

Big Horn Youth Explosion 2018

3 on 3 Basketball Tournament

(Lovell Recreation Department)

The following rules have been designed to ensure fair play for all participants. Each player is expected to understand these rules prior to participation in the tournament. Any questions concerning these rules should be directed to the coaching staff coordinator, Chris Edwards.

Prior to the Game:

Each team must have three or four players on its roster who have registered their team by the predetermined entry deadline. Additions and/or changes to any roster must be approved by Recreation or Coaching staff and completed prior to the start of tournament with appropriate signatures. No substitutions are allowed once a team's roster of four players has been filled without the prior written consent of the Tournament 3-on-3 Staff. A player is allowed to participate for only one team for the duration of the tournament.

TEAM CAPTAIN WILL REPRESENT HIS/HER TEAM AS A SPOKESPERSON AT ALL TIMES.

Rock/Paper/Scissors (best 2 out of 3) prior to the start of the game determines which team has initial possession.

Throw In/Starting Play

The ball must be thrown (not dribbled) in from the record line (*or three point line*) at the rear of the court.

1st pass must be outside the key. First Violation: Warning from the referees or court monitor

Second Violation: change of possession

Game Play

Length of Games: First team to score 21 points, or 25 minutes. Championship Games in each division: No Time Limit, Unless specified prior to the start of the game.

Overtime: If the score is tied at the end of 25 minutes, the game goes to overtime. Each player still on the court at the end of the game must participate in the tiebreak. (Free throws determine the winner. Last team to score shoots first, alternating between team players, until each of the players have shot.)

No Make It Take It:

The ball changes possession after each scored basket. Every change of possession must be taken behind the designated record (3 pt.) line.

Stalling:

No stalling is allowed. The referee or court monitor may institute a 30 second manual 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.

Jump Balls:

All jump balls become the possession of the defensive team.

Time Outs:

Each team is allowed two 30-second time-outs per game. The game time does not stop during any time-outs. NO time-outs are permitted in the last three minutes of the game.

Taking It Back:

When in play, the ball must be "taken back" on each change of possession. "Taking it back" means BOTH feet must be behind the designated record line or (*three point line*) arc. Failure to "take it back" is a violation. First Violation: Warning from the referee or court monitor. Each Individual Violation: Change of Possession.

No Parking Zone (key):

This zone is the box in front of the basket. An offensive player CANNOT remain stationary with both feet in this box 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. First Violation: Warning from referee or court monitor. Each Additional Violation: Change of possession.

Scoring

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

Free Throws

Free throws count as one point. After the 8th foul, a free throw is awarded to the fouled player. The try for goal shall be made within 10 seconds after the ball has been placed at the disposal of the free thrower. All free throws are dead balls. Regardless of whether the free throw is made, the opposing team checks the ball from the designed line. All other players will remain behind the shooter while the free throw attempt is being made.

FOULS

Any time a basket is MADE and a foul is called:

- The basket counts.
- The referee or team representative records the foul.
- Defending team receives the ball.

Personal Fouls When There Is No Referee On The Court

If there is no referee on your court, only team fouls will be recorded. No personal fouls will be recorded. A foul may only be called by the player on the court who was fouled at the time of the foul. The court monitor or a representative from each team will record the fouls.

Recorded Team Foul # Result (for team that was fouled)

Team Fouls 1 through 8 Check ball from check box. Team Fouls 8+ (act of shooting) One free throw. If fouled with both feet behind the two-point arc, two free throws. Team Fouls 8+ (not in act of shooting) One free throw.

All intentional fouls will be called by the referee or court monitor and results in one free throw for the player fouled AND his/her team retains possession and checks the ball at the check box. An intentional foul is a personal or technical foul designed to stop or keep the clock from starting, to neutralize an opponent's obvious advantageous position, 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.

Flagrant fouls or continuous misconduct will result in team forfeiture and team dismissal from the TOURNAMENT. All flagrant fouls are called by the referee or court monitor. A flagrant foul may be a personal technical foul of violent or savage nature, or a technical non-contact foul which displays unacceptable conduct. It may or may not be intentional. If personal, it involves violent contact such as striking, kneeling, etc. If technical, it involves dead ball contact or non-contact at any time which is extreme or persistent, vulgar, or abusive conduct.

First Offense: Player fouled will shoot one free throw and his/her team retains possession from check box.

Second Offense: Team forfeits game and is under probation for the duration of tournament play. Third Offense: Team is dismissed from tournament.

Tournament Administration

Any questions or disputes will be discussed only with the team spokesperson. Disputes will be addressed with court administrator during play. Once game is finished there is no need for further discussion.

Staff reserves the right to disqualify any team 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 prior written consent. LHS staff reserves the right to request identification from players at any time during the tournament. All participants are encouraged to bring picture identification or school cards.

False information:

Information provided on your entry form is the basis for division breakdowns. Any false information is grounds for disqualification.

Unnecessary vulgarity or abusive conduct:

Good sportsmanship is expected. A LHS coach/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.

Thank you for coming to participate, and let's have a fun event.