



Registration Form & Waiver

Sunday, July 22nd – 10:00 AM
Basketball Court – Town Park
\$60.00 Per Team

Team Name: _____
 Team Captain's Name: _____
 Captain's Address: _____
 Captain's Phone: _____

Player #	Name & Phone Number	Grade	Date of Birth	Male/Female

Player's Signature: _____ Date: _____
 Parent/Guardian Signature: _____ Date: _____

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 Parent/Guardian Signature: _____ Date: _____

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 Parent/Guardian Signature: _____ Date: _____

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 Parent/Guardian Signature: _____ Date: _____

By signing above, I hereby release, remise, and forever discharge Culver Lake Fest, Inc., its officers and directors, severally or jointly, the Town of Culver, County of Marshall, and the State of Indiana of any and all liability, claims, actions, and possible causes of action which may occur to any member of the group from every and any loss, damage and injury (including death) that may be sustained while participating in the Culver Lake Fest 3 on 3 Basketball Tournament.
 I/we assume all risk of bodily injury or property damage that I/we may incur in participating in the Culver Lake Fest 3 on 3 Basketball Tournament and I/we hereby, for myself, my child, my heirs, executors, and administrators do hereby, expressly, and forever waive and release any and all claims against and agree to hold harmless Culver Lake Fest Inc., the Town of Culver, County of Marshall, State of Indiana, and all their respective officers, employees, agents, representatives, successors, or assigns of any kind from any and all claims which may be made of any cause whatsoever arising as a result or in connection with the participation of me or my child in the herein mentioned event.

Age divisions area as follows: **Youth Division: 10 and Under**
Senior Youth Division: 11 to 15
Adult Division: 16 and Over

Fax Registration Forms to **(574) 842-2151** or email to CulverLakeFestorg@gmail.com or bring to the Information Booth during the Festival on Friday or Saturday.



Hoops Rules

Age divisions area as follows: **Youth Division: 10 and Under**
Senior Youth Division: 11 to 15
Adult Division: 16 and Over

General

- All players must sign waiver form. If a player is under 18 years of age, a parent or legal guardian must sign.
- Entry fees are non-refundable. This includes, but is not limited to, cancellations caused by inclement weather, personal scheduling conflicts and inability to make the tournament. In case of inclement weather, the event operator has the right to reduce the number of scheduled games or reduce time of games. Every attempt will be made to complete the tournament in all age groups.
- In the event that not enough teams are registered in any age group the teams will be move up one age group. Under no circumstances would teams be moved more than one age group. Every attempt will be made to have a championship game at age division entered.
- All age groups play on 10' baskets.
- Jerseys are NOT required for participation.
- Jewelry (watches, earrings, rings, etc.) casts, and hats are not allowed to be worn by players during a game.
- Any player throwing a punch will immediately be dismissed from the tournament and must leave the tournament site. Any team starting or participating in a fight will be eliminated from the tournament. Officials judgment is final.

Rosters

- Four players are allowed on each roster. No players can be added to the roster after tournament check-in.
- Players may appear on only one roster for each tournament. A player participating with more than one team will be disqualified from the event and the team will forfeit all games in which the player participated.

Game Play

- A coin flip will determine which team has initial possession. The winning team can take initial possession or defer and have first possession in the event of overtime.
- The game is played on a regulation basketball half court with one basket.
- Length of game – first team to score 21 points or 15 minutes running clock. Teams will be given 2-5 minutes warm-up before game at the same basket.
- Overtime: If the game is tied at the end of 15 minutes, first possession in overtime was established on the coin flip to start the game. The first team to score wins the game.



Game Play (cont.)

- Substitutions are only allowed during dead-balls.
- The ball changes possession after each scored basket or made free throw. A player from the non-scoring team will resume play by dribbling or passing the ball from inside the court under the basket (not from behind the end line) to behind the 2-point arc and must have both feet behind arc. The defensive team is not allowed to play the ball in the lane. If the defensive team rebounds, they must return the ball behind the arc by dribbling or passing. (The ball does not need to be checked).
- If the offensive team rebounds the ball they can continue their attempt to score without returning to behind the arc.
- On a steal or turnover inside the arc, the ball must be dribbled or passed behind the arc.
- All jump balls go to the defensive team.
- Stalling is a violation. Teams must be active and attempt to score. If a team is not actively trying to score, the official will give warning and begin a five count. If no shot is attempted the ball will be turned over to the opposing team.
- Possession of the ball by either team following a dead ball, other than a score, will begin behind the arc with the ball being checked by a defensive player.
- A game may start with a minimum of two players.
- Each team is allowed one (1) 30 second timeout per game. The clock will stop for timeouts.
- Dunking is allowed in games only. Dunking during warm-ups will result in a technical foul being called.

Scoring

- Each goal scored inside the arc is worth one (1) point. Goals scored behind the arc are worth two (2) points.
- Free throws are worth one (1) point. If a player is fouled and makes the shot, no free throws are awarded. On a miss inside the arc the shooter is awarded one (1) shot. On a miss behind the arc the shooter is awarded two (2) shots. Regardless if the shots are made or missed the defensive team receives the ball. Starting with the seventh (7) team fouls, a player is awarded a one (1) point shot on each foul.

Fouls

- A player will be disqualified from the game on his fourth personal foul.
- A player receiving two (2) technical fouls in one game will be disqualified for the remainder of the tournament.
- Intentional Fouls – player shoots two (2) free throws and team retains the ball.
- Technical Fouls – any technical foul will result in opposing team getting two (2) foul shots and ball.
- Flagrant Fouls / Gross Misconduct – a flagrant foul can be a violent contact foul or a technical non-contact foul that displays unacceptable conduct. The opposing team receives two foul shots and the ball. The team captain can choose any team member to shoot. A second flagrant foul results in a game forfeiture. Any team receiving three flagrant fouls in an event will be eliminated from that event.