

# HEAD FOR THE HILLS 2010 3 ON 3 BASKETBALL TOURNAMENT TOURNAMENT RULES

*Following are rules for the Head for the Hills 3-on-3 Tournament. Although tournament organizers do not anticipate any changes to these rules, organizers reserve the right to make changes prior to commencement of the tournament in which case revised rules will be distributed at check-in.*

## Length of Games & Determination of Winner

- Regular Games - Winning team will be first team to score 20 points or the leading team after 25 minutes of play (running clock). If the score is tied at the end of 25 minutes, the game goes to overtime. A coin flip determines which team has the initial possession. The game winner is the first team to score 2 points in the overtime period.
- Championship Games - Winning team will be first to score 20 points, but there will be no time limit. However, the referee, court monitor or a staff member may institute a time limit in the championship game prior to or during the game.

Coin Flip to Determine Initial Possession - A coin flip prior to the start of the game will determine which team has the initial possession.

Throw-in, Starting or Resuming Play - The ball must be thrown in (**not dribbled**) from behind the area at the top of the key (the "check box"), after each made basket, and after any dead ball change of possession. A 1st violation results in warning from the referee or court monitor. Each subsequent violation results in change of possession. The defender is required to provide 3 feet of space from the player inbounding the ball

No Make-It,Take-It - The ball changes possession after each scored basket.

Scoring - Baskets made from inside the two-point arc count as one point. Baskets made when the shooter has BOTH FEET behind the arc count as two points. Court monitors or referees will call "two points". If there is any doubt by the court monitor or referee, the basket will count as one point.

Free Throws - Free throws count one point. When fouled in the act of shooting, free throws are awarded to the fouled shooter only when the basket was not made. All free throws are dead balls. That is, regardless of whether the free throw is made, the opposing team checks the ball from the check box. The free throw try shall be made within 10 seconds after the ball has been placed at the disposal of the free thrower. All other players will remain behind the two-point arc while the free throw attempt is being made.

## Team Fouls & Results

1 - 10 fouls -- Free throw opportunity for shooting, intentional & flagrant fouls.

After 10 fouls -- Bonus. Free throw opportunity for any foul called.

\* **A player fouled in the act of shooting or while in the bonus situation has the choice to:**

1. Shoot the free throw(s), or
2. Maintain team possession of the ball; check the ball from the top of the key.

Jump Balls - All jump balls become the possession of the defensive team.

Time Outs - Each team is allowed two 30-second timeouts per game. The game time does not stop during any timeout. No timeouts are permitted in the last three minutes of game play.

Taking It Back - When in play, the ball must be "taken back" on each change of possession. "Taking it back" means a player must possess the ball with both feet behind the two-point line arc. Failure to "take it back" is a violation. A 1st violation results in warning. Each subsequent violation results in change of possession.

No Parking Zone - This zone is defined as the area between the free throw lines and below the free throw circle within the key. An offensive player cannot be stationary with BOTH feet in the no parking zone AND receive the ball

when guarded by an opposing player. A foot on the line of the no parking zone counts as a foot in the zone. A 1st violation results in warning from the referee or court monitor. Each subsequent violation results in change of possession.

Stalling - No stalling is allowed. The referee, court monitor or a staff member may institute a 30 second shot clock at any time. After a team has been warned about stalling, failure to attempt a shot within 30 seconds will result in loss of possession.

Calling of Fouls & Violations – In the spirit of friendly competition, personal fouls and violations will be called by the players on the court, except for intentional and flagrant fouls. If requested by team players, a referee can monitor the game and determine all fouls and violations. The court monitor will record team fouls but is not responsible for calling fouls and violations. The court monitor may resolve disputes concerning fouls and violations (see “Disputes” section below). Defenses are expected to respect fouls called by the offensive player. In general, offensive fouls can only be called by a referee.

Fouls in the Act of Shooting - If fouled inside the two-point arc, one free throw is awarded. If fouled with both feet behind the arc, two free throws. There will be no additional free throw awarded on a made basket unless the foul was also flagrant. That is, any time a basket is made and a foul is called, the foul will be recorded as a team foul, the basket will count, and the defending team will receive the ball at the check box.

Intentional Fouls - Intentional fouls may be called by the referee, court monitor, or a staff member ONLY. The definition of an intentional foul is a personal foul designed to stop or keep the clock from starting, to neutralize an opponent's obvious advantageous position, or contact away from the ball or when not playing the ball. It may or may not be premeditated and is not based on the severity of the act. An intentional foul is recorded as a team foul and results in one free throw for the player fouled, and his/her team retains possession. If a player is fouled intentionally while shooting and the basket is made, the basket will count, NO additional free throw is awarded, and the fouled player's team will retain possession. If a player is fouled intentionally while shooting and misses the basket, the player will be awarded one or two free throws depending on whether the shot attempt was from outside the two-point arc, and his/her team will retain possession.

Flagrant Fouls - Flagrant fouls may be called by the referee, court monitor, or a staff member ONLY. A flagrant foul is distinguished from an intentional foul and is defined as a contact foul of a violent or savage nature, or non-contact misconduct, such as vulgarity and abusive or extreme conduct. A flagrant foul, whether or not involving contact, shall be recorded as a team foul. Any player chosen by the fouled team will shoot one free throw, and his/her team retains possession from check box. If a flagrant foul is committed against a player in the act of shooting and the basket is made, the basket WILL count AND an additional free throw will be awarded which may be shot by any player AND the fouled player's team will retain possession. If a player is fouled flagrantly while shooting and misses the basket, one or two free throws will be awarded depending on whether the shot attempt was from outside the two-point arc. The free throw(s) may be shot by any player AND his/her team will retain possession.

Backboard Violations - A ball is out of bounds if it passes over the top edge of the backboard, touches the back side of the backboard, or touches the arms or supports attached to the back of the backboard. A ball remains in bounds if it touches the bottom edge of the backboard, touches one of the side edges of the backboard, or if it touches the top edge of the backboard but does not pass over the top edge of the backboard.

## DISPUTES

Any questions or disputes will be discussed only with the team spokesperson (team captain) by the referee or court monitor in charge of the court. The referee or court monitor may consult with a staff member to resolve the dispute. Disputes will not be heard after the game has been completed. The decision of the referee, court monitor or staff member shall be final.

If players are calling their own fouls/violations and a dispute arises over a call, the court monitor will resolve the dispute, and his or her decision will be final. If the court monitor did not see the violation, the call made by the player will stand. However, either team can request that the court monitor obtain a referee to officiate the remainder of the game or the court monitor may request a referee on his own.

## CONDUCT & DISQUALIFICATION

All players and spectators are expected to conduct themselves in a sportsmanlike manner. There will be no toleration for fighting, vulgarity, and abusive or extreme conduct, including excessive and overly demonstrative trash-talking. Fighting, whether or not during a game, will result in automatic expulsion from the tournament of the players involved. If that results in a team not having sufficient players to continue, the team will be disqualified from the tournament. Continuous misconduct, such as repeated flagrant fouls, will result in forfeiture of the game, and the team will be under probation for the duration of the tournament. A second offense will result in disqualification of the team from the tournament. In the sole discretion of the tournament staff, one or more players may be disqualified rather than expelling the entire team. A staff member may assist at any time, including officiating games, immediately implementing the shooting of foul shots, terminating a game, and/or escorting the player or team from the premises.

In addition to the foregoing, teams may be disqualified for infractions of the following policies:

- Use of Illegal Players - The players listed on the roster at the time an entry form is submitted are the only players eligible without the consent of the staff. The staff reserves the right to request identification from players at any time during the tournament. All participants are encouraged to bring picture identification to the tournament.
- False Information - Information provided on the entry form is the basis for the division breakdowns. Any false information is grounds for disqualification.

## ADMINISTRATION, FORFEITS, AND REPORTING OF SCORES

Prior to the Game - Each team must have three to four players on its roster who have registered their team by the pre-determined entry deadline. Additions and/or changes to any roster must be approved by a tournament staff member and completed prior to the start of any game. No substitutions are allowed once a team's roster has been filled without the prior written consent of a staff member. A player is allowed to participate on only one team for the duration of the tournament without the prior written consent of a staff member.

Forfeiture for Insufficient Players - All games must start with three players on each team, unless a team with three players agrees to allow the opposing team to play with only two players. If a team with at least three players does not allow the opposing team to play with two players, or if the opposing team has zero or one players, that team will be penalized one point per minute after the designated start time up to 10 points. The game is forfeited after 10 minutes.

Signing Score Sheet and Reporting Scores - The team captain of each team must sign the score sheet after each and every game. The captain of the winning team should obtain the score sheet from the referee or court monitor and deliver this score sheet to the table where the master schedule is kept. Each team will be responsible for checking the master schedule to determine future scheduling.

Team Captain - The team captain will represent his or her team as a spokesperson at all times.