



CAROLINA HOOPFEST 3 ON 3 TOURNAMENT RULES

The following rules have been designed to ensure fair play for all participants. Each player is expected to understand these rules prior to participation in Carolina Hoopfest. Any questions concerning these rules should be directed to the event staff or tournament directors.

Prior to the Game

I. Each team must have three to five players on its roster who have registered their given team by the predetermined entry deadline. Additions and/or changes to any roster must be approved by our tournament directors. member and completed prior to the start of a team's first game of the event. No substitutions are allowed once a team has played its first game of the event. A player is allowed to participate for only one team in each division for the duration of the tournament.

II. **THE TEAM CAPTAIN WILL REPRESENT HIS/HER TEAM AS A SPOKESPERSON AT ALL TIMES**, and must verify the score sheet has correct roster prior to each game.

III. 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.

IV. 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 player, that team will be penalized one point per minute after the designated start time for up to 5 minutes. If an additional player has not arrived within the 5 minutes time range, that teams then forfeits the game.

V. A coin flip prior to the start of the game will determine which team has the initial possession.

VI. Each player must have a number on their shirt/uniform (numbers made with masking tape are acceptable).

Throw In/Starting Play

The ball must be thrown (not dribbled) in from to the top of the key at each court.

First Violation: Warning from the referees or court monitor, Second Violation: change of possession

After the Game

THE MASTER SCOREBOARD CONTAINS THE OFFICIAL SCHEDULE/RESULTS FOR THE TOURNAMENT. AFTER EACH GAME, EACH TEAM MUST CHECK THE MASTER SCOREBOARD FOR FUTURE SCHEDULING AND INFORMATION.

Game Play

Length of Games: first team to score 11 points, or 10 minutes. Championship Games in each division: 20 Minutes. The referee, court monitor or a Carolina Hoopfest staff member may institute a different time limit in the championship game prior to or during the game if needed..

Overtime: if the score is tied at the end of 10 minutes, the game goes to overtime. A coin flip determines which team has the initial possession. The game winner is the first to score 2 points in the overtime period.

No Make It Take It: the ball changes possession after each scored basket.

Stalling: no stalling is allowed. The referee, court monitor or Carolina Hoopfest staff

member may institute a 30 second shot clock at any time. After a team has been warned about stalling, failure to attempt a shot within 30 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 40-second time-outs per game. The game 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 the two-point arc. Failure to "take it back" is a violation.

Each Individual Violation: Change of Possession

Throw In/Resuming Play: the ball must be "checked" after every change of possession following an opposing team score. The ball must be thrown in (not dribbled) in from the check box at the rear of the court. No face guarding the box - stay behind the line.

First Violation: Warning from referee or court monitor

Each Additional Violation: Change of possession

Out of Bounds/Resuming Play: the ball must be "checked" every out of bounds.

No Parking Zone: this zone is the box in front of the basket. An offensive player CANNOT remain stationary (i.e. "post up") with both feet in this area 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 referee or court monitor

Each Additional Violation: Change of possession

Dunking: dunking is allowed during play only. If teams/players are seen dunking during non-play, they may be disqualified from the tournament. Hanging on the rims is not allowed at any time. Participants can be held responsible for broken equipment.

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

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 (1 for 1 pointer, 2 for 2 pointer). All free throws are dead balls. Regardless of whether the free throw(s) are made, the opposing team checks the ball from the check box. All other players will remain behind the two point arc while the free throw attempt is being made.

Any time a basket is MADE and a foul is called:

- **The basket counts plus an additional point is rewarded.**
- **The referee or team representative records the foul.**
- **Defending team receives the ball.**

Personal Fouls: the referee will record each personal foul. Each team member is allowed three personal fouls. Upon receiving the third personal foul, the player is disqualified. If a player is fouled in the act of shooting and a basket is not made, player must attempt a free throw (2 free throws if fouled in the act of shooting behind the arc).

RECORDED TEAM FOUL #	RESULT (for team that was fouled)
Team Fouls 1 through 7 fouled in the act of shooting (see above)	Check ball from check box, unless
Team Fouls 8+ fouled in the act of shooting (see above).	One free throw, unless

All intentional fouls will be called by the referee, court monitor or Carolina Hoopfest staff member only and result in one free throw for the player fouled AND his/her team retaining possession. The ball must be thrown (not dribbled) in from the check box at the rear of the court. 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 tournament. All flagrant fouls are called by the referee, court monitor or Carolina Hoopfest staff member only. 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, kneeing, 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 teams retains possession from check box.

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

Third Offense: Team is dismissed from tournament.

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

The ball remains in play if the ball:

- 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

Tournament Administration

Any questions or disputes will be discussed only with the team spokesperson/captian. Disputes will not be heard after the game has been completed.

Carolina Hoopfest staff reserve the right to disqualify any team for infractions of the following policies:

Use of illegal players: the players listed on the roster at the time an entry form is submitted are the only players eligible without the consent of the Carolina Hoopfest Event Staff. The Carolina Hoopfest Staff reserves the right to request identification from players at any time during the tournament. All participants are encouraged to

bring picture identification to the tournament.

False information: False information provided to Carolina Hoopfest on your entry form is the basis for immediate disqualification.

Unnecessary vulgarity or abusive conduct: good sportsmanship is expected. A Carolina Hoopfest Event 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. **ANY PLAYER THAT IS EJECTED FROM A GAME WILL NOT BE ALLOWED TO PARTICIPATE IN THE DURATION OF THE TOURNAMENT.**

This is a family event. No profanity or abusive behavior toward officials, tournament administrators, or each other will be tolerated from players or fans. Players/fans violating this rule will be ejected for the duration of the tournament. Unruly fan or player behavior may also result in games being stopped and potential forfeit if deemed necessary. If a fan or parent is ejected from the tournament, the player or child associated with the fan or parent will be ejected as well for the duration of the tournament. If an entire team is ejected, there will be no refund of tournament entry fees.