



3-on-3 Basketball Tournament

Rules and Regulations

Registration Deadline is Friday 3rd September

- The following rules have been designed to ensure fair play and security 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 Anthony Stewart

INSURANCE

- It should be noted that Basketball Tasmania's standard insurance cover (in particular, Sports injury, Personal Accident and Professional Indemnity) extends to include all players and officials participating in this event (including travelling to and from) who are registered 2010 members (ie all who are registered through the Basketball Tas Club/ Association structure) Temporary (event) membership of Basketball Tasmania is available to unregistered participants, be they players or non-playing officials at a cost of \$10.00 per person on the provision of name, address and date of birth. Further information on insurance cover can be found on the Basketball Tasmania website www.tas.basketball.net.au. School teams may be covered through their school however we would advise that you receive confirmation before tournament begins.
- The Basketball Tasmania Code of Conduct applies to this even. Details can be found on the Basketball Tasmania website www.tas.basketball.net.au

PRIOR TO THE GAME

- Each team must have a minimum of three (3) and a maximum of four (4) players on its roster who have registered their team by the entry deadline.
- Representations of age division example as follows U/12 young people must be 11 or under at the start of the tournament date.
- Additions and/or changes to any roster must be approved by Chargers 3 on 3 staff and completed prior to the start of a team's first scheduled game.
- No substitutions are allowed after your first scheduled game. A player is allowed to participate on only one team in their division for the duration of the tournament.
- All players must sign the score sheet before each game and designate the team's Captain or spokes person. The team captain will represent his/her team as a spokesperson at all times.
- All games must start with three players on each team on the court.
- If a team with a 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. Game is forfeited after 10 minutes.



- A coin flip prior to the start of the game will determine which team has the initial possession.

GAME PLAY

Starting play/Resuming play/Throwing in:

- The ball must be checked by an opposing player and then must be thrown (not dribbled) in from outside the two-point line.
- **First Violation:** Warning from the referees or court supervisor.
- **Second Violation:** Change of possession.

Length of Games

- First team to score 21 points (win by two), or two 10 min halves, whichever comes first. If the game goes 20 minutes, the team with the most points wins.
- A game won by forfeit will result in a 21-0 victory for the team present at the court.

Sudden Death Overtime

- If the score is tied at the end of 20 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 a point in the overtime period.

No “Make It Take It”

- The ball changes possession after each scored basket, except after free throws in the occurrence that the shooting team retains possession of the ball.

Stalling

- No stalling is allowed. The referee, court supervisor may institute a 24 second shot clock at any time.
- After a team has been warned about stalling, failure to attempt a shot within 24 seconds will result in loss of possession.

Jump Balls

- All jump balls, as determined by the officials, become the possession of the defensive team.



Time Outs:

- Each team is allowed two 45-second time-outs per game. The 10-minute halves have a running clock and do not stop unless the timeout is called during the final 2 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 two-point arc. Failure to "take it back" is a violation.
- **First Violation:** Warning from the referee or court supervisor
- **Each Individual Violation:** Change of Possession

Fouls

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

1. The basket counts
2. The referee and/or court representative records the foul
3. Defending team receives the ball

If a foul is called and a basket is NOT MADE:

RECORDED TEAM FOUL #	RESULT (for team that was fouled)
Team Fouls 1 through 6	All fouls are common fouls. Retain ball and check ball from behind the two-point arc.
Team Fouls 7-11	One (1) free throw, unless fouled in the act of shooting behind the two-point arc, then two (2) free throws are awarded. Ball changes possession after free throw attempt(s).
Team Fouls 12+	One (1) free throw, unless fouled in the act of shooting behind the two-point arc, then two (2) free throws are awarded. Regardless of make or missed free throw(s), the shooting team retains possession



Intentional fouls

- Intentional fouls will be called by the referee, court supervisor or Chargers 3 on 3 Tournament Staff member only, and results in one free throw for the player fouled AND his/her team retains possession and checks the ball behind the two-point arc.
- 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.
- There is a **ZERO TOLERANCE** policy for flagrant fouls or continuous misconduct. At the discretion of the referee, court supervisor or Tournament Staff member, these types of behaviours will result in team forfeiture of the game in question, and the team and/or individual be put under probation for the duration of tournament play.
- Further offenses will lead to team dismissal from the tournament. All flagrant fouls are called by the referee, court supervisor.
- 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.

AFTER THE GAME

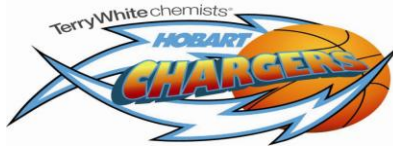
- The captain of the winning team must obtain the score sheet from the referee or court supervisor and deliver this score sheet the Scoreboard tent. The official schedule for the tournament can be found in the Scoreboard tent. After each game, each team must check the Scoreboard for future scheduling and information.

SCORING

- Baskets made from inside the two-point arc count as one (1) point. Baskets made when the shooter has BOTH FEET behind the two-point arc count as two (2) points.
- Court supervisors or referees will call "two points". If there is any doubt by the court supervisor 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 (1) point. All free throws are dead balls. The try for goal 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.



BASKETBALL GOAL INFORMATION

The ball is out of bounds if the ball:

- Passes over the top edge of the backboard or touches the back side of the Backboard

The ball remains in play if the ball:

- Touches the bottom edge of the backboard
- Touches one of the side edges of the backboard.
- Touches the top edge of the backboard but does not pass over the top edge of the backboard

TOURNAMENT ADMINISTRATION

- Any questions or disputes will be discussed only with the team spokesperson.
- Disputes will not be heard after the game has been completed.
- Chargers 3 on 3 staff reserve the right to reduce the number of scheduled games, or shorten games, due to unforeseen circumstances.
- Chargers 3 on 3 Tournament 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 the consent of the Chargers 3 on 3 Tournament Staff.
- The Chargers 3 on 3 Tournament Staff reserves the right to request identification from players at any time during the tournament.

FALSE INFORMATION

- Information provided to Chargers 3 on 3 on your entry form is the basis for division breakdowns. Any false information is grounds for disqualification.
- Teams will be broken into age groups: U/12, U/14, U/16, U/22 – Div 1, Div 2, and Div 3.
- Senior men and senior women will be placed into divisions according to their registered playing history. Any NBL, WNBL, SEABL, NWBU, State or Local roster Division 1 representation automatically places you in the Division bracket.

UNNECESSARY VULGARITY OR ABUSIVE CONDUCT

- Good sportsmanship is expected.
- A Chargers 3 on 3 Tournament 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.