206 BANG UT

West Seattle High School's 3x3 Basketball Tournament
March 15, 2014

Who: Open Divisions for All Ages and Skill Levels for Players 6-12 Grade
Teams are made of 4 players, 3 to play-1 to sub

Cost: $20/Team

Benefiting: Treehouse Foundation to Improve lives for Foster Kids

Prizes: T-shirts awarded for champions of each division!

Bring your friends, Bring your family. Take it to the hoops for the Treehouse!

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3 ON 3
BASKETBALL TOURNAMENT

206 BANG OUT

Specify Division (circle):

Girls	Boys
Recreational	Competitive

Team Name:_____

Player 1:_____**Grade:**_____

Player 2:_____**Grade:**_____

Player 3:_____**Grade:**_____

Player 4:_____**Grade:**_____

Contact Name:_____

Phone #:_____

E-mail Address:_____

All games play at West Seattle High School Gym; games begin at 9:00 am

Questions: email us at 206bangoutrsvp@gmail.com

www.westseattlehs.seattleschools.org

West Seattle High School Sponsored Activity Medical Release

MEDICAL RELEASE

In case of an emergency, I, _____ parent/guardian of
_____ authorize and consent to emergency
medical, surgical, hospital care, treatment and procedures deemed immediately necessary by a
physician to safeguard my child's health if I cannot be contacted. I waive my rights of informed
consent to such treatment. I also authorize a copy of this consent form to be treated with the same
authority as the original.
Signature of Parent/Guardian _____ Date:_____

3X3 Basketball Tournament Rules

This tournament is conducted in accordance with the rules of the International Basketball Federation (FIBA) except where these differ from AUS sports rules; in which case the latter shall take precedence. Official FIBA Basketball Rules of the Game are valid for all game situations not specifically mentioned in the 3X3 Basketball Tournament Rules herein.

1. Court and Ball

1.1 Half a traditional basketball court will be used.

2. Teams

2.1 Each team shall consist of a maximum of four (4) players. Three (3) players on the court and one (1) substitute.

2.2 The minimum number of players that can be fielded at the start of play without incurring a forfeit is three (3).

3. Game Timings

3.1 One period of 20 minutes or first to 21 points (whichever is first) utilising a running time (continuous) clock and no shot clock.

3.3 *Overtime* - If the score is tied at the end of playing time, an extra period of time will be played. There shall be an interval of one (1) minute before the overtime starts. The first team to score two (2) points in the overtime wins the game.

3.4 *Timeouts* - One (1) 30 second time-out is granted to each team. A player can call the time-out in a dead ball situation.

4. Referees

4.1 All matches will be officiated by one (1) referee and one (1) time/score keeper (refer 5.1-3).

5. Team Duties

5.1 It is mandatory for all teams to appoint one (1) person for the duties of scoring and timekeeping for the match immediately following theirs. It is important they are competent scorers and timing operators.

5.3 Teams that do not fulfil team duties or be involved with a fight may be penalized with elimination from the tournament at the discretion of tournament officials.

6. Beginning of the Game

6.1 A coin flip shall determine which team gets the first possession. The team that wins the coin flip can either choose to benefit from ball possession at the beginning of the game or at the beginning of a potential overtime.

7. Forfeits

7.1 Any team with player(s) on the court that were not registered to play will result in a forfeit to the offending team.

7.1 If there is bad sportsmanship, then the team will have to forfeit to offending team

8. Scoring

8.1 Every shot inside the arc shall be awarded one (1) point.

8.2 Every shot behind the arc shall be awarded two (2) points.

8.3 Every successful free throw shall be awarded one (1) point.

9. Fouls/Free Throws

9.1 A team is in a team foul situation when it has committed seven (7) fouls.

9.2 A player who has committed four (4) fouls must leave the game.

9.3 Fouls during the act of shooting inside the arc shall be awarded one (1) free throw.

9.4 Fouls during the act of shooting behind the arc shall be awarded two (2) free throws.

9.5 Fouls during the act of shooting followed by a successful field goal shall be awarded one (1) additional free throw.

9.6 Non-shooting fouls under penalty foul situation shall be awarded one (1) free throw.

10. How the Ball is Played

10.1 Following each successful field goal or last free throw:

A player from a non-scoring team will resume the game by dribbling or passing the ball from inside the court directly underneath the basket (not from behind the end line) to a place on the court behind the arc.

The defensive team is not allowed to play for the ball in the "no-charge semi-circle area" underneath the basket.

10.2 Following each unsuccessful field goal or last free throw:

If the offensive team rebounds the ball, it may continue to attempt to score without returning the ball behind the arc.

If the defensive team rebounds the ball, it must return the ball behind the arc (by passing or dribbling).

10.3 Possession of the ball given to either team following any dead ball situation shall start with an exchange of the ball (between the defensive and the offensive player) behind the arc at the top of the court.

10.4 A player is considered to be "behind the arc" when neither of his feet are inside nor step the arc.

10.5 In the event of a jump ball situation, the defensive team shall be rewarded the ball.

11. Substitutions

11.1 Substitutions can be done by any team when the ball becomes dead, prior to the check-ball. The substitute can enter the game after his teammate steps off the court and establishes a physical contact with him.

11.2 Substitutions can only take place behind the end line opposite the basket and substitutions require no action from the referees or table officials.

12. Uniform Requirements

12.1 A competitor must not use equipment or wear anything that is dangerous to him/herself or another competitor (including any kind of jewelry).

Long or sharp fingernails are to be trimmed or taped.

Source:

staff.mq.edu.au/public/download.jsp?id=123552