

PCMS HOOP IT UP!

3 ON 3 BASKETBALL TOURNAMENT RULES

Sportsmanship Policy

By completing a team registration form and registering for the event, all players accept responsibility for their conduct at the HOOP IT UP! 3 on 3 Basketball Tournament at PCMS. The Organizers 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 their roster. Teams must be composed of only Males or Females and each Team Member must be in the same grade.
2. All players must individually sign the score sheet waiver before each game.
3. Substitution is unlimited, but permitted only when the ball is not in play.
4. To begin the game, a coin toss will determine the right to possession. The team winning the toss has the option to start the game with the ball or defer possession to the opposing team. If the game goes into overtime, the team not receiving possession to start the regulation game shall receive the ball to start overtime.
5. The ball will change possession after all made baskets, no "make it, take it."
6. The ball will be "taken back" on EVERY change of possession. Failure to take it back will result in the loss of possession and the loss of any points resulting from that possession. ("Taking back" means BOTH feet and ball behind the 20-foot two-point line.) A violation occurs only when a shot is attempted prior to taking the ball behind the 20-foot arc.
7. The ball must be checked by an opposing player before it is put into play. The ball must be passed to a teammate to begin play.
8. TWO-POINT SHOT: Similar to the 3-point shot, a shot taken with both feet behind the 20 foot line will count as two points. The 20 foot line will be clearly marked on each court. Both of the shooter's feet must be clearly and completely behind the 20 foot 2-point line for the basket to count as more than one point. The REFEREE/MONITOR or Tournament Official will have the final say if there is any question.

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 11-0 victory for the team present at the court.
2. ALL GAMES will be to 11 points, win by two points, or 20 minutes, WHICHEVER COMES FIRST. The only exception is the Championship game in each Division which has no time limit.
3. Stalling goes against the fun principles of the game. An "unwritten 30-second shot clock" is 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 30 seconds, 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.
4. Each team is allowed one 1-minute time-out. The 20 minute running clock does not stop unless the timeout is called during the final 3 minutes of the game. The clock will also be stopped if an injury occurs during the game.
5. If a game is ended at 20 minutes, the team that is ahead is declared the winner. (the "win by two-points" rule DOES NOT apply in this situation). If a game reaches this 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).

Fouls

1. Any player(s) violating the event's 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. All called fouls shall result in one free throw shot, except on successful field goals in which case the basket counts and no free throw shot is awarded. Each "made" free throw equals one-point. A change of possession will result regardless if the free throw is made or missed. 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. Jump or held balls go to the defense. (Exception: On all double fouls, the ball shall remain with the offense.)
4. 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.