

HOOPS FOR HOPE – Tournament Rules & Regulations

Sportsmanship Policy

By completing a team registration form and registering for the event, all players accept responsibility for their conduct at the Hoops for Hope 3 on 3 Basketball Tournament. The focus on the tournament must be on the enjoyment of the game rather than a strictly competitive atmosphere. Respect must be shown to opposing teams and officials at all times.

The event reserves the right to disqualify and eject any individuals and/or teams that behave in an unsportsmanlike manner. All decisions made by event staff, court monitors and referees will be considered final.

PLAY

1. Each team must have at least three, but no more than four players on its roster. All team members are required to provide their own jerseys (T-shirt, etc.). Please ensure that you have a dark and a light- colored jersey. Please remember when choosing your attire that this event is family-friendly. Jewelry is not allowed during game play.
2. Check-in begins at 8:00am on event day. **All teams** must be checked in by 9am. Show up to check in regardless of weather.
3. Teams will be seeded according to the information provided for each individual on the entry form. Coordinators will make every effort to place teams into divisions with similarly skilled players.
4. NO ROSTER CHANGES ARE ALLOWED AFTER YOUR FIRST SCHEDULED GAME!! Upon check-in each team member will be given and required to wear an event wristband throughout the tournament. If the wristband has been altered in any way (cut, marked on, etc.) that player may be disqualified. Tournament staff may alter participant's wristbands as needed.
5. NO DUNKING IS ALLOWED. Anyone caught dunking in warm up and game situations can and will be disqualified from further participation.
6. Substitution is unlimited, but permitted only when the ball is not in play.

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TIME

1. A TEN MINUTE FORFEIT ALLOWANCE WILL BE ENFORCED. (Teams arriving later than ten minutes after the start of their game will forfeit that game and register a loss). A game won by forfeit will result in a 15-0 victory for the team present at the court.

2. Stalling goes against the fun principles of the game. In the u-18 and Adult divisions, a 12-second shot clock, wheelchair division 18 second shot clock and in the u-14u/ 16 youth divisions a 30 second shot clock will be in effect at all times, and may be enforced by the court monitor/referee at their sole discretion. Failure to attempt a shot (and “draw iron”) in this time frame, after being advised by the monitor/referee, will result in loss of possession. In addition, neither team can stall in a ball-check situation. If stalling occurs, the clock will be stopped until it is started by an in-bounds pass.

If a game reaches the time limit in a tie, the teams will play a sudden-death overtime with the team scoring first declared the winner (the “win by two-points” rule DOES NOT apply again in this situation).

THE COURT

1. The top, sides, and bottom of the backboard are inbounds. The metal support pieces from the top base unit to the backboard are out-of-bounds.

2. Boundaries vary from court to court and will be marked clearly, including a “no charge circle”. Check with the referee/court monitor if you have any questions regarding court boundaries.

THE FOULS

1. Any player(s) violating the events sportsmanship policy or acting inappropriate may be suspended for the game or the tournament. Players ejected will be suspended for the following year’s event.

2. In any game where a referee is scheduled to officiate or the event staff elects to place an official, the referee will make all calls. Otherwise, the players are responsible for making their own calls. The team captain is the sole representative for his/her team. The captain has the right to ask the monitor/referee/court supervisor to explain any rules. If there is a dispute which needs to be resolved, request a court supervisor to come to your court immediately to handle the situation. The court monitor’s, referee’s or court supervisor’s decision is final for the purpose of that game. Once play resumes or once the game is completed after a disagreement, the problem is considered a dead issue. DURING ANY PROTEST, TIME ON THE GAME CLOCK CONTINUES TO RUN, EXCEPT FOR THE LAST 3 MINUTES OF THE GAME.

3. Flagrant, Intentional, or Continuous Misconduct Fouls can and will result in the dismissal of the offending player. If the referee rules that a foul was Flagrant, Intentional, or Continuous Misconduct, and the player fouled is in the process of shooting and makes the shot, the basket is scored and he/she shall retain possession. If the player fouled is not shooting or misses a shot attempt, the player shall receive one free throw and retain possession. If a player receives a technical foul, the opposing team will shoot one free throw and retain possession.

ANYONE INVOLVED IN PUNCHING OR FIGHTING, FOR ANY REASON WHATSOEVER, MAY BE EJECTED FROM THE TOURNAMENT. TWO OR MORE TECHNICAL FOULS WILL RESULT IN THE AUTOMATIC DISQUALIFICATION FROM THE GAME.

3x3 Rules of the Game

Court	A regular 3x3 court playing surface is 15m (width) x 11m (length)
Team and Roster	4 players 3 + 1 substitute Note: game must start with 3 (three) players.
Referees	1 or 2
Time / Score Keepers	Up to 2
Time outs	1 per team (30 seconds). Dead ball situation only.
Initial Possession	Rock Paper scissors. Best of 1. Team that wins decides whether it takes the ball or leaves it, in order to get it in potential OT.
Scoring	1 point and 2 points, if scored behind the arc.
Game duration & Score Limit	1 X 10 minutes playing time. Score Limit 21 points. Applies in Regular play only.
Overtime	First team to score two (2) points wins the game
Shot Clock	u-14 , u-16 Youth divisions : 30 seconds u-18, Adult Divisions : 12 seconds Wheel Chair Divisions: 18 seconds
Free Throw(s) following a shooting foul	1 free throw 2 free throws, if foul is committed behind the arc.
Foul limit per team	6 team fouls
Penalty for team fouls 7,8,9	2 Free throws
Penalty for team fouls 10 or more	2 free throws + ball possession
Possession Following a successful goal	Defense possession Right underneath the hoop Ball to be dribbled or passed to a player behind the arc Defensive team not allowed to play for the ball inside the "no- charge semi-circle" area underneath the basket
...following a dead ball	Check ball exchange behind the arc (at the top)
...following a defensive rebound or steal	Defense possession
...following a jump ball situation	Defense possession
Substitutions	In dead ball situations, prior to the check ball The substitute can enter the game after teammate steps off the court and establishes a physical contact behind the end line opposite the basket. Substitutions require no action from the referees or table officials.

