurfMadness office in no later than 5:00 PM (CST) on the Tuesday prior to the tournament weekend.
- b. Any player changes must be emailed to andy.herzer@murfmadness.com on or before the deadline above (we will not accept forms sent by regular mail after the original entry deadline).
- c. The 'new' player added to the roster must be the same age as the replaced player. MurfMadness reserves the right to deny any substitution that does not meet these requirements.
- d. A processing fee of \$25.00 is to be paid over the phone with a credit card (no other form of payment will be accepted). Note: If payment is declined for any reason, the substitution will not be allowed. Any questions, contact Andy at MurfMadness Basketball; 615-631-5312.

TEAMS / DIVISIONS

1. As a general rule, teams are placed into male and female divisions according to pre-established age categories, as follows:

5-6; 7-8; 9-10; 11-13; 14-15; 16-18

Any co-ed teams registered to play will automatically be scheduled in a male division based on criteria listed above.

- The age of the players is determined as of the particular tournament dates.
- To ensure proper placement of team, all four (4) players must fit within the established age category. If a player does not meet the age requirement, your team will be placed into the category of the oldest player.

SPECIAL NOTE: Every effort will be made to place teams into these age categories. MurfMadness will change or combine age categories only when not enough teams have entered to complete an age division. In a few instances, MurfMadness may have to create co-ed within these age categories.

MISCELLANEOUS

1. All women's divisions and boys under 10 will use the a 28.5 size basketball.
2. No alcoholic beverage will be allowed for player consumption on-site.
3. The Official, Court Supervisor, MurfMadness Officials, or Medical Personnel shall direct any player who is bleeding, has an open wound, has an excessive amount of blood on his/her uniform, or has blood on his/her person, to leave the game for appropriate treatment. The player may not return until the bleeding has been stopped, the injury covered with medical dressing and the player's clothing is rid of any bloodstains. Re-entry into the game will be at the discretion of the Official. Return to the game must take place on a dead-ball situation.
4. The Team Captain is always the team spokesperson, not a coach, parent, spectator, or one of the other players. We ask that all coaches and parents play "the role of a spectator only".
5. Officials may require players to remove jewelry or other equipment, which, in his/her opinion, is dangerous to other players, including hats and bandanas. No casts are allowed. Any player refusing to remove any such item will be ineligible to participate in that game.



Sportsmanship Rules!

SPORTSMAN DEFINED: A person who can take loss or defeat without complaint, or victory without gloating, & who treats His / Her opponents with fairness, generosity, courtesy, etc.

SPORTSMANSHIP AWARD

In our continuing effort to “Make A Difference In Our Community”. We at MurfMadness award four special sportsmanship trophies to the team, in each division, that exemplifies GOOD SPORTSMANSHIP.

Good Sports

- DO...keep their teammates under control.
- DO...keep their Coaches & Parents under control.
- DO...help out the Officials by telling him/her they did a nice job.
- DO...play hard, have fun and enjoy the weekend.

Good Sports

- DO NOT...use inappropriate language towards Officials or anyone on or around the court. (Remember, your brothers, sisters, sons, daughters, Mom and Dad are sitting around the court watching and listening to you).
- DO NOT...try to hurt an opponent, fan or Officials by physical roughness or trash talking or intentional fouling. We all have something to do on Monday, whether it's going to work, or school, enjoying vacation or the numerous other activities that occupy our busy summer schedules. NO ONE NEEDS TO BE INJURED. So be a GOOD SPORT, keep it clean and have fun!

Registration Info

IDENTIFICATION

Identification is required at registration.

Sources that can be used are:

- Birth Certificates (5-15 yrs. old)
- Drivers License (16 & above)
- School ID with birthdate, etc.

Note: Your identification MUST be with you at ALL TIMES

WAIVER

Every player must sign a liability waiver. Those 17 and under MUST have a parent/guardian sign with them. A copy is provided at www.murfmadness.com or at registration.

WRISTBAND

Each player is required to wear an identification wristband on their wrist at all times. This wristband will be put on by a volunteer at registration after ID is checked and a waiver is signed. The wristband must be worn the entire weekend; it is not removable.



Rules

OFFICIALS AND DUTIES

1. Any question, complaints, or comments shall be taken up with the Court Official. Only the team captain may be the Spokesperson for his/her team. This must be done in a respectful way. We will not tolerate disrespecting an Official, Player, or Spectator.
2. Higher authority cannot change the judgment decisions of the Official. Only questions concerning rule interpretation or player eligibility are appealable.
3. Once play resumes after a disagreement or appeal, the decision is considered to be final. No further appeals will be allowed on that incident.

NOTE: Although not required, it is recommended that Officials consult with the head official regarding the ejection of a player from the tournament

PRE-GAME AND SCHEDULING

1. All games may start and be completed with any number of players (3, 2, 1).
2. Both teams will warm-up at the same time prior to the start of the game.
3. Only those teams scheduled to play are allowed to occupy the court at the scheduled time.
4. Teams must be at their court at the scheduled game time, even if games are “running behind” for any reason (inclement weather, slow play, etc...). The final point of reference for scheduling procedures shall be the Bracket Area, not verbal information provided by an Official or Court Supervisor. The players are ultimately responsible for obtaining accurate scheduling information and being at their court to play when their game is to begin. Game time is forfeit time. Scheduling information given by the Official or Court Supervisor is not final. If you have questions about the schedule please go to the Bracket Area.
SPECIAL NOTE: We suggest that you be at your court 5 minutes before the scheduled game time and stay there until your game is played.
5. No dunking allowed - warm ups or games. Any participant registered to play in the MurfMadness tournament observed dunking on any basket at any time may be dismissed from the tournament. Entry fee will not be refunded.

STARTING THE GAME / LIVE BALL / DEAD BALL / POSSESSION

1. A coin flip before the start of the game will determine who gets the ball out-of-bounds first.
2. The ball will change possession after each scored basket (i.e. no possession/no make it take it).
3. Jump balls will be called by the Official and will go to the defense. (No Alternating possession)
4. The top, bottom and sides of the backboard are in play; however, the back of the backboard and the support structure of the basket are not in play.
5. The ball must be checked by an opposing player before it is put into play. The player must pass the ball in while standing out-of-bounds at the top of the court to begin play.
6. All fouls and violations will be played out-of-bounds at the top of the court.
7. A ball out-of-bounds will be taken out at the top of the court.
8. A player shall have ten (10) seconds in which to put the ball in play.
9. The ball must be “taken back” to the marked line on each court on every changed possession. Violation occurs only if a basket is made by the team failing to, and will result in loss of point scored and possession of the ball will go to the other team.
10. “Taking back” means both feet and the ball behind the take back line.
11. Any infraction of these regulations will result in loss of possession of the ball.

SCORING AND TIMING

1. A field goal is worth 1 point.
2. A successful goal from behind a designated line is worth 2 points. The player shooting must have both feet completely behind the line when initiating the attempt.
3. Tournament Games-15 points win by 2, up to a maximum of 20 points. (Example: 15-13, 18-16, 20-19).



4. All games will have a 25-minute time limit. The official starting time will be recorded by the Official on the score sheet. The official time will be under the jurisdiction of the Official. (The “clock” will be stopped ONLY during timeouts - regular and/or injury.)
5. The team leading at the end of 25 minutes will be declared the winner.
6. If the game is tied after 25 minutes of play and no team has reached the required number of points to win the game, the Official will flip a coin to determine team possession. The first team to score will win the game.
7. “One Hour Rule” - Any game(s) that begins more than one hour after the original scheduled time, the game winning scores will be reduced by five (5) points, until a time where games begin within one hour of the scheduled start time. The rule will be applied on a court by court basis. The Head Official or Tournament Director will have the authority to implement its use. (This rule will be utilized under certain circumstances, due to slow play).

TIME-OUTS AND SUBSTITUTIONS

1. Each team is allowed one (1) one minute timeout per game.
2. If play is stopped by a teammate or Official to attend to an obvious injury, the injured player must sit out at least until the next dead ball.
3. Player substitution is permitted during any dead ball situation.

FOULS AND VIOLATIONS

1. Shooting fouls will be handled in the following manner: (on or after the 7th team foul).
 - a. When the basket is made - count the basket and whether the ensuing free throw is made or missed, possession goes to the defensive team.
 - b. When the basket is missed - if the free throw is made, possession goes to the defensive team. If the free throw is missed, the offensive team retains possession.
NOTE: One (1) free-throw will be awarded to the fouled player, even if fouled in the act of attempting a shot from behind the 2-point line.
2. Non-shooting fouls - on and after the 7th team foul - will be handled in the following manner:
 - a. If the free throw is made, possession goes to the defensive team.
 - b. If the free throw is missed, the offensive team retains possession.
3. All free throws are dead balls.
4. FREE THROW OPTION: in any free throw situations, (including intentional fouls or flagrant fouls), the designated shooter may, at his or her option, choose to shoot from the free throw line for one (1) point, OR from behind the 2 point line for 2 points. In either case, the player shooting must have both feet completely behind the line when initiating and completing the attempt. If the 2 point shot is chosen, the non-shooting team will be awarded the ball regardless of whether the shot is successful or not (Exception: intentional fouls or flagrant fouls).
5. All intentional or flagrant fouls will be counted as a team foul and are the only fouls that will result in free throws before seven (7) team fouls have been committed.

PLAYER MISCONDUCT- FLAGRANT AND INTENTIONAL FOULS

1. FLAGRANT FOULS -The Official will call all flagrant fouls.
 - a. Definition: A contact foul intended to hurt an opponent, fan, or Official; or a non-contact foul involving vulgar or verbally abusive behavior.
 - b. Penalty: A choice between two (2) free throw from the free throw line (15 ft.) for one (1) point each, OR two (2) shots from behind the 2 point line for 2 points each will be awarded to the offended team. In either case, the player shooting must have both feet completely behind the line when initiating and completing the attempt.
 - c. The team captain may designate the player to shoot.
 - d. The offended team will retain possession of the ball whether the shots are made or missed.
 - e. One flagrant foul will result in the player being automatically ejected from the game.
 - f. Two flagrant fouls will result in the player being automatically ejected from the tournament.
 - g. Fighting and/or “throwing a punch” is a flagrant foul and will not be tolerated under any circumstances. Foul shots will be awarded as described in Subsection B. and will result in immediate dismissal of the player(s) from the tournament.



2. INTENTIONAL FOULS - The Official may call an intentional foul.
 - a. Definition: A contact foul designed to neutralize an opponent's obvious advantageous position. It may or may not be premeditated, and is not based on the severity of the act.
 - b. Penalty: A choice between a free-throw from the free-throw line (15ft.) for one (1) point, OR a shot from behind the 2 point line for 2 points will be awarded to the offended team. In either case, the player shooting must have both feet completely behind the line when initiating and completing the attempt.
 - The team captain may designate the player to shoot.
 - The offended team will retain possession of the ball whether the shot is made or missed.
 - c. Continuous intentional fouling by a team or player may result in dismissal from the game or tournament at the discretion of the Official or other tournament official.
3. Player misconduct, flagrant or intentional fouling may result in immediate dismissal of the guilty player(s) or team from that particular game and/or the tournament at the discretion of the Official or other tournament officials.
4. A flagrant or intentional foul is counted as a team foul.
5. Any player ejected from the MurfMadness Tournament for flagrant or intentional fouling, fighting or throwing a punch, will automatically be banned from participation in future MurfMadness Tournaments for a minimum of one (1) year.

Weather Info

TEAMS ARE RESPONSIBLE TO HEAR ANNOUNCEMENTS

Adverse Weather Conditions & Unplayable Situations May Result in The Following (In Order of Decision-Making Process):

1. Delay games for a period of time until the clouds break and conditions improve. This may also involve moving games from scheduled courts to overflow courts or others not in use.
2. Reduce the number of points required to win a game.
3. Play games on a consecutive basis by game number rather than by the pre-established game times.
4. Change the format of the tournament.
5. Re-schedule the tournament for a later date at the same site.
6. Cancel the tournament.

In the unlikely event of cancellation of the tournament due to adverse weather conditions, each team shall receive their four (4) players t-shirts and team registration package (i.e. programs, etc.). Every effort will also be made to present trophies and awards in an equitable manner. Under no circumstances will a team receive a full cash refund of the team entry fee. The exact amount of the refund is at the sole discretion of the tournament organizers, considering the number of games played, out-of-pocket costs, etc. The maximum cash refund, if any, will be \$20.00 per team.

SPECIAL NOTE: Teams must be at their court at the scheduled time, even if games are “running behind”. If games are “running behind” for any reason (inclement weather, slow play, etc.) the final point of reference for scheduling or rescheduling procedures shall be the Bracket Area; not any verbal information provided by a Court Official or Court Supervisor. The players are ultimately responsible for obtaining accurate scheduling information and being at their court to play when their game is to begin. Game time is forfeit time.

Announcements will be made on Site, at www.murfmadness.com and on WGNS.

