



***Tournament Information and Rules***  
***Saturday & Sunday May 23 & 24, 2026***  
***McCosh Park (401 W. 4th Ave)***

*We are a volunteer run event and will do our best to make this tournament as enjoyable as we can for our participants.*

*Email [mlsf3on3@gmail.com](mailto:mlsf3on3@gmail.com) for any questions regarding the tournament.*

***MINORS:*** *For anyone under 18, waivers must be signed by the player and parent or legal guardian. Failure to have forms properly signed by all players on a team will result in the player and/or team not being able to participate in the tournament.*

*All teams will be scheduled to play a minimum of three games. Divisions may be canceled due to lack of sign-up. If we have four or more teams of the grade level we will play them in a division of their own. If less they will be merged with another grade level.*

*EG. If only three third grade teams sign up they will play in a 3/4 grade division.*

*You have to play in the division of the oldest grade kid on your team.  
(Kinder-2nd –Mini Me Division will play on 8ft hoops)*

## ***SPORTSMANSHIP***

*Good sportsmanship and cooperation is both anticipated and expected.*

*The team captain or designated parent, if applicable, is expected to aid in controlling teammates' and team followers' conduct and to represent his/her team as spokesperson in case of appeals to the court monitor. Poor sportsmanship could result in penalties against the team in either the Technical, Intentional, or Flagrant foul categories.*

### ***Ball Sizes:***

Boys and Girls grades K- 2 will play with a Junior ball (27.5").

Boys grades 3-6 will play with an Intermediate ball (28.5").

Boys grades 7-12 and Adult male teams will play with a Standard ball (29.5").

*Failure to comply with the Spirit of Springfest, 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 Springfest, at a minimum. Decisions made by tournament officials are final, and are not subject to review by video or other recordings, or other sources.*

### ***TOURNAMENT RULES:***

***THIS TOURNAMENT FOLLOWS NFHS RULES COUPLED WITH  
TOURNAMENT  
SPECIFIC RULES AS FOLLOWS:***

#### ***1. Rosters***

*Rosters are final at the start of your first game. (TEAM ROSTERS MAY NOT BE CHANGED ON SUNDAY) At least two players are needed to start and finish a game; three is normal. One substitute is also allowed. Players can only register for one team.*

*Changes on the roster will be allowed until the start of your first game ON SATURDAY and will cost \$5.00 per substitution or addition. No additions will be allowed after that time-some exceptions may be allowed for players out due to injuries (ONLY) that would prevent the team from further play. These will need to be approved by the Director.*

*Please remember, substitutions need to have their forms signed prior to the start of the first game. A player may not participate on multiple teams within the same bracket and is limited to a maximum of two teams.*

## **2. Games**

*Each team will be scheduled a minimum of three games. The Director will contact each team Captain via email thru tourney machine the week of the Tournament with court and start time. Please note schedules can change and the alert will be sent via tourney machine emails. No player meeting is required, but the rules will be strictly adhered to.*

*The games will start at Saturday at 9am. (**This may change and teams will be notified via email with tourney teams**)3.*

### **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. For all co-ed teams, a member of the opposite sex must be on the court at all times. All games must start with at least 3 players on each team. Any number of players (1, 2, or 3) may complete a game if the referee believes that both teams have a chance of winning.*

## **4. 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. As always, Springfest Officials retains the right to disallow any equipment or apparel that it judges to be dangerous or inappropriate.*

## **5. Fouls**

*All called fouls shall result in one free throw shot, except on successful field goals, in which case the basket counts and no free throw shot is awarded. During a free throw, opposing team players may not intentionally disrupt the shooter's unhindered throw. A change of possession will result regardless of whether the free throw shot is made or missed. After a foul shot, the ball will be placed into play from the back-court line. Incidental contact between opponents shall not result in a called foul unless such contact results in a meaningful disadvantage. Team fouls 1 - 6 will result in a single free throw. Team fouls 7 and above will result in two free throws.*

***If a player is fouled and makes the basket while the player's team is in the bonus situation, the basket counts and one foul shot is awarded to the player. This applies regardless of whether it was a one-point or two-point basket. Players who are fouled and make a basket before the bonus situation simply receive the points for the basket and no foul shot is awarded.***

### **a. 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. 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. THIS WILL BE ENFORCED!*

**b. 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 while attempting to play the ball, a player causes excessive contact. An intentional foul results in one point for the offended team and possession of the ball.*

**c. Flagrant Fouls**

*A flagrant foul may be of a violent or savage nature, or an act which displays unacceptable conduct. It may or may not be intentional. It may involve violent or savage contact such as striking, kicking, kneeing, moving under an opponent who is in the air, and crouching or hipping 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, savage, or abusive. A flagrant foul results in one point for the offended team and possession of the ball, which is taken out at the back-court line. The player committing the foul will be suspended from play for the remainder of that game or for the rest of the tournament.*

***A player who makes a basket and is fouled by an opponent, who receives a technical, flagrant or intentional foul for the infraction, will receive the point(s) for the made basket, an automatic one-point for the infraction, and the team keeps possession of the ball.***

**d. Crowd Control**

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

## **FAQ (Frequently Asked Questions)**

### **1. Which Team Receives the Ball First?**

*The team listed first on the schedule.*

### **2. Keeping Score**

*All made baskets from inside the two-point arc count for one point and made baskets from outside the two-point arc count for two points. The first team to 20 points is the winner.*

### **3. Length of Game**

*The first team to score 20 points or the highest score after 30 minutes will be awarded the win. The points scored by the losing team will also be tracked. Two points are awarded for shots beyond the three point line; one point will be awarded for all other shots. If a shoe is touching the line it is a one point shot. Games will be held to a 30 minute time limit. You will start and stop at the half-hour or the hour, without exception. If the two teams agree to spend the first five minutes practicing, that's fine but the game will only be 25 minutes long then. If the game is tied after the half-hour, the next point wins.*

### **4. Checked Ball**

*The ball must be "checked" by an opposing player before it is put into play. The ball must then be passed to begin play.*

### **5. Change of Possession**

*The ball will change possession after scored baskets and all free-throw attempts with the exception of Technical, Intentional or Flagrant fouls. There will be no "make it, take it" rule.*

### **6. Taking It Back**

*"Taking it back" means bringing your whole body and the ball behind the 3 point line-Failure to clear 3 point line results in turnover.*

## **7. Three in the key**

*Three in the key is NOT a violation.*

## **8. Ball Out-of-Bounds**

*A ball out-of-bounds will be taken out from the back-court line*

## **9. Boundaries**

*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.*

## **10. Jump Ball**

*In a jump ball situation, the ball will first go to the team which is listed second on the schedule, with alternating possessions thereafter.*

## **11. Dunking**

*Dunking is not allowed at any time, including during warm-ups. Dunking will be construed as an unsportsmanlike act and will result in a Technical foul.*  
**DUNKING DURING GAME ON CHAMP COURT IS ALLOWED. NO HANGING ON THE RIM**

## **12. Substitutions**

*Substitutions may only be made during a time-out or a “dead ball” situation.*  
**Time-Out Each team is allowed a single one minute time-out per game.**

### **Player Injury**

*If a player is bleeding or has an open wound, play will be stopped and 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, Springfest 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.*

### **13. Game Times**

*Teams must be ready to begin play at their scheduled start time. Teams not at their court for their scheduled game are given a 5 minute grace period before a forfeit is enforced. Teams are encouraged to remain in contact with their court to observe the effects of scheduling changes that could occur mainly due to inclement weather or other 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. Adverse weather conditions and unplayable situations may result in modification or cancellation of the tournament. Should this happen, each team will receive its player T-Shirts and registration package. Unfortunately, entry fees cannot be refunded.*

### ***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.*

*Springfest officials also reserve the right to disqualify any player and/or team for infractions of tournament policies.*

***MOSES LAKE SPRING FESTIVAL HAS A ZERO TOLERANCE POLICY.***  
*If you are seen drinking or partaking of illegal drugs or if you appear to be under the influence of either, you will be removed from the tournament and from Spring Fest.*

*Please contact volunteer organizers at [mlsf3on3@gmail.com](mailto:mlsf3on3@gmail.com) with any questions you may have. We will do our best to get back to you in a timely manner.*

*Spring Fest 3 on 3 is committed to good sportsmanship, having fun, helping others, and keeping a good attitude. Good sportsmanship and fair play are expected from all players and spectators for each team. Failure to comply may mean ejection of the player, spectator, or even the team from this year's and/or next year's and/or all future Spring Fest 3 on 3 Tournaments. A team or player may be warned, held out for a number of minutes, ejected from a game, or even be disqualified from the tournament for failure to comply with tournament rules of play. Game play rules will be provided.*

***We look forward to seeing you Memorial Day Weekend!***

***Directors Note:***

*Just a reminder that this is a volunteer run event and we do our best to provide a great tournament. We are a non- profit and rely on donations to run our event as well as purchasing of our hoops. On behalf of all of our volunteers we would ask that you make the best of the tournament and make great memories on the courts!*

*Sincerely,  
Spring Fest 3 on 3 organizers*

*The event organizers reserve the right to spot-check a player's entry form data. False information will result in the player being ejected from the tournament.*