



**North State-Wide
March Madness 3 on 3 Basketball Tournament
Saturday, March 17, 2012**

2011 March Madness 3 on 3 Basketball Tournament Rules

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 YFC 3on3 Event Staff.

PRIOR TO THE GAME

Each team must have three to five 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 YFC 3on3 Event Staff member and completed prior to the start of any game. No substitutions are allowed once a team's roster of five players has been filled. A player is allowed to participate for only one team for the duration of the tournament.

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

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 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.

THROW IN/STARTING PLAY

The ball must be thrown (not dribbled) in from the check box at the rear of the court.

First Violation: Warning from the referees or court monitor

Second Violation: change of possession

AFTER THE 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 Master Scoreboard. **THE MASTER SCOREBOARD CONTAINS THE OFFICIAL SCHEDULE FOR THE TOURNAMENT. AFTER EACH GAME, EACH TEAM MUST CHECK THE MASTER SCOREBOARD FOR FUTURE SCHEDULING AND INFORMATION.**

GAME PLAY

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 to score 2 points in the overtime period.

No Make It Take:

The ball changes possession after each scored basket.

Stalling:

No stalling is allowed. The referee, court monitor or YFC 3on3 Event 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.

Jump Balls:

All jump balls become the possession of the defensive team.

Time Outs:

Each team is allowed one 30-second time-out per game. The game clock 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 two-point arc. Failure to “take it back” is a violation.

First Violation: Warning from the referee or court monitor

Each Individual Violation: Change of Possession

Throw In/Resuming Play:

The ball must be thrown in (not dribbled) in from the check box at the rear of the court.

First Violation: Warning from referee or court monitor

Each Additional Violation: Change of possession

No Parking Zone(3 second rule):

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 one point. When fouled in the act of shooting, free throws are awarded to the fouled shooter only when the basket was not made (see foul section). All free throws are dead balls. Regardless of whether the free throw(s) are made, the opposing team checks the ball from the check box. 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.

FOULS

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

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

All intentional fouls will be called by the referee, court monitor or YFC 3on3 Event Staff member only 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, court monitor or YFC 3on3 Event Staff only. 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 teams retains possession check box.

Second Offense: Team forfeits game and is under probation

Third Offense: Team is dismissed from tournament.

BASKETBALL GOAL INFORMATION

The ball is out of play if it:

- Passes over the top edge of the backboard or touches the backside of the backboard.
- Touches either of the arms attached to the backboard or touches the pad in front of the basket

The ball remains in play if it:

- 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.

YFC 3on3 event 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 any entry form is submitted are the only players eligible without consent of the YFC 3on3 Event Staff.. Each team must play within the bracket of the oldest team member (even if the other team members are from a lower bracket).The YFC 3on3 Event 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 to YFC 3on3 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 YFC Event Staff member may assist at any time, including officiating games, immediately impending the shooting of foul shots, terminating a game, and/or escorting the player or team from the premises.

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