



# RULES & REGULATIONS

## WILDWOOD BEACH BASKETBALL TOURNAMENT

**Dates:** August 9-10th, 2025

**Times:** Start games at 9am and can go until 12:45pm

### **Who Can Play:**

The tournament is open to boys players entering grades 5 through 8. A designated coach is required for all youth teams. A player may not participate on multiple teams within the same bracket. This can be cause for forfeit of all games without refund.

The tournament will divide teams according to its upcoming school grades.

### **Divisions:**

$\frac{5}{6}$  Boys

$\frac{7}{8}$  Boys

### **Number of Players:**

Each team may consist of a maximum of 4 players and a minimum of 3 players. A team may have only 3 players on the court at any time. All games must start with at least 3 players on each team. Any number of players (1, 2, or 3) may complete a game.

### **Number of Games:**

The tournament is designed to help players develop their games as much as possible, as well as have fun! With that said, we guarantee 4+ games.

2 Saturday and then 2+ on Sunday depending on bracket advancement

### **Bracket Types**

Teams will be divided into tournament pools and brackets according to its players' immediate upcoming school grades, in accordance with the information on each team entry form.

### **Basket Height**

The height will be 10 feet high for all brackets.

### **Basketball Size**

The intermediate size ball will be used for any games consisting of players entering grades 5 through 6. The full-size ball will be used for all other games.

### **Free Throw Shooting Distance**

The distance will be 15 feet for all brackets.

### **Officials and Fouls**

Court monitors will call fouls. Court monitors will referee all games.



### **Technical Fouls**

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. To bait another is to try to make angry with criticism or insults. Trash talk involves a deeply personal, verbal attack directed toward any person involved in the event. In extreme cases, the player may also be suspended from play and a coach or fan removed from the court for the remainder of that game or for the rest of the tournament. A player who aggressively comes into contact with or assaults a court monitor 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 on a case by case basis. The court monitor may also assess a technical foul if the monitor 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.

### **Intentional Fouls**

An intentional foul is a foul designed to neutralize an opponent's obvious advantageous position. It is a foul which, based on the court monitor's observation of the act, is not a legitimate attempt to directly play the ball. A foul shall also be ruled intentional, based on the monitor's observation of the act, if a player causes excessive contact while attempting to play the ball. An intentional foul results in one point for the offended team and possession of the ball.

### **Flagrant Fouls**

A flagrant foul may be of a violent or aggressive nature, or an act which displays unacceptable conduct. It may or may not be intentional. It may involve violent or aggressive contact such as striking, kicking, kneeling, moving under an opponent who is in the air, and crouching or hiping in a manner which could cause severe injury to the opponent. It may also involve dead ball contact or dialogue which is extreme or persistent, aggressive, or abusive. A flagrant foul results in one point for the offended team and possession of the ball. The player committing the foul will be suspended from play for the remainder of that game and possibly for the rest of the tournament. Technical, intentional, and flagrant fouls cannot be called by a player. A court monitor will make this call. Their decision is final.

### **Crowd Control**

The Team Captains or the designated Parent/Coach are the only people, other than the Players, whom are permitted to address the Court Monitor. Any Fans or Parents whom negatively address a Court Monitor, Marshal or Tournament Official shall be assessed a technical foul to their team.

## **GAME RULES**

### **Length of Game**

In most designated age groups games will be two periods of 10 running clock. The final 30 seconds of the game will be stopped clocked. Depending on numerous factors (inclement weather) game durations can change. The tournament maintains permission to change game durations if needed. Halftime will be two minutes. Warmups are at least three minutes. We will stop the clock on substitutions.

### **Full Court Beach Basketball 3v3**

These full court games are two periods of 10 minutes, our mission is to keep the game moving as possible for the duration, with limited stops. The continuity aspect occurs when a team scores a basket, the other team can immediately take the ball from the net and advance it. Inbounding the ball from the baseline is not necessary. In this way, the ball is always live, there are no pauses.

### **Scoring**

All made baskets from inside the "two-point zone" count for two points and made baskets from outside the "two-point zone" count for three points. Each court will have a scorekeeper.

### **Rapid Beach Basketball Scoring with Fouls**



Another way we enhanced continuity is that, during the running clock, shooting fouls inside the “two-point zone” are rewarded as one free throw worth two points. If the shooting foul occurred outside the “two-point zone” the player will receive one free throw worth three points.

However, during the last 30 seconds when the clock stops, every shooting foul needs to be shot at the foul line with the appropriate number of free throws (Two shots for inside the “Two-point zone” and three shots for fouls outside the zone). The official or court monitor will direct the free throw shooter.

### **Steps**

Players can take two steps, as in traditional basketball rules.

### **Beach Basketball Dribbling and Ball Advancement**

Players can bounce, roll, or throw the ball to advance it. A throw in the air, if not off the backboard, must hit the ground or another player before the player that threw it can touch the ball. When the ball is out of a player’s hand there is no limit on steps.\*

### **Falling and Recovering**

Players can fall while having the ball. Furthermore, players can roll, with the intent of getting up, and ultimately stand up without violation.

### **Advancing the Ball Violation**

The ball can only be played with your hands in any direction. Players cannot run with the ball beyond what is described above. Furthermore, it cannot intentionally be played with a player’s fist, foot, or any part of the leg. Accidental contact pertaining to this will be allowed.

### **“And-1”**

Any “And-1” during the running clock or stopped clock, is scored as two points and a free throw. In rare cases, an “And-1” beyond the “two-point zone” is scored as three points and a free throw.

### **Stalling**

Stalling is prohibited. Stalling is a style of play in which a team does not actively attempt to advance the basketball toward the basket and shoot the ball at the basket. It is a method used in an attempt to run out the game clock to preserve a win. Stalling is considered an unsportsmanlike act and will result in a technical foul against the offending team

### **Change of Possession**

The ball will change possession after scored baskets.

### **Ball Out-of-Bounds**

A ball out-of-bounds will be taken out and thrown in from the location where it occurred. There will be no backcourt violations.

### **Jump Ball**

In a jump ball situation, the ball will first go to the team which lost the opening coin toss, with alternating possessions thereafter.

### **Substitutions**

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

### **Which Team Receives the Ball First**

A jump ball will determine which team gets the ball first.

### **Time-Out**

Teams will be granted one timeout for the game. A timeout will be one minute. Timeouts can carry into overtime. In addition, the team must have possession of the ball in order to call the timeout.

### **Boundaries**



Boundaries will be marked. The basket structure, padding, and structural supports will be played as out-of-bounds. The actual backboard, including its face, top, bottom and sides, shall be considered in-bounds.

### **Foul Limits**

Each team will have a foul limit of six. Fouls seven or more will be one foul shot worth two points. Players have ten seconds to shoot a foul shot. The ball is live as soon as it touches the rim.

### **Loose Balls and Other Safety Rules**

When a ball is loose on the sand, we do not allow both players to drive at the ball headfirst. Furthermore, no hanging on the rim! At an official or court monitor's discretion, he/she can rule a defense player "crowding" or "jamming," without intending to make a basketball play, an offensive player with possession of the ball. This will be an automatic foul.

### **Tie Score & Overtime**

If, during a Pool Play game, the score is tied at the expiration of the two periods, then a 2-minute running clock (last 30 seconds will be stopped clock) overtime will be played. If no winner is decided still, the two teams will take foul shots to decide the winner. Each team will take alternating turns until both teams have completed three foul shots. If after three foul shots by each team, a winner has not been decided, then the teams will continue taking one shot each until a winner has been determined. A coin toss by the referee will decide which team shoots first. The team may designate any player who was on the court at the end of the game to take any or all of the team's overtime foul shots. If, during a playoff or bracket game, the score is tied at the expiration of the two periods, then an overtime period consisting of a single period using a 2-minute running clock will be played (last 30 seconds will be stopped clock). If the game is still tied, then the above FOUL SHOT system will be used to decide a winner.

### **Dribbling**

A dribble begins when a player, having obtained control of the ball, throws it, bounces it, rolls it on the ground, throws it in the air or off the backboard, and touches it before another player. A dribble ends when a player touches the ball with both hands, or one hand and the body, at the same time. During the dribble if the ball is thrown in the air it must touch the ground or another player before the player that threw it can touch it again with their hands. Illegal advancement occurs when illegal movement of both feet, in any direction, while holding a live ball, beyond what is described above. A player holding a live ball may only take two steps. It is legal for a player holding a live ball to fall on the ground or slide and get up.

## **OTHER RULES**

### **Player Injury**

A court monitor has the discretion to suspend play for the protection of an injured player. If a player is bleeding or has an open wound, that player will be directed to leave the game and properly bandage the wound. A player with any bloodstained clothing or bandage must remove the stained or saturated material prior to re-entering the game. If it is believed that a player has lost consciousness during a game, or is severely injured, the tournament may require a written note from a medical doctor who has examined the player subsequent to the game injury and specifically authorizes that player to continue participation in the tournament.

### **Game Times**

All printed schedules are effective through only the first round of games for all teams. Following the tournament's first round of games, each team is required to check the Master Schedule for all official schedules, times, courts, revisions, and general game information. Teams MUST be ready to begin play at their scheduled start time. Teams not at their court for their scheduled game will forfeit (a 2-minute grace period before a forfeit is enforced). The tournament shall not be responsible for any games lost due to forfeits. Teams are encouraged to remain in contact with their courts to observe the effects of scheduling changes that could occur mainly due to inclement weather or other unexpected delays. Inclement weather and non-playable situations may result in the modification or cancellation of the event. Under these unlikely circumstances team entry fees will not be refunded. Any forfeited games will be recorded as Wins and Losses for the involved teams.



### **Diversity Statement**

The tournament provides an atmosphere that is diverse and inclusive and will not tolerate discrimination of any kind. The tournament has adopted a strict policy regarding all discriminatory remarks or actions from players, spectators, and tournament officials. Failure to adhere to this policy may result in expulsion from the event.

### **The Fine Print**

Designated tournament officials shall have the power to make decisions on any points not specifically covered in the Rules and Regulations and shall also have the complete authorization to interpret the intent and purpose of these Rules and Regulations. The tournament officials also reserve the right to disqualify any player and/or team for infractions of tournament policies, including the following:

**Use of Illegal Players** The players listed on the team entry form as accepted by the tournament are the only ones eligible for play on that team. Player changes submitted, and accepted by tournament officials, must be completed before the start of the games. Under no circumstances will roster substitutions be allowed after the tournament begins. Before the beginning of each game, every player will sign a Release and Waiver and Sportsmanship Pledge. Any team using a player not properly registered will be disqualified from the tournament.

### **False Information**

Information provided on a team entry form is the basis for scheduling and is expected to be both accurate and complete. Players listing inaccurate information on these forms may be disqualified from the tournament.

### **Awards**

Awards will be provided for first place finishers in all divisions.

### **Uniforms**

Teams must wear their own matching uniforms.

### **Determining a Bracket Play Seedings**

At the conclusion of the Pool Play matches, each team will be ranked according to their number of wins/points scored. This ranking will determine the teams' seeding in the final bracket. In the event of a tie within the pool play, the following tiebreaker rules will be applied in order: 1. Winner of head-to-head competition (used only in a two-team tie) \* 2. Total point difference during all Pool Play 3. Most points scored during all Pool Play 4. A round of foul shots between the teams that are still tied after applying all of the above criteria. The format and rules of the foul shootout will follow the rules put forth earlier in this document, under "Tie Score & Overtime". \*If 3 teams are tied for any position, the above process will be used, except head-to-head competition will be eliminated and the first tiebreaker will be Total Point Difference.

### **TEAM CHECK-IN**

Before you and your squad hoop it up on the beach, you have to check-in! Each team must be properly checked in at least 30 minutes prior to their first game. One representative for each team will be required to check the team in at the tournament HQ at the Pig Dog. A team representative **MUST** have the following in their possession when checking the team in:

- A completed copy of the Team Roster Form (one per team)
- One signed waiver for each player

### **Authorized Equipment & Apparel**

No player shall be allowed to wear a guard, cast, hard brace or other potentially dangerous equipment on his or her elbow, hand, wrist, finger, or forearm, including equipment made of hard leather, plastic, plaster or metal—even if the equipment is covered with soft padding. Soft braces, sleeves and wraps will be allowed unless they pose a danger to other players. In addition, jewelry, hair bands and hair clips will be prohibited. As always, the tournament retains the right to disallow any equipment or apparel that it judges to be dangerous or inappropriate. **NO SHOES WILL BE WORN.**



### **SPORTSMANSHIP POLICY**

Good sportsmanship and cooperation are both anticipated and expected. The team captain or designated coach, if applicable, is expected to aid in controlling teammates' and team followers' conduct and to represent his/her team as spokesperson to the Tournament Director and other tournament officials. Poor sportsmanship could result in penalties against the team in either the Technical, Intentional, or Flagrant foul categories. Failure to comply with the Spirit of the event, with acts such as fighting, taunting, intimidating or verbally attacking a tournament official, player or spectator may lead to removal of that player, team and/or spectator from the tournament. Any ejection from the entire tournament will result in a suspension from the next year's event, at a minimum. Decisions made by tournament officials are final and are not subject to review by video recordings or by other sources.



# RULES SUMMARY

## OFFICIAL 3V3 BEACH BASKETBALL RULES - SUMMARY

<b>Court</b>	Full court (on the sand)
<b>Number of Players</b>	4 players on each team (3+1 substitute) Games must start with at least 3 players
<b>Official(s)</b>	1 or 2
<b>Table Officials</b>	Up to 2 (scoreboard, scorebook)
<b>Game duration</b>	2 periods of 10 minutes (Last 30 seconds of the game is stopped clock)
<b>Timeouts</b>	Teams get one 1-minute timeout
<b>Steps</b>	As in traditional basketball rules, players can take two steps
<b>Advancing the ball</b>	Players can dribble, roll, or throw the ball to advance it (If throwing in the air, it must hit the ground or another player before the throwing player touches it). Please note the surface of the sand can vary. Dribble at your own risk. **See complete rules for further clarification**
<b>Falling</b>	Players are able to fall or slide while having the ball and subsequently can roll or get up while being down on the sand
<b>Scoring</b>	2 points if scored in the 2-point zone 3 points if scored outside 2-point zone
<b>Who gets the ball first?</b>	A jump ball determines who gets the ball first
<b>Shooting fouls (running clock)</b>	Inside the 2-point zone: 1 free throw worth 2 points Outside the 2-point zone: 1 free throw worth 3 points
<b>Shooting fouls (last 30 seconds)</b>	During last 30 seconds: All free throws must be shot. 2 free throws if it was inside the 2-point zone 3 free throws if it was outside the 2-point zone
<b>Foul limits</b>	6 team fouls, from the 7 <sup>th</sup> team foul the team will have 1 free throw worth 2 points
<b>And 1s</b>	An "And 1" is scored as 2 points and 1 free throw worth 1 point
<b>Possession following a successful goal</b>	Defense takes possession as soon as the ball goes through the net They can advance the ball immediately
<b>Possessions following a dead ball</b>	Ball will be taken out of bounds
<b>Substitutions</b>	Any dead ball situation
<b>Technical, flagrant, or intentional fouls</b>	1 free throw, no change of possession