

Game Rules and Regulations

1. Each team must have a minimum of 3 registered players present on the court to begin play. Each team can have a maximum of 5 players. Each player can only play for, and be registered on only one team per division. All participants of the tournament MUST register at our command centre before they step on the court for a game.
2. A coin toss will be held by the court official at the beginning of each game to determine which team will have the initial possession. In the event of a tie, the team that allowed the typing basket will have the first possession in the first overtime period. Initial possessions of each overtime period will alternate for each overtime period.
3. Each play must begin at the check line, which is beyond the 3-point line at the top of the key. Play commences after the ball is checked. At least one pass must be made before a basket can be made. In the situation where a team fails to complete a pass before scoring a basket, the basket will not count, play will be stopped, and the opposing team will gain possession.
4. The ball changes hand after each made basket.
5. On defensive rebounds and steals, the ball must be returned to the area beyond designated check point (ball must be "cleared"), player with the ball must have both feet outside of the check point line.
6. In out of bounds situations, play will resume in the same manner as a scored basket where the ball must be checked before play can begin.
7. Substitutions may be made after a made basket, or any official stoppage of play with the permission by the referee.
8. A basket made inside the 3-point line, or a made foul shot is worth 1 point.
9. A shot made from beyond the 3-point line is worth 2 points.
10. The game ends when the 20 minutes running clock expires, or when one of the team scores 16 points first, whichever comes first.
11. Stop clock is in effect during the last minute of regulation time and last minute of the first overtime period. After any stoppage of play during the last minute, the clock resumes running once any player on the offensive team touches the ball after the check.
12. Each team has 1 30-seconds timeout per game. No additional timeouts are given in overtime period(s).
13. If a game results in a tie after regulation time, a 3 minutes overtime period will be played. If the first overtime period results in a tie as well, a 1 minute overtime period will be played. In the second overtime period ("sudden death overtime"), the team that scores the first basket wins the game.
14. If a team fails to have 3 players on the court after 5 minutes of the scheduled game time, the game is defaulted. A 8-0 loss will be counted towards that team in the standings.
15. Referees' and court monitors' calls are final; any dispute will consider as unsportsmanlike conduct in official's judgment and can be penalized by a technical foul.
16. In the event of a technical foul, the opposing team will be awarded 1 free-throw, and possessions of the ball after the free-throw.
17. Only team fouls will be counted, personal fouls will not be in effect. On or after the 7th team foul, 1 free throw will be awarded to the opposing team for each foul. There are no rebounds for free throws. After each free throw, made or missed, possession is changed, except on technical foul shots where possession will be unchanged.
18. In the event of made basket on a shooting foul ("and-1" situation), if the scored team is not in bonus situation, a team foul will be recorded for the opposite team, basket will count, and possession is changed. If the scored team is in bonus situation, the basket will count, and 1 free throw will be awarded. After the free throw, possession will change.
19. Any player(s) involved in unsportsmanlike or inappropriate conduct during the tournament (on and off the court) will result in immediate ejection of the entire team from the tournament without refund. FCCM has the right to determine what actions are deemed unsportsmanlike or inappropriate.
20. Deliberate delay of game will not be allowed. Refusing or delaying the "check ball" procedure, or refusing the call fouls are examples of deliberate delay of game. A technical foul will be levied on the player that deliberately delays a game.
21. Any player that receives 2 technical fouls during the course of the tournament will be ejected immediately from the tournament.
22. Any complaints or objections in regards to a game must be brought to the attention of the referee/FCCM authorities during that game. Once the game is over and score sheet is signed by the referees, all results are final.
23. FCCM reserves the right to verify any players' age. If a player is before their 20th birthdate on the tournament date, then he is still eligible to take part in the 19 and under division.
24. Inaccurate information or inability to provide valid proof will result disqualification of the entire team.

TASTE OF ASIA 2010

BASKETBALL TOURNAMENT

Open Division – 1st place \$200
Free T-shirts for first 10 teams

June 26 & 27
Kennedy Rd. North of Steeles Ave.
www.fccmbasketball.ca

ORGANIZERS:



CO-ORGANIZERS:



SPONSOR:



Taste of Asia 2010 3 on 3 Basketball Tournament Registration Package

Team Information:

Team Name: _____
 Contact Person: _____
 Email Address: _____
 Phone Number: _____ (Day)
 _____ (Night)

Division (check only one)

- < > Men – Open (\$100)
- < > Men – Recreational (\$90)
- < > Youth - 13 & under (\$60)
- < > Youth - 16 & under (\$60)
- < > Youth - 19 & under (\$60)

Players Information:

Player 1 Name: _____
 Phone Number: _____
 Email Address: _____
 Birth Date: _____ / _____ / _____ (DD/MM/YY)
 Height: _____ Age: _____
 Basketball playing experience (check all if applicable):
 University/College FCCM Tournaments
 High School FCCM Youth Tournaments
 Recreational Tournaments / Leagues
 No Formal Competitive Playing Experience

Players Information:

Player 2 Name: _____
 Phone Number: _____
 Email Address: _____
 Birth Date: _____ / _____ / _____ (DD/MM/YY)
 Height: _____ Age: _____
 Basketball playing experience (check all if applicable):
 University/College FCCM Tournaments
 High School FCCM Youth Tournaments
 Recreational Tournaments / Leagues
 No Formal Competitive Playing Experience

Players Information:

Player 3 Name: _____
 Phone Number: _____
 Email Address: _____
 Birth Date: _____ / _____ / _____ (DD/MM/YY)
 Height: _____ Age: _____
 Basketball playing experience (check all if applicable):
 University/College FCCM Tournaments
 High School FCCM Youth Tournaments
 Recreational Tournaments / Leagues
 No Formal Competitive Playing Experience

Players Information:

Player 4 Name: _____
 Phone Number: _____
 Email Address: _____
 Birth Date: _____ / _____ / _____ (DD/MM/YY)
 Height: _____ Age: _____
 Basketball playing experience (check all if applicable):
 University/College FCCM Tournaments
 High School FCCM Youth Tournaments
 Recreational Tournaments / Leagues
 No Formal Competitive Playing Experience

Players Information:

Player 5 Name: _____
 Phone Number: _____
 Email Address: _____
 Birth Date: _____ / _____ / _____ (DD/MM/YY)
 Height: _____ Age: _____
 Basketball playing experience (check all if applicable):
 University/College FCCM Tournaments
 High School FCCM Youth Tournaments
 Recreational Tournaments / Leagues
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How to register

1. Fill out this form completely, incomplete forms will not be processed
2. Include all signatures of team members. Parent / guardian signatures are required if player(s) are under 18 years of age. Teams will not be registered without all necessary signatures, and a refund of the registration fee will not be given.
3. E-mail team and players contact to info@fccmbasketball.ca
4. Issue a \$60 cheque payable to "FCCM Basketball"
5. Mail or drop off completed registration form and cheque to

FCCM
 4350 Steeles Avenue East,
 Box 150 Units 207-215
 Market Village Shopping Centre
 Markham, Ontario, L3R 9V4

Note: As space is limited, entries will be accepted on a first come first serve basis. FCCM reserves the right to reject any team's registration.

Terms and Conditions

The risk of injury for the activities involved in the tournament is significant including the potential for permanent paralysis and death, while particular rules, equipment and personal disciplines may reduce this risk, the risk of serious injury does exist, and, I knowingly and freely assume all such risks, both known and unknown, even if arising from the negligence of the organizers and any staff member of official, their directors, officials, agents and employees, other participants, sponsoring agencies, sponsors, advertisers, and if applicable, owners and lessors of premises used to conduct the tournament ("Releases") and assume full responsibility.

I agree to comply with the stated and customary terms and conditions for participation.

- i) I have read the releases of liability and assumption of risk agreement on this registration form, fully understand its terms, understand that I have given up substantial rights by signing it, and sign it freely and voluntarily without any inducement.
- ii) For player who is under 18 years of age, parents or guardians' signatures are required.

Photos maybe used for promotional material

Signature of Players

(Parent/Guardian if player is under 18)

Player 1: _____ Date: _____
 Player 2: _____ Date: _____
 Player 3: _____ Date: _____
 Player 4: _____ Date: _____
 Player 5: _____ Date: _____

Registration Deadline is June 15, 2010

Please visit www.fccmbasketball.ca for more details on rules, regulations, registration, and updates on this event. If there are any further inquiries, email to

toa@fccmbasketball.ca or contact

Wilfred Lam @ (647) 668-0122

www.fccmbasketball.ca

