

# 2018 "8th Annual Winter League 3V3"

## TOURNAMENT OVERVIEW

Revised 1-13-18

- Age Group Commissioner, "AGC", will host tournament and create and post brackets inside the gym.
- AGC will act as tournament Director.
- AGC must approve team rosters prior to start of tournament, and may adjust them as needed in the best interest of tournament.
- **"A" rated players MAY NOT participate in the "B" bracket. Absolutely NO Exceptions!**
- AGC Selections: **Game Length (6,8,10 min), Format (FC vs Half Court), and Foul Shoot Method.**
- Play is 3 versus 3, with maximum team roster size of 5.
- Players must wear their issued Winter League jersey unless teams are mixed.
- Only registered Winter League players may participate.
- Each player should play a minimum of ½ of each game based on the honor system. There is no maximum playing time limit.
- Tournament is Pool Play with a 3 or 4 game Pool, followed by semi's and finals.
- Head Referee may make safety, and rule adjustments based on site conditions.
- **NFHS/PIAA** basketball rules apply unless otherwise noted, including 3, 5, and 10 second violations.
- **NO RESTRICTIONS: The following are permitted: double teaming, back court defense press, etc. All restrictions are OFF, except where specifically listed below.** No restrictions for the 3v3.
- **GAME** is a single period with NO half time either 6,8, or 10 minutes in length.
- **GAME TIMES** games begin on the ¼, ½ and full hours only.
- **RUNNING CLOCK** except last 30 seconds where it stops on all whistles, and during timeouts.
- **TIMEOUTS** each team has 1-30 second time per game, and none during OT, TO's carry over in OT.
- **JUMP BALL**, to begin and then alternating possession.
- **UNIFORMS** uniform violation is a technical & team foul. Blank is legal 0. AGC may offer exceptions in certain cases, i.e. sub pulled from crowd to round out team.
- **LINES** referees will announce & confirm all boundary lines i.e. 3-point lines, time lines etc.
- **BACK COURT** no violations at Kerr or Fairview. Shady Side MS (yellow line is the time line).
- **3 POINTERS** will be counted where lines are clearly marked, or if shot from the top of the circle.
- **SUBSTITUTIONS** may occur on any whistles, with referee permission. Players should run on and off the court quickly. Referees should allow all substitutions unless teams are stalling.
- **TIME WASTING:** referee may stop clock at their discretion if teams are stalling.
- **BEHAVIOR** Referees enforce behavior rules and may eject players, coaches, or spectators at their discretion for the balance of the game, or tournament if necessary.
- **OVERTIME** 1 minute in length, and is not sudden victory.
- **2<sup>nd</sup> OT** if still tied after 1<sup>st</sup> OT, is sudden victory, 1<sup>st</sup> to score wins.
- **OT in Semi's and Finals** - no sudden victory. Continue OT until there is a winner.

## GAME FORMAT "#1. Full Court" AGC SELECTION (#1. FULL OR #2. HALF COURT)

### GAME FORMAT "#2. Half Court" (Full Court rules -plus half court adjustments below)

- **TAKE BACK LINE** once the ball is advanced into the front court, past the "take back" line, the opposing team must take it back to score, no exceptions.
- **BALL NOT TAKEN BACK** scoring without taking it back is a violation/turnover, **Not a score** for the other team.
- **MADE BASKET THROW IN SPOT** on made baskets, the ball is put in 1' past the "take back" line, i.e., in a back-court position. Referees may use alternate spot for safety reasons.
- **CHECKING BALL** ball does not have to be checked after a made basket, as per normal rules.

## FOUL TRACKING, BONUS -PLAYERS DO NOT FOUL OUT! AGC SELECTION (GAME LENGTH)

- **NO FOUL OUT** players DO NOT Foul out! Team Fouls Tracked ONLY.
- **TEAM FOULS / BONUS FOUL SHOT SYSTEM** Based on % of normal GAME TIME ((6,8, OR 10)
  - A. 6 min game (Single Bonus @ 3) & (DBL Bonus @ 5) & (Xtra Bonus "2 shots & ball" @ 7)
  - B. 8 min game (Single Bonus @ 4) & (DBL Bonus @ 6) & (Xtra Bonus "2 shots & ball" @ 8)
  - C. 10 min game (Single Bonus @ 5) & (DBL Bonus @ 7) & (Xtra Bonus "2 shots & ball" @ 9)

## FOUL SHOOTING METHOD AGC SELECTION (FOUL SHOT OPTION #1 OR #2)

**Option #1:** Normal Method: Taken quickly. Players get in lane ASAP, since clock does not stop.

**Option #2:** **FOUL ON 2 PT. ATTEMPT** – Single Foul Shot worth 2 pts

**FOUL ON 3 PT. ATTEMPT** - 1<sup>st</sup> shot worth 2 pts, 2<sup>nd</sup> worth 1pt

**BONUS SHOTS: Single Bonus:** Take 1 & then 1. **DBL/XTRA Bonus** – 1 worth 2 Pts.