

SUGAR VALLEY HOOPFEST 2018

3 ON 3 STREET BALL

PLAYER ELIBIBILITY:

1. Roster changes cannot be made after your first game.
2. All players on the roster must fit the proper age and division category with the exception of a player competing in a higher division.

PREGAME/TIME LIMIT/SCORING:

1. Teams will warm up together 5 minutes prior to the scheduled game time. Only those teams scheduled may occupy the court.
2. Teams should be at their court at the scheduled time even if the games are running behind schedule. If games are running behind, check at the main table concerning game time. The head table is responsible for giving out game time information.
3. Games may start and finish with a minimum of two players. A 5-minute forfeit time will be strictly enforced.
4. **ABSOLUTELY NO DUNKING IS ALLOWED!!** This includes both game and warm ups.
5. All games will have a 20-minute time limit. Time will be recorded by the referee.
6. First possession is determined by coin toss.
7. Games in the youth divisions (high school and below) will be played to 20 points straight out (need only to win by 1). Games in the adult division will be played to 25 points straight out. Game tied after 20 minutes will have a sudden death overtime with a coin flip to determine possession.
8. A field goal is worth 1 point. There will be a designated two-point line in which any successful shot behind the line is worth 2 points.
9. A free throw is worth 1 point.
10. One free throw will be shot for shooting fouls unless it is a shooting foul from behind the 2-point line, then 2 free throws will be attempted. The 20-minute clock will not stop running during free throws.
11. The bonus will be in effect on the seventh team foul. Only one free throw will be shot in the bonus situation.

12. Free throws will be shot for a flagrant or technical foul with the ball being awarded to the shooting team behind the take-back line.

OFFICIALS AND DUTIES: (ALL REFEREES ARE VOLUNTEERS, NON MOA)

1. One official will be assigned to each court. Any questions or complaints will be handled by the referee with only the team captain being the spokesperson.
2. In the adult division there will be a call your own foul rule. There will still be a referee on site to make sure everything stays under control.
3. Referees will require participants to remove caps, earrings, necklaces, or any other item which could cause injury to participants.

TIME OUTS/SUBSTITUTIONS:

1. Each team is allowed one time out per game. It will be one minute in length. The 20 minutes will stop during time outs only.
2. Teams may substitute during any dead ball situation by reporting with the referee.

BALL POSSESSION:

1. A flip of the coin will determine possession to start the game.
2. Jump balls will be awarded on an alternating possession basis.
3. If the ball changes possession on a missed shot, the ball must be taken back to the take-back line to clear and advance. It does not need to be checked by an opponent.
4. After all successful shots, the ball must be checked by the defense and passed in by the offense behind the take-back line.
5. Offensive fouls will result in loss of possession with no points being awarded. The defense will retain possession at the take-back line and the ball must be checked.

MISCELLANEOUS RULES:

1. **NO ALCOHOLIC BEVERAGES ARE ALLOWED ON SITE**
2. **OPEN WOUND POLICY:** The referee or game management shall order any injured participant who is bleeding or has blood on his/her uniform to leave the game for treatment.
3. **WEATHER POLICY:** In case of adverse weather, the tournament officials will determine if and how the tournament will be altered. Shortened games or change of format may be used.