



1st Annual "Play 4 APEX" 3 on 3 Basketball Tournament Saturday, November 21, 2009

Basketball Facility @ 50 Murray Street

APPLICATION FORM & RULES & REGULATIONS

DEADLINE FOR TEAM SIGN UP IS Monday, November 16, 2009 @ 7PM.

The quickest way to guarantee your team a spot is to pay. ENTRY FEE per team is \$100.

Payment type: Credit card ___ Check enclosed ___

Provide completed forms with payment by: fax (212) 748 – 1250, e-mail/scanned application to play4apex@gmail.com

or mail: Attention: Play4APEX Basketball Tournament, APEX, 352 Seventh Avenue, Suite 201, New York, NY 10001

Checks can be made to: Asian Professional Extension, Inc. (APEX)

Credit card info: Name on card: _____ Card Number: _____ Exp. Date(MM/YYYY): _____

Address: _____ Apt#: _____ City: _____ State: _____ Zip: _____ Signature: _____

Team Name:

PLAYER 1: CAPTAIN/CONTACT PERSON	PLAYER 2:
Gender: _____ Name: _____ Male Female	Gender: _____ Name: _____ Male Female
Birth date (MM/DD/YYYY) must be over 18: Telephone: () -	Birth date (MM/DD/YYYY) must be over 18: Telephone: () -
Email address	Email address
Address: _____ Apt #: _____	Address: _____ Apt #: _____
City: _____ State: _____ Zip: _____	City: _____ State: _____ Zip: _____
Interested in future APEX events: Yes No	Interested in future APEX events: Yes No
Player Signature (indicates acceptance of waiver):	Player Signature (indicates acceptance of waiver):

PLAYER 3:	PLAYER 4 (Optional):
Gender: _____ Name: _____ Male Female	Gender: _____ Name: _____ Male Female
Birth date (MM/DD/YYYY) must be over 18: Telephone: () -	Birth date (MM/DD/YYYY) must be over 18: Telephone: () -
Email address	Email address
Address: _____ Apt #: _____	Address: _____ Apt #: _____
City: _____ State: _____ Zip: _____	City: _____ State: _____ Zip: _____
Interested in future APEX events: Yes No	Interested in future APEX events: Yes No
Player Signature (indicates acceptance of waiver):	Player Signature (indicates acceptance of waiver):

WAIVER AND RELEASE OF LIABILITY (read before signing):

"Tournament" defined as basketball event. In consideration of being allowed to participate in any way in the 1st ANNUAL Play 4 APEX 3on3 TOURNAMENT, I, understand, acknowledge and agrees that:

- The risk of injury from the activities involved is significant, including the potential for permanent paralysis and death, and while particular rules, equipment and personal disciplines may reduce this risk, the risk of serious injury does exist; and,
- By adding my signature on this form, I hereby waive and release APEX, its officers, representatives and members from all claims or liabilities of any kind arising out of my participation in the tournament. I further release APEX, its officers, representatives and members from any claim whatsoever on account of first aid, treatment or service rendered to me in connection with my participation in the tournament

I. Tournament Rules

- Each team must have three (3) players on their roster with an option for one additional player and be registered as a team by **Monday, November 16, 2009**. All players must be over the age of 18. There shall be one Captain per team. The Captain will be the point person for all contact information regarding the tournament
- Players may appear on only one (1) team roster for each tournament. Any player appearing on more than one (1) team roster will be automatically disqualified from participation in that tournament
- There are no restrictions on substitutions made for the team roster, if accomplished by the entry deadline. Any questions, contact the Event Coordinator at play4apex@gmail.com
- Any question, complaints, or comments shall be taken up with the Event Coordinator and Officials. Only the team Captain may be the spokesperson for his/her team
- The players are ultimately responsible for obtaining accurate scheduling information. The check-in registration table is where the Event Coordinator can be located. 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...). It is suggested that teams be at court side 5 minutes before the scheduled game time. Game time is forfeit time
- Teams must have shirts of the same color (will be announced prior to Tournament to Team Captain)
- All games may start and be completed with any number of players (3, 2, 1). The winner of the coin toss shall take first ball possession. Ball possession changes hands after each basket unless a foul is awarded
- Each game will last 20 minutes (running clock) and last 2 minutes will be stop on a dead ball *or* first team to 26 points with at least a 2 point lead. In the event of a tie the game, overtime will be one minute. Possession will be determined by a coin toss. If neither team makes a basket during overtime, the game will go into sudden death with the first team scoring to win the game. The Event Coordinator reserves the right to change the number of points and/or time limit due to external events
- Each team will have two (30 second) time outs and one (30 second) time out during overtime
- Substitutions may be made after a basket, a foul shot or any stoppage of play and is limited to 2 per game
- Once play resumes after a disagreement or appeal, the decision is considered to be final
- A basket is worth two (2) points. The 3-point line will represent the "take-back" line as well as the "three-point" line. The player shooting must have both feet completely behind the line when initiating the attempt for a three (3) point shot. A free throw will be worth one (1) point
- Jump ball, the ball will first go to the team which did not win the coin toss, alternating possessions thereafter
- Shots that hit nothing (i.e., air-balls), which are rebounded by the shooter without anybody else touching the ball is NOT considered traveling
- There will be a winner's bracket and a loser's bracket, winners of each bracket will play in the championship. This guarantees at least two games per team. Please be mindful this is an outdoor facility, however we will have an indoor resting lounge to keep warm!

II. Foul Regulations

- Individual players can not foul out of a game. Officials can eject any player or substitute for unsportsmanlike conduct. Any ejected player must immediately leave the Tournament prior to play resuming
- To start after a score or after a foul is awarded; a player must put the ball in play from the "take-back" line. On defensive rebounds or steals, the ball must be returned to the "take-back" line and the player in possession of the ball may maintain control and attempt to score
- All common personal and technical fouls shall be counted against a team total
 - Prior to fifth team foul:
 1. any common foul shall result in loss of possession for the offending team
 2. any offensive foul shall result in disallowing a converted basket and loss of possession
 3. any shooting foul will result in two free throw shots
 - Upon the fifth team foul:
 1. any common foul shall result in a one and one situation at the line
 2. any offensive foul shall result in disallowing any converted basket and a loss of possession
 3. any shooting foul with a missed basket shall result in two free throws being awarded
 4. on any shooting foul with a converted basket shall result in one foul shot after which possession changes
 - Upon the eighth team foul: any common foul will result in two free throws