

HalfCourt Edge 3v3 Invitational RULES AND REGULATIONS

The following rules have been designed to ensure fair play for all participants. Each player is expected to understand these rules prior to participation.

PRIOR TO THE GAME:

A complete team registration must consist of a roster of three to five players. Any individuals who register will be placed on a team with the correct number of players. Team designations for individual registrations are determined by the court monitor before the start of the first game. All teams and individual registrations must be fully paid by the predetermined registration deadline. Additions and/or changes to any roster must be approved by a HalfCourt Edge 3v3 Invitational Staff member and completed prior to the start of a team's first game of the event. No substitutions are allowed once a pre-formed team's roster has been filled without the prior written consent of the HalfCourt Edge 3v3 Invitational Staff.

A player is allowed to participate on only one team for the duration of the tournament. All players must sign the score sheet before each game and designate the team's captain. 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.

Prior to the start of the first game, each team will determine a team name and report the name to the court monitor. A coin flip prior to the start of the game will determine which team has the initial possession.

STARTING PLAY/THROW- IN:

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

First Violation: Warning from the court monitor

Second Violation: change of possession

GAME PLAY:

Length of Games:

20 minutes; two 10 minute halves. There will be a running clock in first half. The clock stops in last 1.5 minutes of the second half. If the point differential between competing teams is 15 points or more with 1.5 minutes left in the game, the clock will not stop in the second half.

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 overtime period is 3 minutes. The game winner is the team with the lead at the end of 3 minutes. If the game is still tied after the initial overtime period, the game goes into a second overtime. Again, a coin flip determines which team has the initial possession. The first basket wins.

No Make It Take It:

The ball changes possession after each scored basket.

Stalling:

No stalling is allowed. The court monitor may institute a 24 second shot clock at any time. After a team has been warned about stalling, failure to attempt a shot within 24 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 two 45-second time-outs per game. The 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 three-point arc. Failure to "take it back" is a violation.

First Violation: Warning from the 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 court monitor

Each Additional Violation: Change of possession

No Parking Zone:

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 court monitor

Each Additional Violation: Change of possession

Scoring:

Baskets made from the inside the arc count as two points. Baskets made when the shooter has BOTH FEET behind the arc count as three points. Court monitors will call "three points". If there is any doubt by the court monitor as to whether the made basket is worth two or three points, the basket will count as two points.

Free Throws:

Free throws count as 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 is made, the opposing team checks the ball from the check box. The free throw shall be attempted within 10 seconds after the ball has been placed at the disposal of the free thrower. If a player is fouled in the act of shooting a 3-point shot (behind the 3 point line) and the shot is not successful, the shooting player shall be awarded 3 free throws. All other players will remain behind the three 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 court monitor records the foul.
- Defending team receives the ball.

Personal Fouls When There Is No Referee On The Court:

Only team fouls will be recorded. No personal fouls will be recorded. A foul may only be called by the player on the court who was fouled at the time of the foul. The court monitor will record the fouls. For the first 6 fouls, the ball is taken back by the fouled team at mid-court to resume play. Beginning with the 7th foul, the player fouled will be awarded 1 free throw. On the 10th team foul, 2 shot attempts are awarded.

All intentional fouls will be called by the court monitor only and results 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 invitational. All flagrant fouls are called by the court monitor. 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 team retains possession from check box.

Second Offense: Team forfeits game and is under probation for the duration of the season.

Basketball Goal Information

The ball is out of bounds if it:

- Passes over the top edge of the backboard or touches the back side of the backboard
- Touches the arms attached to the back of the backboard.

The ball remains in play if the ball:

- Touches the pad ("garage door") in front of the basket.
- 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

ADMINISTRATION:

Any questions or disputes will be discussed only with the team captain. All disputes must be brought to the attention of the court monitor as soon as the incident in question has happened. Disputes will not be heard after the game has been completed.

HalfCourt Edge 3v3 Invitational Staff reserves the right to disqualify any team for infractions of the following policies:

FALSE INFORMATION:

Any false information is grounds for disqualification.

UNNECESSARY VULGARITY OR ABUSIVE CONDUCT:

Good sportsmanship is expected. A HalfCourt Edge 3v3 Invitational Staff member may assist at any time, including officiating games, immediately implementing the shooting of foul shots, terminating a game, and/or escorting the player or team from the premises.