



G-BURY KIDS for KIDS

General Rules and Guidelines

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 the tournament. Any questions concerning these rules should be directed to G-bury Kids For Kids 3on3 Event Staff.

PRIOR TO THE GAME

Each team must have a minimum of three players but can have up to five players on its roster who have registered their team by the predetermined entry deadline. Additions and/or changes to any roster must be approved by a G-bury Kids For Kids Event Staff member and completed prior to the start of any game. No substitutions are allowed once a team's roster of five players has been filled without the prior written consent of the G-bury Kids for Kids Event Staff. A player is allowed to participate for only one team for the duration of the tournament without the prior written consent of the G-bury Kids For Kids Staff.

All players must sign the score sheet before each game and designate the team's captain/spokesperson. **THE TEAM CAPTAIN WILL REPRESENTS HIS OR 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.

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



THROW IN/STARTING PLAY

The ball must be taken back from the three- point arc. First Violation: Warning from the referee or court monitors. Each Additional Violation: Change of possession.

AFTER THE GAME

The captain of the winning team should obtain the score sheet from the referee or court monitor and deliver this score sheet to the Master 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.

GAME PLAY

Length of Games: 10 minutes with a running clock the entire game.

Championship Games in each division: Also 10 minutes

Please have your team ready to play immediately when the game before you is complete!

Overtime: Only in the final brackets will overtime take place. There will be 3-minute 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. Standard games that end in a tied score will be determined by free throws. Each team will be allowed to take three free throws to determine the winner.

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

Stalling: No stalling is allowed. The referee, court monitor or G-bury Kids For Kids Event 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.



Time Outs: NO time-outs are permitted during the game unless an injury occurs.

Jump balls: The first jump ball will go to the defensive team and the jump will switch back and forth thereafter.

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 referee or court monitor

Each Individual Violation: Change of Possession

Throw In/Resuming Play: The ball must be taken up from behind the three-point arc.

First Violation: Warning from referee or 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 referee or 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 or referees will call "three points" If there is any doubt by the court monitor or referees as to whether the made basket is worth two or three points, the basket will count as two points.

FOULS:

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

The basket counts. The team that made the basket will also receive one additional point. The defending team then receives the ball.



If the player that is fouled in the act of shooting and does not make the shot then the players team that was shooting is awarded one point and keeps possession of the ball. There will be **NO** foul shots taken at any point in the ten minute game. Foul shots will be allowed only to determine the winner on games that end regulation time in a tie.

All intentional fouls will be called by the referee only and results in one point 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 tournament. All flagrant fouls are called by the referee. A flagrant foul may be a personal or technical foul of a 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 that 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 are under probation for the duration of tournament play.

Third Offense: Team is dismissed for the 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 Touches either of the arms attached to the back of the backboard or touches the pad in front of the basket . The ball remains in play if it: 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. Disputes will not be heard after the game has been completed. G-bury Kids for Kids *Basketball Staff reserves 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 G-bury Kids For Kids Event Staff. The G-bury Kids For Kids Event 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: Information provided to G-Bury Kids for Kids on your entry form is the basis for division breakdowns. Any false information is grounds for disqualification.

Unnecessary vulgarity or abusive conduct: Good sportsmanship is expected. A G-bury Kids For Kids Gym Manager 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.