

# **Scheideman Chiropractic 3-on-3 Basketball** **Tourney Setup**

## **Spirit of the game**

The Scheideman Chiropractic 3-on-3 basketball tournament is about fairness, fun, and following the rules. It brings together people of all ages and walks of life to play competitive basketball through a family event where players, spectators, and volunteers treat each other with respect and dignity. Both fair play and good sportsmanship are expected on and off the court. We will provide a positive atmosphere for everyone in attendance to enjoy.

This spirit begins with each player and spectator, and in the finals is promoted and maintained on the court by volunteer court officials. They will accomplish this by requiring strict adherence to the tournament rules and interacting with an attitude that promotes fun and positive communication between all players and spectators.

Profanity, taunting, baiting, trash talking, and rough play will be considered inappropriate conduct. Court officials will fully enforce the spirit of the game to suspend the unsportsmanlike acts.

## **Tournament Setup**

This is a one day tournament. First round play will begin with pool play. The number of games for each team will be determined by number of teams participating. After this round, the tournament format will change to the top teams playing in a single-loss elimination.

Each team shall designate a team name that must be tasteful and appropriate, will be reviewed by the tournament staff, and may be changed or removed at the discretion of the tournament staff.

Each team shall designate a captain to handle communication for the team. Correspondence between the tournament and the teams will occur through the captain. The things the captain will be responsible for will be: checking in the morning of the tournament to receive first game time, rules and regulations, and t-shirts, reporting results of games to head table, communicating during games with on court official, responsibility for the on and off-court actions of his/her teammates during the tournament.

Games will be held at one site. All efforts will be made to stay on time, however, delays are inevitable. Teams are still responsible for being at the assigned location at the time assigned regardless of any delays that may occur.

Every effort will be made to place teams into these categories: separate boys and girls divisions of 5<sup>th</sup> and 6<sup>th</sup> grade, 7<sup>th</sup> and 8<sup>th</sup> grade, 9<sup>th</sup> and 10<sup>th</sup>, 11<sup>th</sup> and 12<sup>th</sup>, under 25, under 45, over 45, and open. Tournament staff will change or combine age categories only when not enough teams have entered to complete an age division. In a few instances, tourney staff may have to create co-ed within these age categories.

Fans are encouraged to actively support and cheer for their favorite teams but we ask that remarks and behavior be kept tasteful and appropriate for all ages. Any time the

crowd disrupts the game and commissioners are unable to determine who is at fault, both captains will be warned, and if the behavior persists, BOTH teams will be awarded technical foul shots.

Information on the entry forms is the basis for division breakdowns. Any false information is grounds for disqualification.

### **Pre-Game**

Schedules are effective only through the first game for all teams. Following the tournament's first game, each team is advised to check the Master Scoreboard for all official schedules, times, courts, revisions, and general game information. Teams must be ready to begin play at their scheduled start time. Teams not at their court for their scheduled game are given a 5-minute grace period before a forfeit is enforced. Teams are encouraged to be at your court 15 minutes before start time and remain in contact with their court until your game is played. Non-playable situations may result in the modification or cancellation of the event. Under these unlikely circumstances, team entry fees will not be refunded.

### **Game Play**

All games must start with at least 3 players, but can be completed with less.

The winner of the coin toss will receive possession of the ball to start.

Games are played to 21 points, or team ahead after 20 minutes. Three points awarded for make behind the arc, two points for inside the arc.

The ball will change possession after a scored basket. The player must pass the ball at the top of the court to begin play. The ball must be checked by an opposing player before it is put into play. All jump balls will go to the team on defense. The top of the backboard is out-of-bounds; however, the sides and bottom of the backboard are in play. MSHSL rules will apply.

The ball must be taken back past the three point line on each and every change of possession. Violation occurs only if a basket is made by the team failing to properly take it back, and will result in loss of points scored and possession to the other team. "Taking back" means two feet behind the three point line.

Each team is allowed one, one minute time-out per game.

Referees will not be provided until the championship rounds; as such, play is on a call-your-own foul basis. Generally, the offensive player is responsible for calling the foul at the time of occurrence. A foul must be called immediately or not at all—you cannot wait to see the outcome of a play before deciding to call a foul. All fouls and violations will be played out-of-bounds at the top of the court. Any technical or flagrant foul deemed necessary by staff in round-robin play, or by the on court staff during elimination games, will result in two free throws worth one point each by the offended team.

For refereed games, team fouls will be counted. In the elimination games, fouls in the act of shooting will result in one foul shot for one point and possession of the ball. After seven team fouls, each foul will result in free throw and possession. Technical fouls will be counted as team fouls, two points and the ball will be awarded to the other team.

A technical foul will be assessed for: A foul intended to hurt an opponent, vulgar or verbally abusive behavior, or any other misconduct deemed inappropriate by the staff. Two technicals will result in ejection from the game and disqualification from future games.

The team captain is always the team spokesperson, not a coach, parent, spectator, or one of the other players. The judgment decisions of the tournament staff cannot be changed by higher authority. Only questions concerning rule interpretation or eligibility are appealable.

No stalling is allowed. The tournament 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.

If the score is tied at the end of 20 minutes, the game goes to sudden death. First to score, wins.

### **After the Game**

The captain of the winning team should report the score to the head table to be recorded on the official scoreboard. The master scoreboard contains the official schedule for the tournament. After each game, each team must check the master scoreboard for future scheduling and information.