

ATTENTION PARENTS AND COACHES

This event is designed for all ages. MurfMadness wants all participating youth and adults 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 adult 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!

MURFMINDERS (Officials)

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

REMEMBER:

1. They have volunteered their entire weekend (12 hours per day), so that YOU can play in this tournament.
2. They are not professional referees (with the exception of only in the Elite Men and Collegiate Divisions.).
3. They are not being paid. They receive a uniform and onsite meals for their time and efforts. They try to do their best. Please treat them with respect and extend a thank-you for a job well done. Suggestions, please see the court 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. Junior Teams (ages 18 and under):
Will be placed into pre-established age brackets as follows: 5-6; 7-8; 9-10; 11-13; 14-18
3. Adult Teams (ages 19 and over):
Are split into male and female divisions considering the average age, experience, and height of the players.
4. Adult Teams (ages 30 and over):
Will be placed into established age brackets as follows: 30-34; 35-39; 40 & over
Co-Ed Teams will automatically be scheduled in a male division using this same criteria.
5. 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 (i.e., age, height, experience). 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.

6. If any of a player's personal information listed on the team application is inaccurate (e.g. age, height, experience), 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.

PLAYER 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 post-mark/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, same height or shorter, and have the same or less playing experience 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.



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 a MurfMinder 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. Information given by the MurfMinder or Court Supervisor is not final.
5. 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.
6. 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.

TIME-OUTS AND SUBSTITUTIONS

1. Each team is allowed one (1) one minute time-out per game. Exception 40 and over division is allowed two (2) one minute time-outs per game.
2. If play is stopped by a teammate or MurfMinder to attend to an obvious injury, then the injured player must sit out at least until the next dead ball.
3. Player substitution is permitted during any dead ball situation.

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 MurfMinder and will go to the defense. (Not 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. 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.
9. “Taking back” means both feet and the ball behind the take back line. A player shall have ten (10) seconds in which to put the ball in play.
10. Any infraction of these regulations will result in loss of possession of the ball.

MISCELLANEOUS

1. All women’s divisions and 10 and under age divisions will use the intermediate size basketball.
2. No alcoholic beverage will be allowed for player consumption on-site.
3. HIV/AIDS - The MurfMinder, Court Supervisor, MurfMadness Officials, or Medical Personnel shall order any player who is bleeding or has blood on his/her skin, shirts, shorts or uniform 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 MurfMinder. Return to the game must take place on a deadball 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. MurfMinders or 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!

REGISTRATION INFO

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 MurfMinder by telling him/her they did a nice job. (remember they are volunteers!)
- DO...play hard, have fun and enjoy the weekend.

Good Sports

- DO NOT...use inappropriate language towards MurfMinders 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 MurfMinder 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!

FORMAT

Registration will be by Court Assignment. Captains, please inform your teammates.

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.

** Your identification **MUST** be with you at ALL TIMES*

MEASURING

All players will be measured at registration to verify information provided on the original application.

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.

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. (May also require moving games from scheduled courts to overflow courts or others not in use, and/or eliminate certain aspects such as Lion's Den games, etc.)
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 from double to single elimination.
5. Re-schedule the tournament for a later date at the same site.
6. Cancel the tournament.

TEAMS ARE RESPONSIBLE TO HEAR ANNOUNCEMENTS

In the unlikely event of cancellation of the tournament due to adverse weather conditions, each team of 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 Tent; not any verbal information provided by a MurfMinder 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 AND CAN BE HEARD ON 560-AM





OFFICIALS AND DUTIES

1. One (1) or two (2) officials on court as determined by centre court supervisor.
2. Disputes or questions on interpretation are settled by the centre court supervisor.

PLAYERS AND SUBSTITUTIONS

1. Each team must have four (4) players on their roster and be registered as a team by the predetermined entry deadline. Additions and/or changes made prior to registration will be allowed in the top divisions because the competition level has reached its highest and changes will not affect division placement. No changes will be allowed after a team's first scheduled game. Once a player has registered on-site, no substitution can be made for that player.
2. A roster consists of four (4) players. A game may start with a minimum of two (2) players.
3. Player substitution is permitted during any dead ball situation. Players must "check-in" at the scorer's table prior to entering the game. In case of obvious injury, injured player must sit out at least until the next dead ball.

SCORING

1. A field goal is worth 1 point.
2. A successful goal from beyond the 21-foot arc is worth 2 points. The player shooting must have both feet completely behind the arc when initiating the attempt.
3. The following scoring rules apply for the ELITE MEN'S and COLLEGIATE Divisions:
 Tournament Bracket Games-20 points win by 2, up to a maximum of 25 points. (example: 20-18, 23-21, 25-24)
4. All games will have a 25-minute time limit. The team leading at the end of the 25-minute time limit will be declared the winner.
5. 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.

LIVE BALL/ DEAD BALL/ POSSESSION

1. All jump balls go to the defensive team.
2. The ball must be "taken back" to the marked line on the court on every change of possession. "Taking back" means both feet and the ball behind the take back line. Violation occurs only if a basket is made by the team failing and will result in loss of point scored and possession of the ball will go to the other team. If the ball is not "taken back" and then advanced, any other violation, common foul, offensive foul, intentional, flagrant or technical foul called by the official will be honored. Exception: If a player is fouled in the act of shooting and makes the basket prior to properly "taking it back" the foul will be disregarded and no points will be awarded. Possession is given to the defense.
3. After all successful shots, the ball must be checked by the defense and passed in by the offense.
4. Each team is allowed two (2) one minute time outs per game.
5. Dunking will be allowed in the Top Divisions only during games, NOT during warm-ups.
6. Player will foul out of the game on his or her 6th personal foul.
7. Dunking prior to the game will result in a technical foul.

FOULS AND FREE THROWS

1. Shooting fouls will be handled in the following manner:
 A. When the basket is made, whether the ensuing free throw is made or missed, possession goes to the defensive team.
 B. When the basket is missed, if 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 or after the 7th team foul - will be handled in the following manner:
 • If the free throw is made, possession goes to the defense.

- If the free throw is missed, the offense retains possession.
- *FREE THROW OPTION: in any free throw situation, (including intentional fouls or flagrant fouls), the designated shooter may at his or her option choose to shoot from the free-throw line (15 ft.) 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 possession on the ensuing throw-in regardless of whether the shot is successful or not (Exception: technical fouls, intentional fouls or flagrant fouls).

PLAYER MISCONDUCT-FLAGRANT AND INTENTIONAL FOULS

1. **FLAGRANT FOULS** - The Referee will call all flagrant fouls.
 A. Definition: A contact foul intended to hurt an opponent, fan, or referee; 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.
 • The team captain may designate the player to shoot.
 • The offended team will retain possession of the ball whether the shots are made or missed.
 • One flagrant foul will result in the player being automatically ejected from the game.
 • Two flagrant fouls will result in the player being automatically ejected from the tournament.
 C. 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 Referee will call all intentional fouls.
 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 Referee or other tournament official.
 3. All intentional or flagrant fouls will be counted as a personal foul as well as a team foul.
 4. 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 Referee or other tournament official.
 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 period of one (1) year.
- FIVE SECOND RULE:**
 A player shall not remain for five (5) seconds in that part of his/her free-throw lane between the end line and the farther edge of the free throw line while the ball is in control of his/her team. Allowance shall be made for a player who, having been in the restricted area for less than three seconds, dribbles in or moves to try for goal. The count shall not begin or it shall be terminated during an interrupted dribble.
- DOUBLE FOUL:**
 In the case of a Double Foul, because no advantage is gained the offensive team will retain possession.

MURFMINDERS AND DUTIES

1. Any question, complaints, or comments shall be taken up with the MurfMinder. Only the team captain may be the spokesperson for his/her team.
2. Higher authority cannot change the judgment decisions of the Official/MurfMinder. 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 and/or MurfMinders consult with the head official regarding the ejection of a player from the tournament..

SCHEDULING

1. "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).

SCORING

1. A field goal is worth 1 point.
2. A successful goal from behind a designated line (approximately 19,9") is worth 2 points. The player shooting must have both feet completely behind the line when initiating the attempt.
3. The following scoring rules apply for the Adult Division:
 - 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/MurfMinder on the score sheet. The official time will be under the jurisdiction of the Official/ MurfMinder. (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/ MurfMinder will flip a coin to determine team possession. The first team to score will win the game.

FOULS AND VIOLATIONS

1. The players participating will call all fouls and violations. The player fouled is responsible for making the call.
 2. In the case of an obvious miscall, the MurfMinder may change the call at his/her discretion.
 3. 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.
4. 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.
 5. All free throws are dead balls.

6. 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).
7. 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/MurfMinder will call all flagrant fouls.
 - A. Definition: A contact foul intended to hurt an opponent, fan, or MurfMinderr; 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.
 - The team captain may designate the player to shoot.
 - The offended team will retain possession of the ball whether the shots are made or missed.
 - One flagrant foul will result in the player being automatically ejected from the game.
 - Two flagrant fouls will result in the player being automatically ejected from the tournament.
 - C. 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 MurfMinder OR the player fouled may call an intentional foul. The MurfMinder has authority to overrule an intentional foul called by a player.
 - 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 MurfMinder 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/ MurfMinder or other tournament official.
4. A flagrant or intentional foul is be 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.



OFFICIAL/MURFMINDER DUTIES

1. The Official/MurfMinder will call all fouls and violations.
2. One (1) Official/ MurfMinder assigned per court.
3. Higher authority cannot change the judgment decisions of the Official/ MurfMinder. Only questions concerning rule interpretation or player eligibility are appealable.
4. Once play resumes after a disagreement or appeal, the decision is considered to be final. No further appeals will be allowed on that incident.

SCHEDULING

1. As a general rule, in the Junior Divisions (approximately 18 years of age and below) teams are placed into male and female divisions according to pre-established age categories, as follows:

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

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.

TIME LIMIT/SCORING

1. A field goal is worth 1 point.
2. A successful goal from behind a designated line (approximately 16,9") is worth 2 points. The player shooting must have both feet completely behind the line when initiating the attempt.
3. The following scoring rules apply for the Junior Division:
 - A. Winner Bracket Games-15 points win by 2, up to a maximum of 20 points. (example: 15-13, 18-16, 20-19).
 - B. Loser Bracket Games-15 points win by 2, up to a maximum of 20 points. (example: 15-13, 18-16, 20-19).
 - C. Lion's Den Games- 15 points straight-out.
4. All games will have a 25-minute time limit. The official starting time will be recorded by the Official/MurfMinder on the score sheet. The official time will be under the jurisdiction of the Official/ MurfMinder. (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/ MurfMinder will flip a coin to determine team possession. The first team to score will win the game.

FOULS AND FREE THROWS

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.

PLAYER MISCONDUCT-FLAGRANT AND INTENTIONAL FOULS

1. FLAGRANT FOULS - The Official/MurfMinder will call all flagrant fouls.
 - A. Definition: A contact foul intended to hurt an opponent, fan, or Official/MurfMinder; 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.
 - The team captain may designate the player to shoot.
 - The offended team will retain possession of the ball whether the shots are made or missed.
 - One flagrant foul will result in the player being automatically ejected from the game.
 - Two flagrant fouls will result in the player being automatically ejected from the tournament.
 - C. 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/MurfMinder will call all intentional fouls.
 - 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/MurfMinder or other tournament official.
3. All intentional or flagrant fouls will be counted as a team foul.
4. 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/ MurfMinder or other tournament official.
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 period of one (1) year.

