

Zephyr HOOPLA 2011

3-on-3 Basketball Tournament

Rules and Regulations

1. Only the four players on the application will be allowed to play, NO SUBSTITUTES, unless approved in advance by the tournament directors.
2. Player eligibility will be strictly enforced throughout the event with the use of ID bracelets. Each player will register at the registration tent. ID bracelets will be put on at this time and must be worn during the entire event. A lost bracelet requires registration of the involved player. No jewelry will be allowed.
3. If a player's information is falsely listed on the application, the player will be eliminated from participation in the tournament. Discovery at any time during the event will result in the elimination of the entire team. The entry fee is non refundable.
4. No alcoholic beverages will be allowed on-site.
5. Players may appear on only one team for the tournament. If any player appears on more than one team, that player and both teams will be expelled.
6. Absolutely NO DUNKING! Any participation found dunking is subject to being disqualified from the tournament. This is to ensure the safety of both players and our hoops.
7. Games can start and finish with any number of players (1,2,3)
8. Both teams will have warm-up time prior to the game at their assigned court.
9. Only the assigned players and teams are allowed to occupy the court at the scheduled time.
10. All teams must be at their court at the scheduled time. If games are running behind for any reason, check with the bracket tent, NOT the court marshals or unofficial court brackets, for the most up to date scheduling information. Players are responsible for obtaining accurate scheduling information before the start of the game. A five-minute forfeit time will be enforced.
11. First possession will be determined by a coin flip.
12. The ball is exchanged after every made field goal. There will be no "make-it-take-it".
13. Jump balls go automatically to the defense. Offensive possession is obtained following a defensive rebound, therefore a jump ball situation before the ball is cleared goes to the defensive team (team not having possession at time of tie-up)
14. The ball will change possession after each basket is scored. The opposing team must check the ball before it can be put into play. The player must pass the ball in while standing out-of-bounds at the top of the court to begin play. No shots may be made before the ball is thrown in.
15. All fouls and violations will be played out of bounds at the top of the court.
16. The ball must be taken back to the 2-point line on every exchange of possession (both feet are required to clear the 2-point line). Failure to properly take it back will result in lost possession. This includes defensive steals or defensive rebounds.

17. The top, bottom, and side of the backboard are all considered in play, however, the back of the backboard and the structure are considered out of bounds.
18. All courts will have an assigned referee. The referees will be responsible to call all fouls and violations. The referee's word will be final. Parents, please set a good example for the children. Do not argue with the referees, and please demonstrate "good sportsmanship".
19. Each team will be given 6 team fouls before free throw attempts are awarded. Upon the 7th team foul, the bonus will be in effect and the fouled player will shoot free throws. 1 free throw will be given for shooting fouls inside the 2-point arc, and 2 free throws for shooting fouls outside the 2-point arc. If a foul is committed during a made shot, the point(s) will count and the fouled player will also shoot a free throw, but only after the bonus is in effect. After each free throw attempt, make or miss, the non-shooting team will receive the ball at the back court line. After a team commits its 10th team foul, the double bonus will be in effect. In the double bonus, the fouled player's team will retain possession of the ball after a missed free throw.
20. The referee, and/or tournament supervisors may call a technical foul for a flagrant, intentional, or repeated fouls. A dead ball technical free throw shot will be awarded to the fouled team, after which they will have possession of the ball. Teams assessed numerous technical fouls can be dismissed from the game and/or tournament.
21. Only the team captain may address the referee and/or tournament supervisors on behalf of his/her team. Any questions regarding rule interpretations or eligibility must be filed through the tournament supervisors.
22. Upon completion of each game, the winning team is responsible for taking the final score sheet to the scoring tent and supplying a scorekeeper for the next game.

Time-Outs and Substitutions

1. Each team is allowed (2) time-outs per game.
2. Player substitution is allowed during any dead-ball situation.
3. In case of injury, an additional time-out may be allowed at the discretion of the referee.

Scoring

1. The scorekeeper will be provided by the winning team of the immediately preceding game.
2. The scorekeeper will be responsible for keeping track of the points made by each team as well as team fouls and time-outs.
3. A field goal is worth (1) point.
4. A successful basket behind the two-point arc is worth (2) points. A player must have both feet behind the line when shot is taken (ball released) to be considered (2) points.
5. All games will be 30 minutes in length or played to 15 points, win by (2). The team that reaches maximum points or is ahead at the 30 minute time limit is the winner of the game. If game is tied after regulation play of 30 minutes, the winner is determined by sudden death (first basket made). Initial sudden death possession is determined by a coin flip.
6. Championship games in bracket play will be played to 15, win by (2), with no time limit.